

Conversion Tools - Feature #1678

rollup/simplify/remove dead code usually caused by preprocessor substitutions

10/22/2012 01:12 PM - Eric Faulhaber

Status:	New	Start date:	
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	32.00 hours
Target version:	Converted Code Improvements - Deduplication	version:	
billable:	No		
vendor_id:	GCD		
Description			

History

#1 - 10/22/2012 01:24 PM - Eric Faulhaber

Often 4GL preprocessing directives/substitutions will expand to bloated code which converts to something more complicated than it needs to be. For example, we have seen expanded (preprocessed) code similar to this:

```
for each item
where item.site = current-site
and item.vendor = (if "" <> "" then "" else item.vendor)
```

Since the embedded ternary expression (if "" <> "" then "" else item.vendor) will always evaluate to false, the second portion of the where clause effectively is ...and item.vendor = item.vendor, which is the equivalent of ...and true. As such, that part of the where clause could be dropped, so that what we really are converting is

```
for each itemloc where itemloc.item = cur-item
```

However, any expression rewriting in a where clause must ensure that the index selection that would normally be driven by a more complex where clause is not broken (i.e., this rewriting must occur after index selection on the original where clause).

#2 - 10/31/2012 03:56 PM - Greg Shah

- Target version set to Code Improvements

#3 - 11/16/2016 12:47 PM - Greg Shah

- Target version changed from Code Improvements to Converted Code Improvements - Deduplication