

List of contracts

In order to qualify our tool, we will split the contracts in categories regarding their goal. For each contract, we will describe its purpose, keyword, parameters if needed and assumptions taken. Every contract declaration must begin with the *contract* keyword and then the target specified with *requires* or *suggests*. Note that "... " stands for a symbol but it can be replaced by a String (:foo, "foo" and 'foo' are all correct).

Style issues

This category specifies constraints regarding the style of the code.

maxLength

Description	Check if a method has no more than a given amount of instructions
Keyword	contract.requires(:method, :...).maxLength(number)
Parameters	number : number of instructions
Assumptions	inst1;inst2 are considered as one instruction

Actual bugs or Potential bugs

This category specifies constraints regarding critical constraints that cannot fail or constraints that might be false positive. The difference is made whether the requires or suggests keyword is used.

overrides|override

Description	The method must override the ancestor's method
Keywords	contract.requires(:method, :...).overrides(:m_name)
Parameters	m_name : name of the method
Assumptions	if the method doesn't exist in any ancestor, the method will be compared to a empty method with no instructions. Please also note that the method checked is the method from the class where the contract is declared, and not the direct parent.

has__return|have__return

Description	The method must have a return statement
Keyword	contract.requires(:method, :...).has__return
Parameters	\
Assumptions	short-cut for contract.requires(...).call(:return)

calls|call

Description	The method must make a call of a other given method
Keywords	<code>contract.requires(:method, ...).calls call(m_name)</code>
Parameters	• <code>m_name</code> : name of the method
Assumptions	The call can be made anywhere in the method Be careful, the verification looks for a path where the call is not made, making short-cut. It ignores if statements without else statement, while (because condition can be wrong before first iteration), case without else statement, and doesn't check if the call made in a <i>super</i> call.

static_calls|static_call

Description	The method must make a static call of an other given method from a given class
Keywords	<code>contract.requires(:method, ...).static_calls(class_name, : m_name)</code>
Parameters	• <code>class_name</code> : name of the class • <code>m_name</code> : name of the method
Assumptions	The call can be made anywhere in the method Same warning as previous contract regarding path looking

assigns|assign

Description	The method must assign a given variable
Keywords	<code>contract.requires(:method, ...).assigns(f_name)</code>
Parameters	• <code>f_name</code> : name of the field to assign
Assumptions	The name of the variable given contains possible @ if the contract applies to instance or class variables (:a, :@a, :@@a) Note that if the target is not a method, the assignment must be done outside of methods, else the assignment must be done in the given methods Same warning as previous contract regarding path looking

is_private|are_privates

Description	The method must be private
Keywords	<code>contract.requires(:method, ...).is_private</code>
Parameters	\
Assumptions	\

begins_with_call|begin_with_call

Description	A given statement must be first
Keywords	contract.requires.method(...).begins_with_call(:m_name)
Parameters	• m_name : name of the statement
Assumptions	the statement is a method call Be careful, the verification looks for a first instruction which is not the wanted call, meaning while statements can be short-cut (if condition false before first iteration), if or case statement without else statement will extend the verification to the instruction after the if or case.

ends_with_call|end_with_call

Description	A given statement must be last
Keywords	contract.requires(:method, ...).ends_with_call(:m_name)
Parameters	• m_name : name of the statement
Assumptions	Same assumptions as previous contract

has_conditional_contracts|have_conditional_contracts

Description	If the first contract returns :pass, second must also pass
Keywords	contract.requires(:method, ...).has_conditional_contracts do c_first c_second end
Parameters	• c_first : first contract • c_second : second contract
Assumptions	The arguments are UContract declaration (contract.requires(...).call(...)) or verification (calls(...)). In the second case, the verification applies on the have_conditional_contracts contract. Note that we give a block as argument. Also, if one contract given is a full declaration and the target is :subclasses or :hierarchy or :methodsOverriding or :methodAndOverriders or :directSubclasses, the contract will be applied to children even if it is not relevant so be careful.

has_disjunctional_contracts|have_disjunctional_contracts

Description	At least one contract must pass
Keywords	<code>contract.requires(:method, ...).has_disjunctional_contracts do</code> <code> c_first</code> <code> c_second</code> <code> ...</code> <code>end</code>
Parameters	• <code>c_first</code> : first contract • <code>c_second</code> : second contract • <code>...</code> : as many contracts as wanted
Assumptions	Same warning on arguments as previous contract.

implements|implement

Description	The class implements a given method
Keywords	<code>contract.requires(:class).implements(:m_name)</code>
Parameters	• <code>m_name</code> : name of the method
Assumptions	\

includes_module|include_module

Description	The class includes a given module
Keywords	<code>contract.requires(:class).includes_module(:m_name)</code>
Parameters	• <code>m_name</code> : name of the module
Assumptions	\

extends_module|extend_module

Description	The class extends a given module
Keywords	<code>contract.requires(:class).extends_module(:m_name)</code>
Parameters	• <code>m_name</code> : name of the module
Assumptions	\

matches_table|match_table

Description	The class name match a table name in the DB
Keywords	<code>contract.requires(:class).matches_table(c_name₁, ...)</code>
Parameters	• <code>c_name₁</code> : name of the table which must be in the DB. You can put any number of name as parameters.
Assumptions	if no parameter given, the name of the class targeted is used.

has_fields|have_fields

Description Keywords Parameters	The table in the DB contains the given filed names <pre>contract.requires(:class).has_fields(t_namet, f_name₁, ...)</pre> • <code>t_name</code> : name of the table to check. • <code>f_name₁</code> : name of the field which must be in the table. You can put any number of name as parameters.
Assumptions	Put the name of the table might be redundant but we want that the contract is generic so we offer the possibility to set name of the table.