



RUBY ON RAILS Level UP ↗

4. Standardy tworzenia
oprogramowania



Praca domowa

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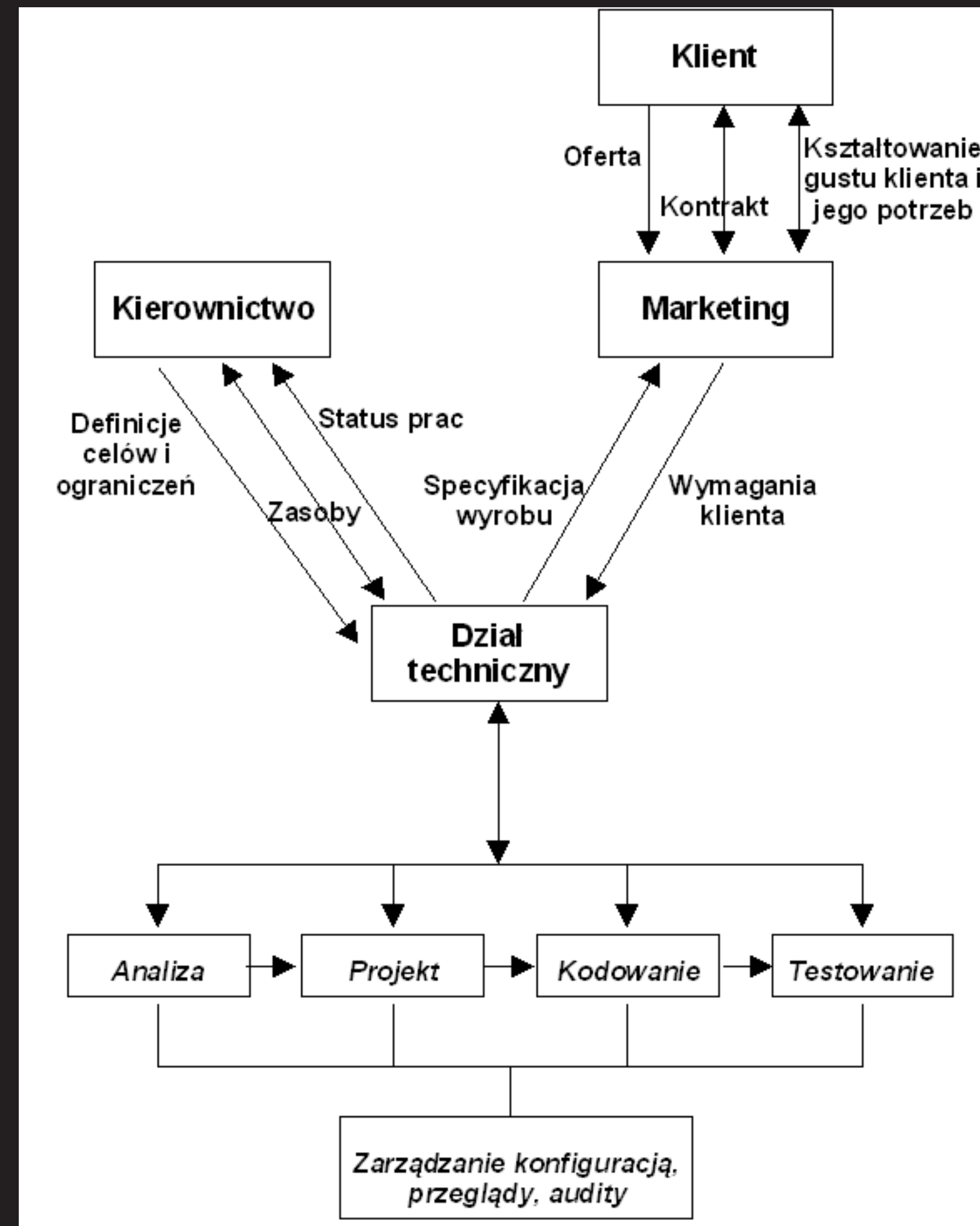


Jakie mamy standardy?

