

# Meta-tooling

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Software systems are complex

# Software systems model dynamic and complex fields

Software systems combine multiple programming languages and technologies

Contextual problems require contextual solutions

Software systems are highly heterogeneous

Impossible to predict all developers questions

# Generic tools vs. Meta-tools



# Generic tools

Answer a predefined number of questions

Answer a predefined number of questions

questions are difficult to predict

Difficult to compose and reuse

# Meta-tools

# Environment for building custom tools

Custom problems require custom tools

Determining the relevant questions falls on the developer and not on the tool provider



Building custom tools should be 'cheap'

Minutes instead of hours or days

Custom tools should be composable

Custom tools should be reusable

# The Glamorous Debugger

View

Model

View

Model

GTDebugger

GTDebuggerSession  
GTDebuggerContex

# GTDebuggerSession

stepInto: [selectedContext](#)

[context](#) := [process](#) step: [selectedContext](#).

[process](#) stepToSendOrReturn.

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# GTDebuggerContex

source

^ **method** holdsTempNames

ifTrue: [ **method** getSource ]

ifFalse: [ **methodName** sourceText ]

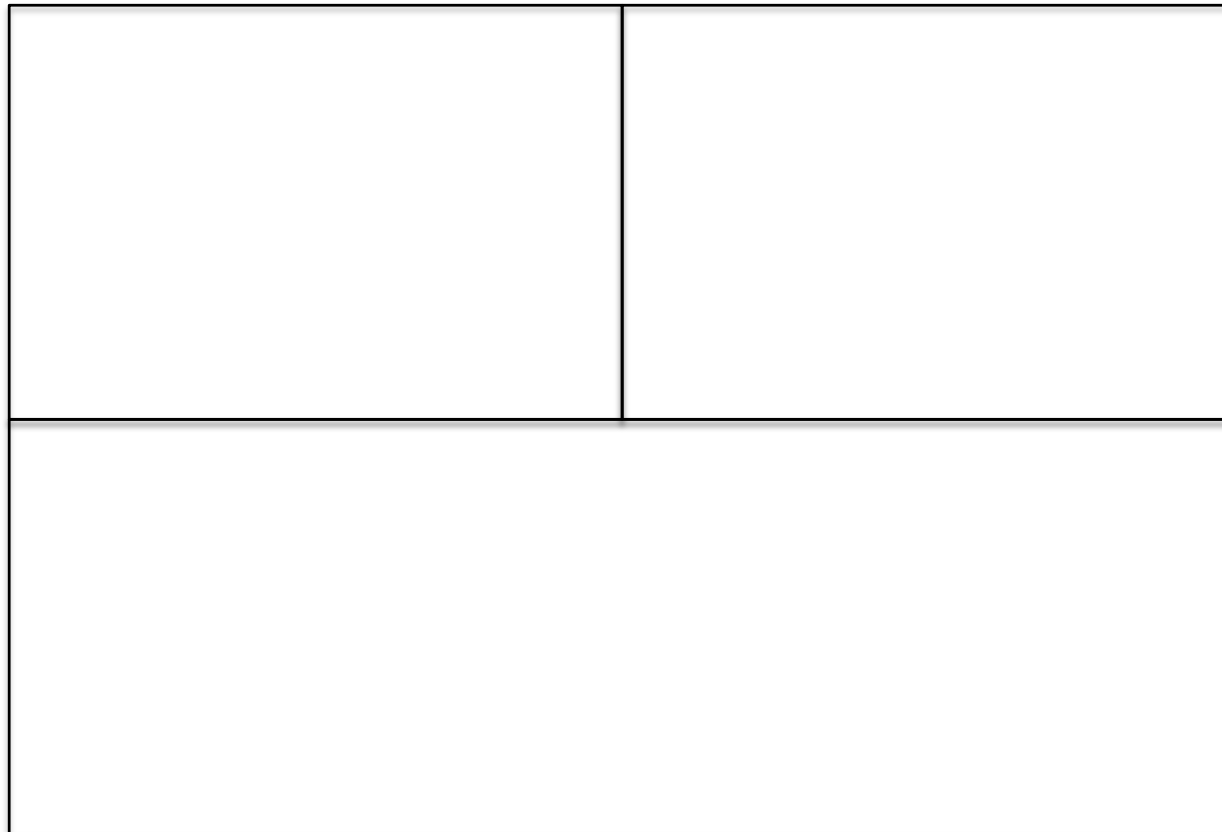
.

.

