

Life after Calc Core Change

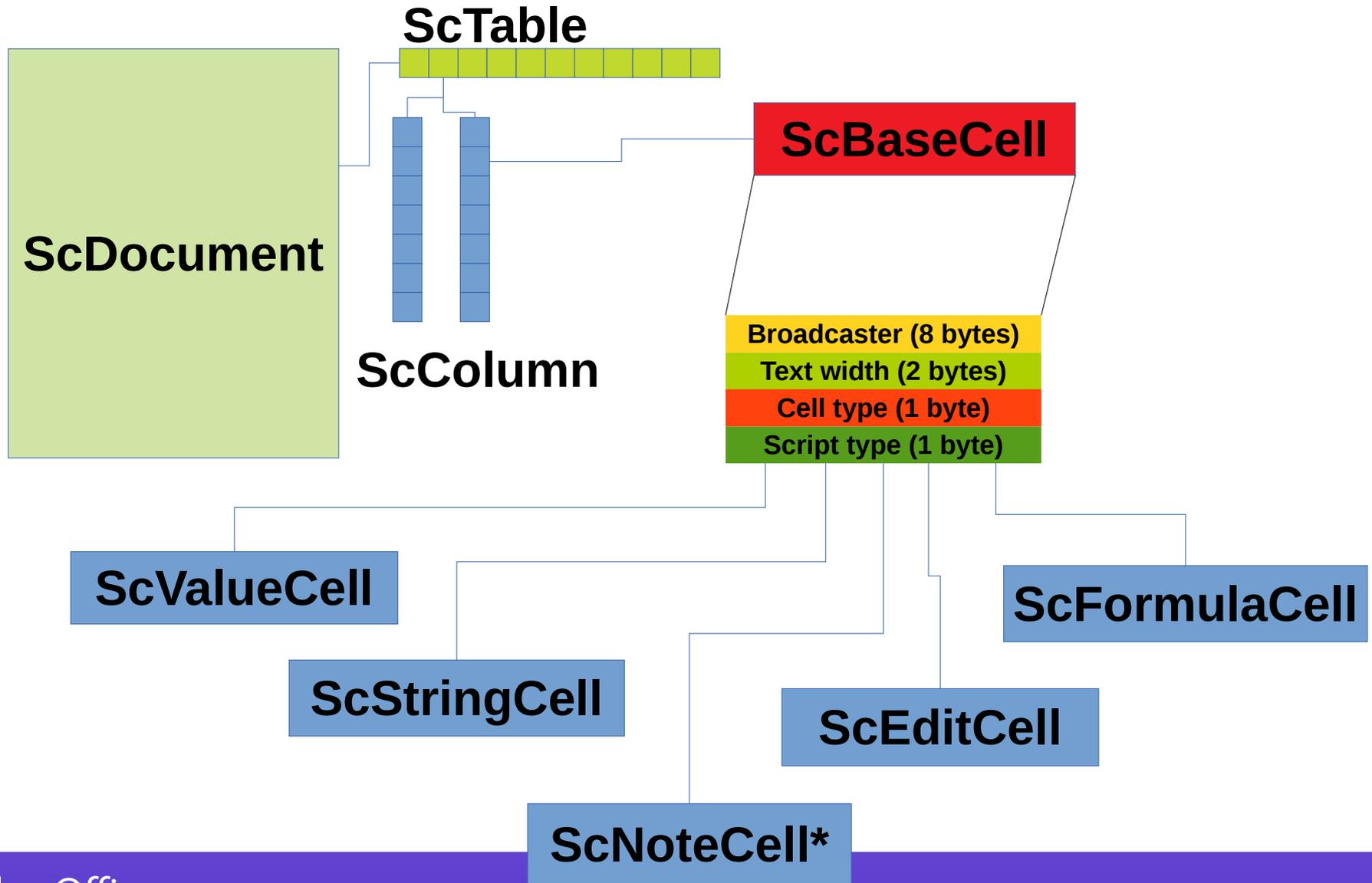
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Topics