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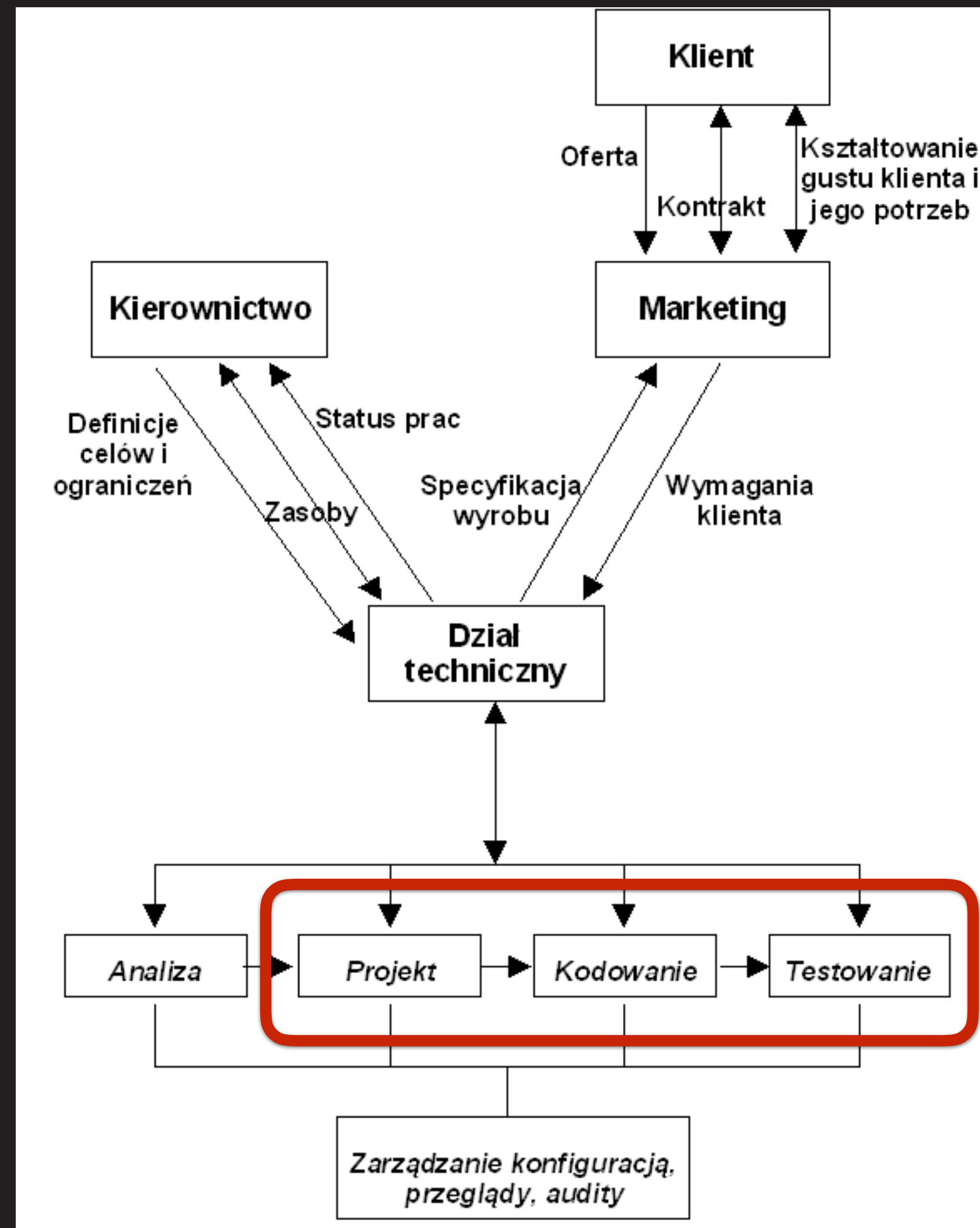
Norma ISO/IEC 90003

Software engineering -- Guidelines for the application of ISO 9001:2008 to computer software