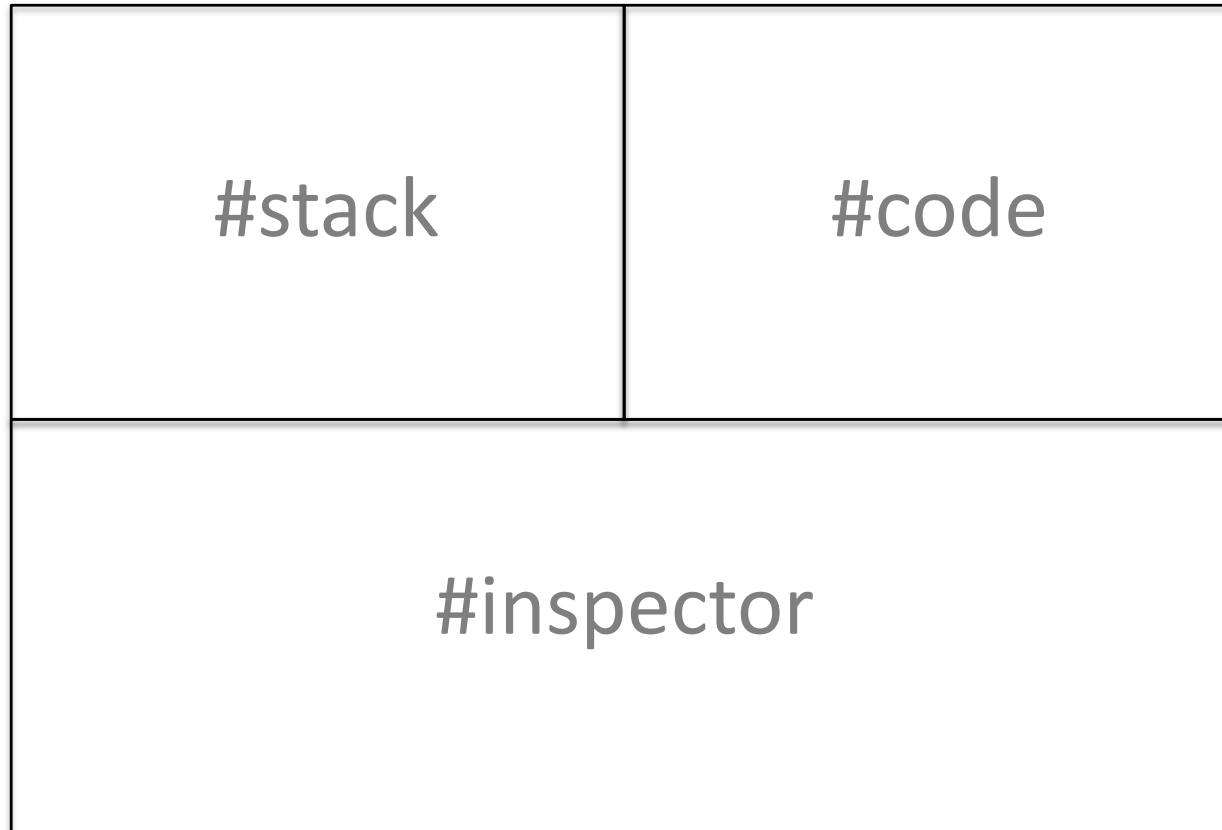
.

# GTDebugger

# GTDebugger



# GTDebugger



# GTDebugger

browser

```
row: [ :row |  
      row  
        column: #stack;  
        column: #code ];  
row: #inspector.
```

# GTDebugger

browser transmit

to: **#stack**;

andShow: [ :composite | self stackIn: composite ].

# GTDebugger

browser transmit

```
from: #stack port: #context;
```

```
to: #code;
```

```
andShow: [ :composite | self methodCodeIn: composite ].
```

# GTDebugger

browser transmit

from: #stack port: #context;

to: #inspector;

andShow: [ :composite | self inspectorForContextAndSelfIn: composite ]



Easy to build?

Easy to build?

125 lines of code

Easy to build?

125 lines of code

412 lines of code in total

Reuse?

# Basic widgets

```
stackIn: composite
  composite list
    title: 'Stack';
    showOnly: 10;
    display: #stack;
    format: [ :each |
      String streamContents: [:stream | each printDebugOn: stream ] ];
    with: [ :list | self installDebuggingActionsFor: list ]
```

```
stackIn: composite
  composite list
    title: 'Stack';
    showOnly: 10;
    display: #stack;
    format: [ :each |
      String streamContents: [:stream | each printDebugOn: stream ] ];
    with: [ :list | self installDebuggingActionsFor: list ]
```

# Composed widgets



inspectorForContextAndSelfIn: **composite**

**composite** dynamic

display: [ :aContext |

**GTInspector** new first noTitle; noActions;

        showFirst: [ :anotherComposite | anotherComposite custom:  
            (**GTDebuggerVariablesBrowser** new startOn: aContext) ];

startOn: aContext]

```
inspectorForContextAndSelfIn: composite
  composite dynamic
    display: [ :aContext |
      GTInspector new first noTitle; noActions;
      showFirst: [ :anotherComposite | anotherComposite custom:
        (GTDebuggerVariablesBrowser new startOn: aContext) ];
      startOn: aContext]
```

```
inspectorForContextAndSelfIn: composite
  composite dynamic
    display: [ :aContext |
      GTInspector new first noTitle; noActions;
        showFirst: [ :anotherComposite | anotherComposite custom:
          (GTDebuggerVariablesBrowser new startOn: aContext) ];
      startOn: aContext]
```

Why the debugger?

Extremely used

Extremely used in a lot of different contexts

Why change the debugger?

Contextual problems require contextual solutions



# Debugging announcements

From where was this announcement trigger?

transmitter

?

receiver

transmitter      ?      receiver

What's the connection?

next trigger

next catch

next ...

# Debugging program transformations



Automatically added attributes and methods

Bifrost: adds meta objects to objects

debug only the transformations

'clean debug'

# Q&A