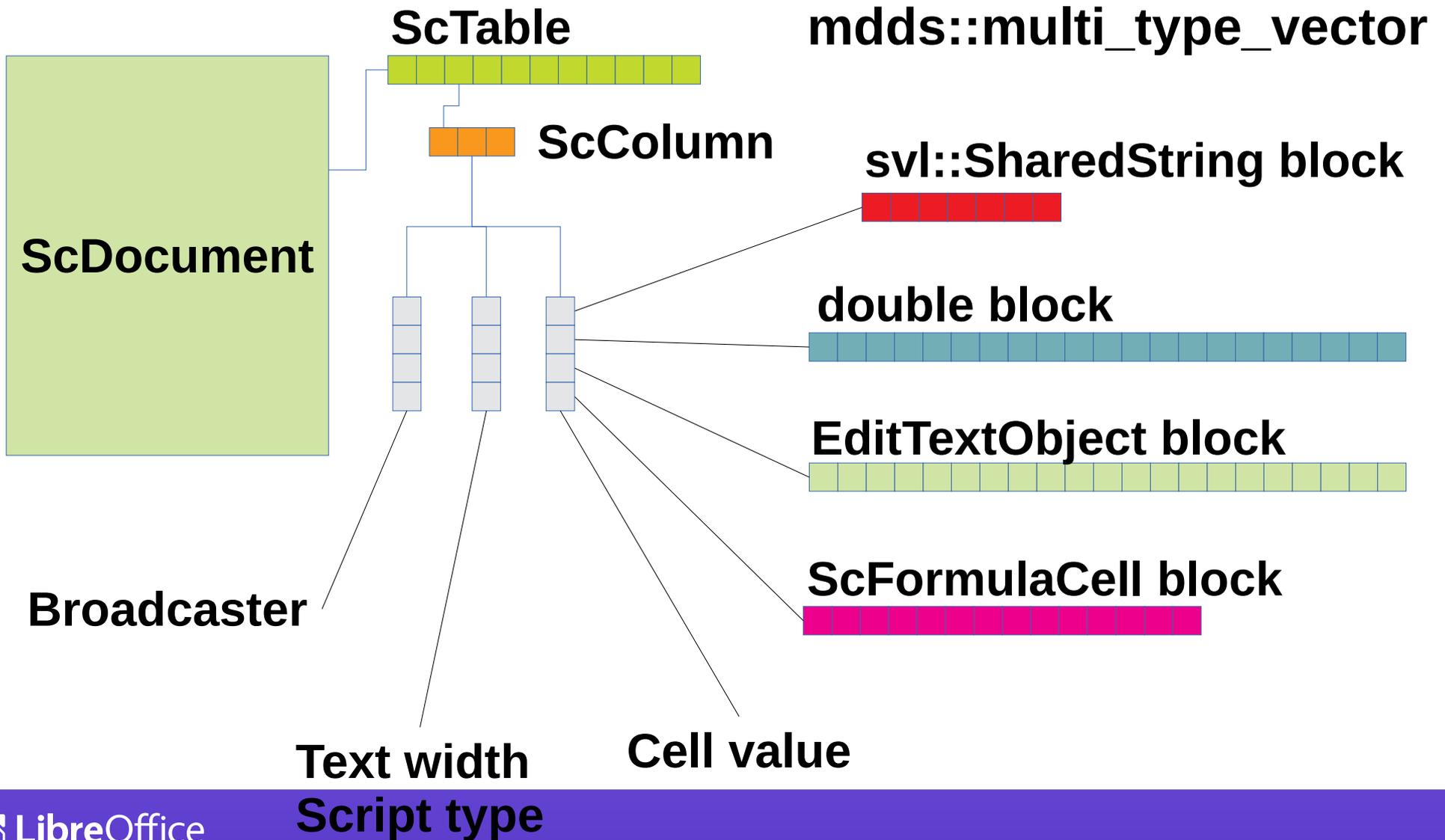
- What change was made in Calc core.
- Affected areas.
- Expectation vs reality.
- Going forward.

