

How I learned to stop fixing code

... over and over again

INSTITUT FÜR ANGEWANDTE INFORMATIK

Zuverlässigkeit: Die durchgehende Funktionserbringung
eines Systems für einen festen Zeitraum

Security: Schutz des Systems vor Angreifern

Safety: Schutz von Personen und Dingen vor dem System



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Bugs

What is a Bug?

A piece of Code . . .

- . . . exhibiting behaviour not intended by the developer
- . . . not always exhibiting the intended behaviour
- . . . which can quickly turn into the above
- . . . that is so convoluted that it's basically the above

Static Analyses

- detect problematic patterns
- detect common bugs
- enforce code style
- never tired, lazy, overworked

History

- Ada (1977-1983)
- Lint (1977-1979)
- MISRA (1998-*now*)
- Rust (2009-2015)
- Clippy (2014-*now*)

Why. . .

. . . should you write static analyses?
(instead of leaving it to “*the experts*”)

Once upon a time...

... in a fairly recent present

... there was

The. BestTM. Programmer.

Why?

You never hack alone.

1 Your future self

- will have forgotten what you mean

2 Your past self

- wrote bad code

3 Your new teammates

- need help frequently
- with easy issues

Why? (continued)

Issue → Permanent solution

Why? (continued)

Issue → Permanent solution

- C → Lint: ~10 years
- Ada → SPARK: 6 years
- ISO C → MISRA: 8 years
- C99 → MISRA: 14 years

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Let's do something
about it

What do we want?

short time from issue to permanent fix

- easy integration
- easy development
- easy sharing
- useful diagnostics

Easy integration

- single setup
- automatically run
- no usability difference from compiler errors

Easy development

HOW OFTEN YOU DO THE TASK

	50/DAY	5/DAY	DAILY	WEEKLY	MONTHLY	YEARLY
1 SECOND	1 DAY	2 HOURS	30 MINUTES	4 MINUTES	1 MINUTE	5 SECONDS
5 SECONDS	5 DAYS	12 HOURS	2 HOURS	21 MINUTES	5 MINUTES	25 SECONDS
30 SECONDS	4 WEEKS	3 DAYS	12 HOURS	2 HOURS	30 MINUTES	2 MINUTES
1 MINUTE	8 WEEKS	6 DAYS	1 DAY	4 HOURS	1 HOUR	5 MINUTES
5 MINUTES	9 MONTHS	4 WEEKS	6 DAYS	21 HOURS	5 HOURS	25 MINUTES
30 MINUTES		6 MONTHS	5 WEEKS	5 DAYS	1 DAY	2 HOURS
1 HOUR		10 MONTHS	2 MONTHS	10 DAYS	2 DAYS	5 HOURS
6 HOURS				2 MONTHS	2 WEEKS	1 DAY
1 DAY					8 WEEKS	5 DAYS

HOW MUCH TIME YOU SHAVE OFF

Easy development

- share code with compiler
 - gcc, clang, rustc, ghc, scala, rebar3
- tools to analyze the bug
- convenience functions
- test driven development

Easy sharing

- sharing is caring 
- updating to new compiler versions
- get new analyses

Useful diagnostics

- no false positives
- specialized error messages
- suggestions

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Questions?

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Workshop: Fixing bugs forever

Lints are unstable

- break around every second week
- get fixed fast if part of clippy
- require *the latest* nightly compiler

Lints share code

- `clippy's util` module
- grouping similarly operating lints

Boilerplate 1

```
#![feature(plugin_registrar, box_syntax, rustc_private)]  
  
extern crate syntax;  
#[macro_use] extern crate rustc;  
  
use rustc::lint;  
use syntax::ast;
```

Boilerplate 2

```
extern crate rustc_plugin;  
use rustc_plugin::Registry;  
  
#[plugin_registrar]  
fn plugin_registrar(reg: &mut Registry) {  
    reg.register_early_lint_pass(box Pass);  
}
```

Boilerplate 3

```
declareLint!(TEST_LINT, Warn, "Warn about items named 'lintme'");

struct Pass;

impl lint::LintPass for Pass {
    fn get_lints(&self) -> lint::LintArray {
        lint_array!(TEST_LINT)
    }
}

impl lint::EarlyLintPass for Pass {
    fn check_item(&mut self, cx: &lint::EarlyContext, it: &ast::Item) {
        if it.ident.name.as_str() == "lintme" {
            cx.span_lint(TEST_LINT, it.span, "item is named 'lintme'");
        }
    }
}
```

Quick guide

setup instructions at

`https://github.com/Manishearth/rust-clippy/tree/rust_belt_rust`

1. open `tests/compile-fail/rust_belt_rust.rs`
2. write a piece of code you dislike
3. Or have a look at clippy issues labeled E-easy
4. Develop your lint in `clippy_lints/src/rust_belt_rust.rs`
5. run `cargo test`
6. Repeat 4. until the tests pass
7. Write your lint info into *the list*
8. Create a pull request to the clippy repository