

# TPP

Transformation Priority Premise  
the road to better code

# CONTENT

- WHAT
- WHY
- HOW

# ? WHAT ?

- List of Transformations ordered by complexity
- ! • used to change the *behaviour* of the code

| Nr | Transformation                  | From            | To                             |
|----|---------------------------------|-----------------|--------------------------------|
| 1  | <code>{}</code> → nil           |                 | nil                            |
| 2  | nil → constant                  | nil             | "1"                            |
| 3  | constant → constant+            | "1"             | "1" + "2"                      |
| 4  | constant → scalar               | "1" + "2"       | argument                       |
| 5  | statement → statements          | argument        | arguments                      |
| 6  | unconditional → conditional     | arguments       | if(condition) return arguments |
| 7  | scalar → array                  | dog             | [dog, cat]                     |
| 8  | array → container               | [dog, cat]      | {dog = "DOG", cat = "CAT"}     |
| 9  | statement → tail recursion      | a + b           | a + recursion                  |
| 10 | conditional → loop              | if(condition)   | while(condition)               |
| 11 | tail recursion → full recursion | a + recursion   | recursion                      |
| 12 | expression → function           | today -birthday | CalculateAge()                 |
| 13 | variable → mutation             | day             | var day = 10; day = 11;        |
| 14 | switch → case                   |                 |                                |

? WHY ?

- transformation in small steps
- simplest transformation as possible
- produce more generic code

? HOW ?

```
public String fromArabic(int arabicInput) {  
    return "I";  
}
```

**Next step:** Implement II for 2


## Possibility Number 1

```
1 public String fromArabic(int arabicInput) {  
2     if (arabicInput == 2) {  
3         return "II";  
4     }  
5     return "I";  
6 }
```

**i** unconditional → conditional (Nr. 6)

## Possibility Number 2 (Step 1)


```
1 public String fromArabic(int arabicInput) {  
2     String result = "I";  
3     return result;  
4 }
```

 constant → scalar (Nr. 4)



## Possibility Number 2 (Step 2)

```
1 public String fromArabic(int arabicInput) {  
2     String result = "I";  
3     result += "I";  
4     return result;  
5 }
```

 statement → statements (Nr. 5)

## Possibility Number 2 (Step 3)

```
1 public String fromArabic(int arabicInput) {  
2     String result = "I";  
3     if(arabicInput > 1) {  
4         result += "I";  
5     }  
6     return result;  
7 }
```

 unconditional → conditional (Nr. 6)

## Without TPP

```
public String fromArabic(int arabicInput) {  
    if (arabicInput == 2) {  
        return "II";  
    }  
    return "I";  
}
```

## With TPP

```
public String fromArabic(int arabicInput) {  
    String result = "I";  
    if(arabicInput > 1) {  
        result += "I";  
    }  
    return result;  
}
```

**Next step:** Implement III for 3

## Possibility Number 1

```
1 public String fromArabic(int arabicInput) {  
2     if (arabicInput == 2) {  
3         return "II";  
4     }  
5     if (arabicInput == 3) {  
6         return "III";  
7     }  
8     return "I";  
9 }
```

 unconditional → conditional (Nr. 6)

## Possibility Number 2

```
1 public String fromArabic(int arabicInput) {  
2     String result = "I";  
3     while(arabicInput > 1) {  
4         result += "I";  
5         arabicInput--;  
6     }  
7     return result;  
8 }
```

**i** conditional → loop (Nr. 10)

## Without TPP

```
public String fromArabic(int arabicInput) {  
    if (arabicInput == 2) {  
        return "II";  
    }  
    if (arabicInput == 3) {  
        return "III";  
    }  
    return "I";  
}
```

## With TPP

```
public String fromArabic(int arabicInput) {  
    String result = "I";  
    while(arabicInput > 1) {  
        result += "I";  
        arabicInput--;  
    }  
    return result;  
}
```

# CONCLUSION

- do simple transformations
- print that list and hang it on the wall