What change was made in Calc core.

Old model



New model



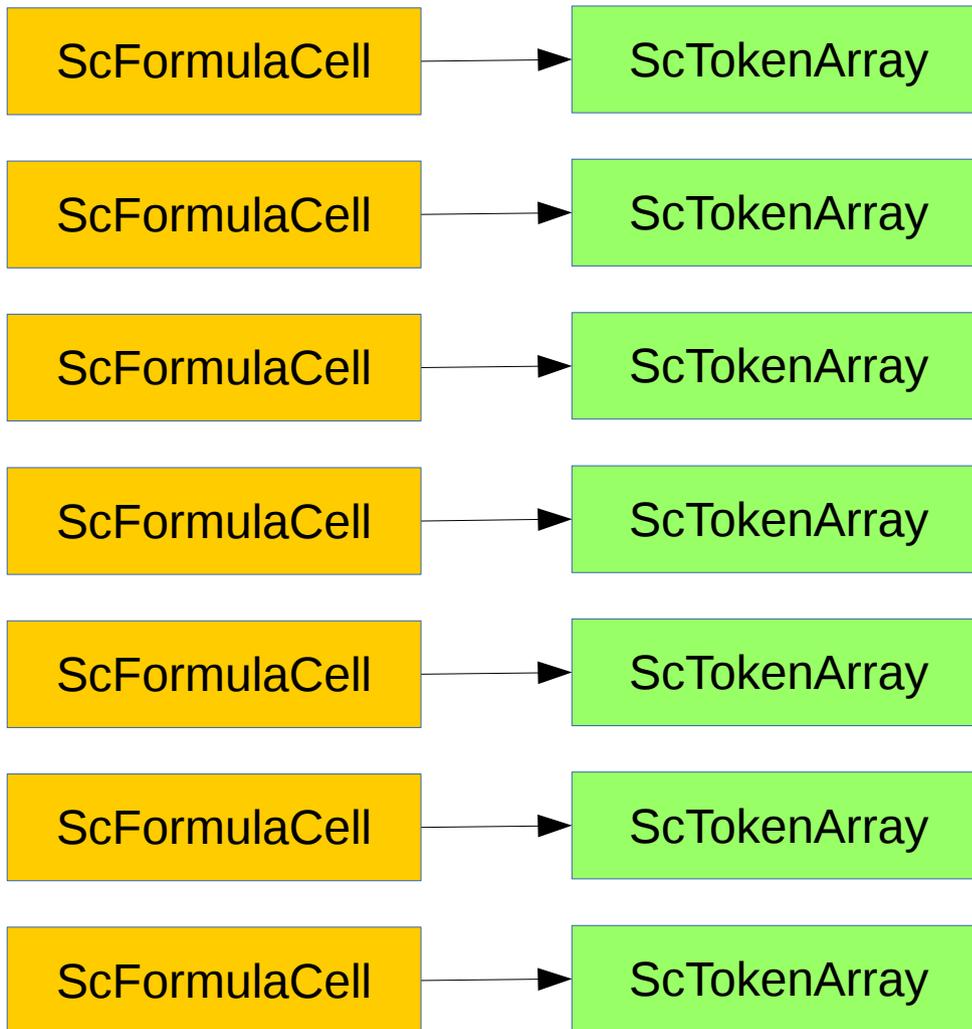
Iterating over cells (old way)

```
// Do something in all formula cells in a column.  
  
for (SCSIZE i = 0; i < maItems.size(); ++i)  
{  
    // Check every single non-empty cells of all types.  
    ScBaseCell* pCell = maItems[i].pCell;  
    if (pCell->GetCellType() == CELLTYPE_FORMULA)  
    {  
        ScFormulaCell* pFCell =  
            static_cast<ScFormulaCell*>(pCell);  
  
        // Do something with this formula cell.  
    }  
}
```

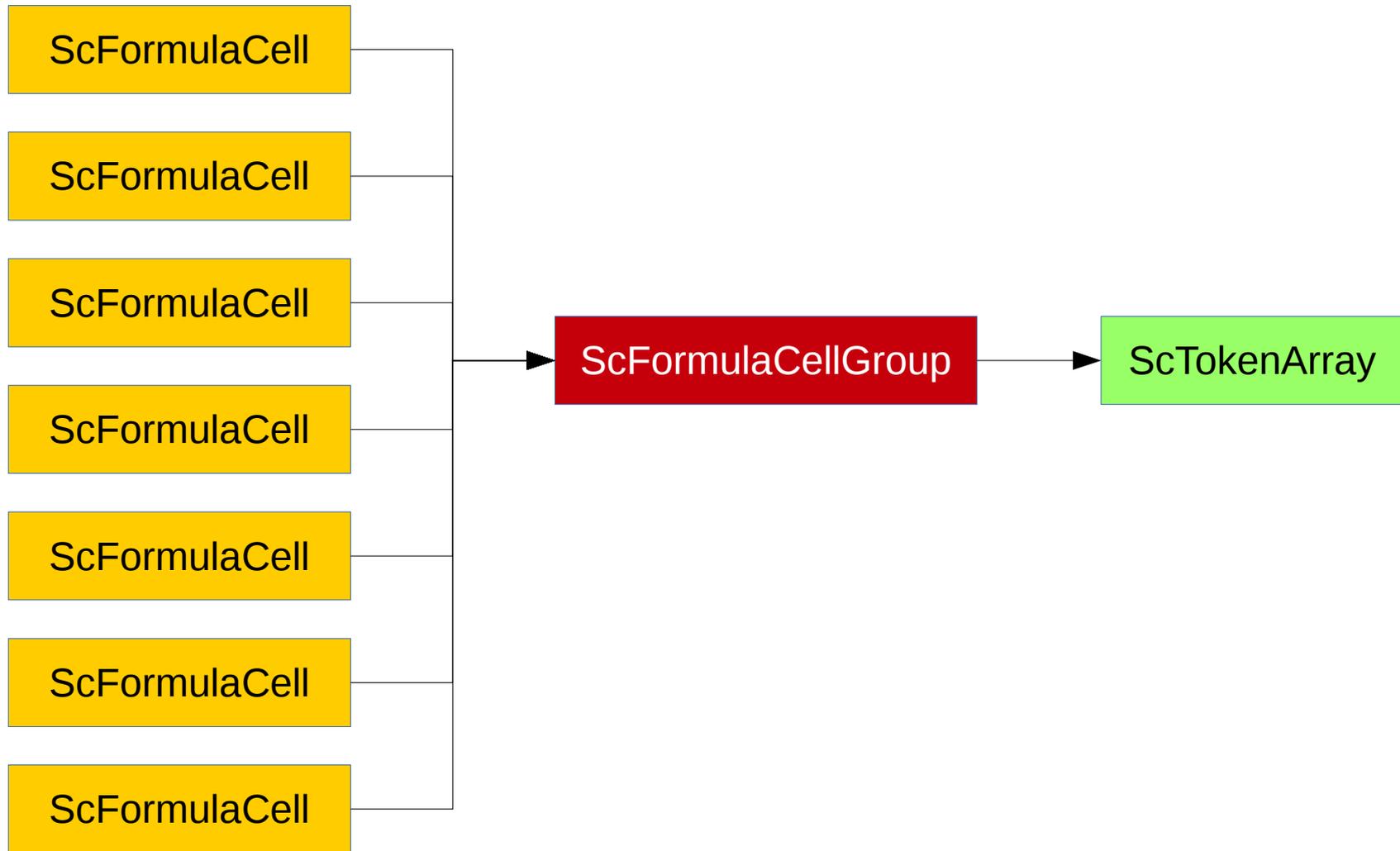
Iterating over cells (new way)

```
// Do something in all formula cells in a column.  
  
struct MyFormulaHandler  
{  
    void operator() (size_t nRow, ScFormulaCell* pCell)  
    {  
        // Do something with this formula cell.  
    }  
};  
  
// ...  
  
// Only inspect formula cell blocks and skip  
// all the other blocks.  
MyFormulaHandler aFunc;  
sc::ProcessFormula(maCells, aFunc);
```

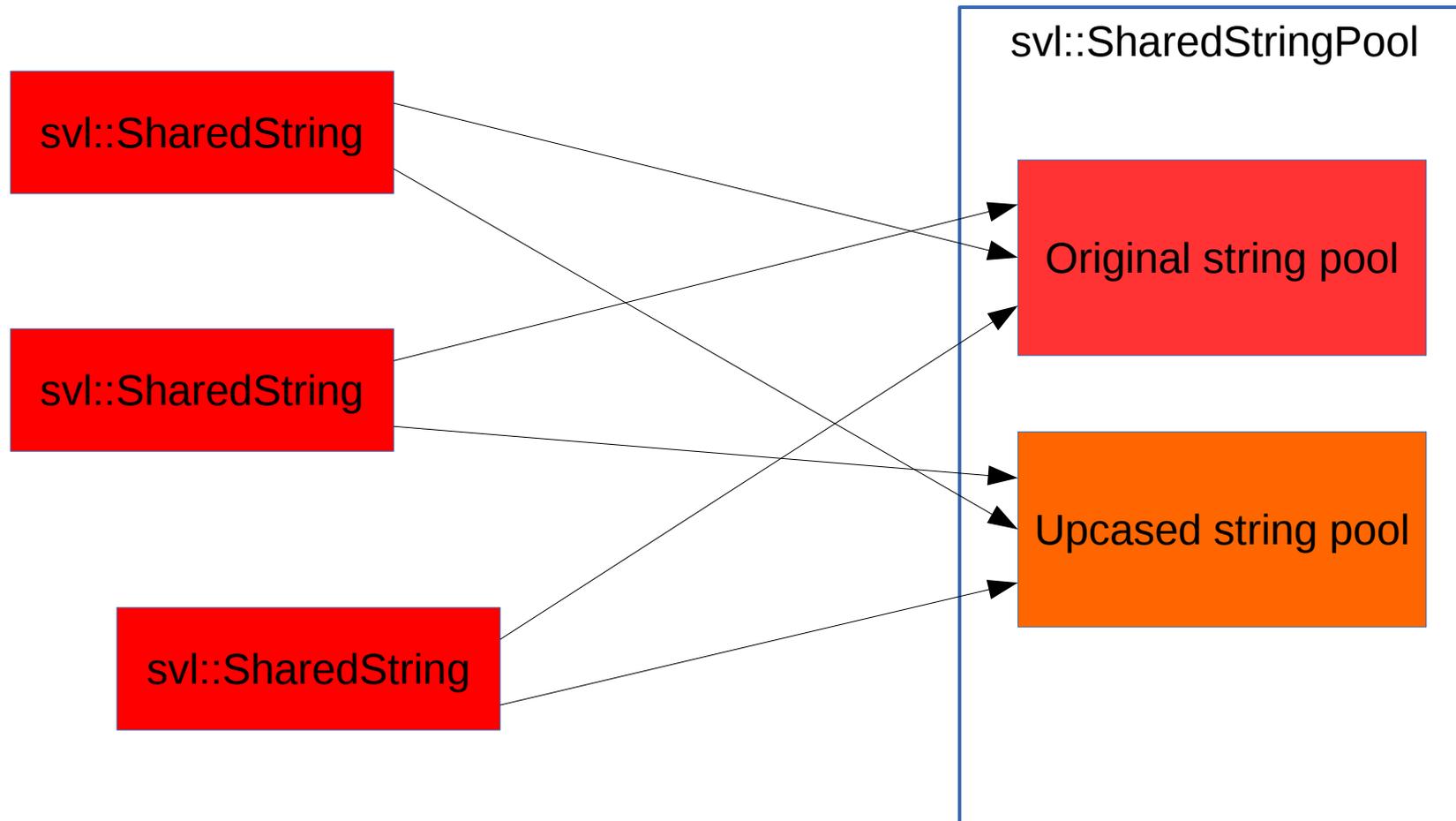
Before shared formula



After shared formula



Shared string concept



String comparison (old way)

```
utl::TransliterationWrapper* pTransliteration = NULL;
OUString aStr1, aStr2;

if (bCaseSensitive)
    // Case sensitive transliterator.
    pTransliteration = ScGlobal::GetCaseTransliteration();
else
    // Case insensitive transliterator.
    pTransliteration = ScGlobal::GetpTransliteration();

// Parse both strings to check equality.
bool bEqual = pTransliteration->isEqual(aStr1, aStr2);
```

String comparison (new way)

```
svl::SharedString aStr1, aStr2;

const rtl_uString* p1;
const rtl_uString* p2;

if (bCaseSensitive)
{
    // Get pointers to original strings in the pool.
    p1 = aStr1.getData();
    p2 = aStr2.getData();
}
else
{
    // Get pointers to upcased strings in the pool.
    p1 = aStr1.getDataIgnoreCase();
    p2 = aStr2.getDataIgnoreCase();
}

// Compare pointer values.
bool bEqual = p1 == p2;
```

Bottom line...

- Largest refactoring effort in Calc code.
- Most critical parts of Calc code have changed.
 - **Shared formula** - ScFormulaCell no longer owns ScTokenArray at all times.
 - **Shared string** - all string objects need to be pooled.
 - Random access to cell array is no longer $O(1)$.

Affected areas

Calc

95 %

Non-scientific estimate

Affected by core change

What features are affected?

Undo / Redo

Formula Dependency

Reference Updates

Copy & Paste

Sorting

Live Spellcheck

ODS Import / Export

Find & Replace

Excel Import / Export

Named Range

Database Range

Cell Editing

Content Rendering

Cell Comment

Conditional Formatting

SYLK Import / Export

VBA API Layer

Chart Data Provider

DBF Import / Export

HTML Import / Export

Cell Validation

CppUnit Test

CSV Import / Export

Formula Calculation

DIF Import / Export

External Reference

Formula Tokenization

Case Conversion

UNO API Layer

RTF Import

Quattro Pro Import

Autofilter

Change Tracking

...

Expectation vs Reality

Check #1

20 to 50% of the code change would cause regressions.

Almost all code changes caused regressions in some form. Some did more than others.

Check #2

The worst part is behind us. We just need to fix trivial bugs.

The worst part was yet to come. Lots of medium-to-large follow-up refactoring ensued.

Check #3

Just focus on regressions during the 4.2 releases, and go back to normal for the 4.3.

We did fix the worst ones in the 4.2 cycle. But many still remain.

Check #4

We already wrote a lot of unit tests for Calc core prior to the change. They should keep us safe.

We ended up doubling the amount of unit tests for Calc during the 4.2 period. We still don't have enough.

Check #5

As a responsible coder, I will fix all the bugs my change caused.

Calc's core is too large for one coder to handle. We need multiple people who can handle bugs in Calc core.

Going forward

Challenges we face

- Squash remainder of regressions caused by the core change. The number still too high.
- Gather more people becoming comfortable handling bug fixes in Calc core.
- Build the culture of writing unit test for each and every bug fix.

Unit test is key

- One unit test is worth 20 future bug fixes.
- A bug fix does not finish until you write a test.
- Writing unit test is courtesy for your fellow developers.
- We really don't have a choice.

Unit test is key (repeated)

- A bug fix without a unit test **WILL GET BROKEN AGAIN** in the next release.
- A bug fix with a unit test **WILL REMAIN FIXED FOREVER.**

**Which one will be
your choice?**

THANKS!