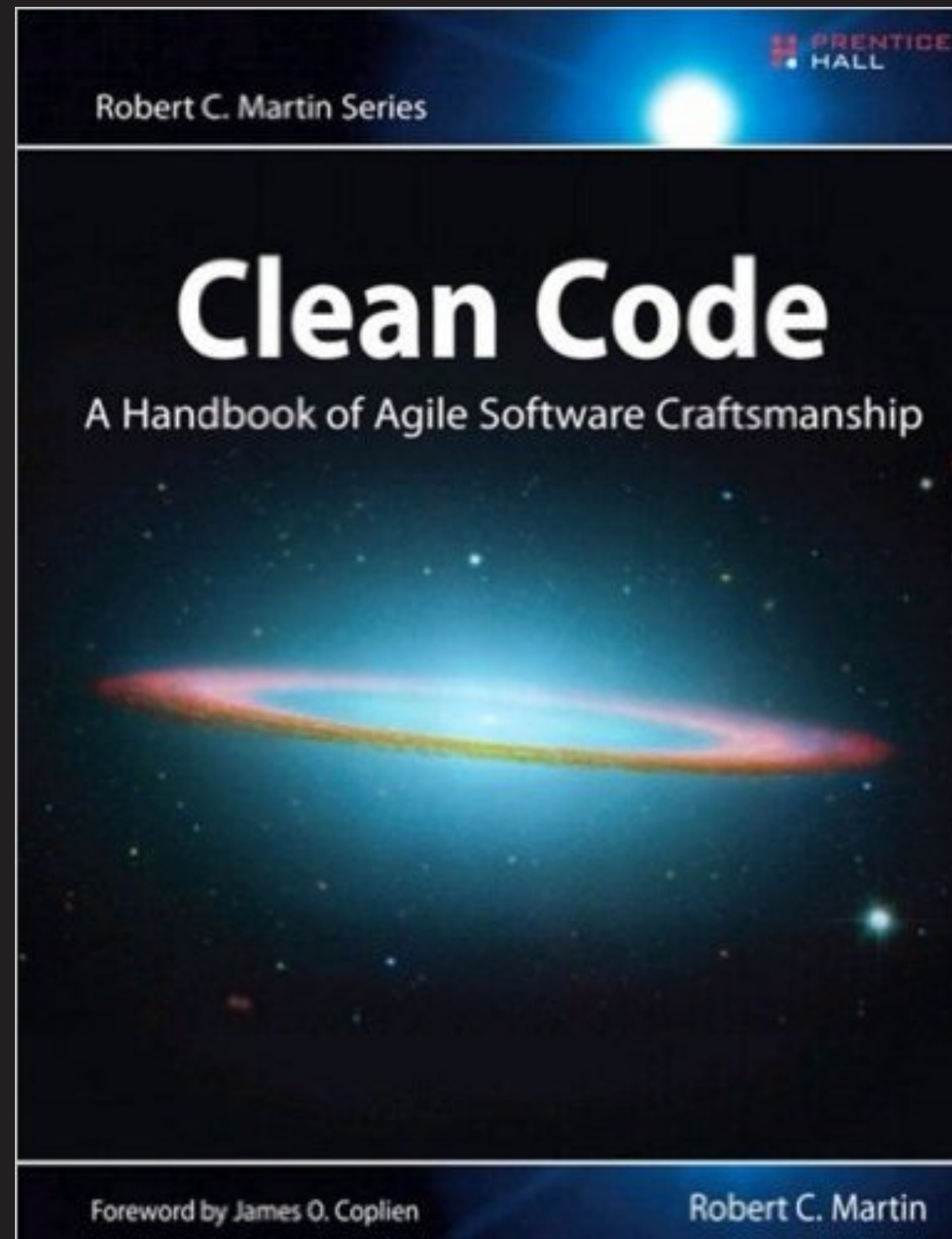
Norma ISO/IEC 90003

Software engineering -- Guidelines for the application of ISO 9001:2008 to computer software



"Clean Code"

Robert C. Martin



Organizacja projektu

RUBY ON RAILS
Level UP ↗

Planowanie zadań

- Bieżące zadania
- Planowanie krótkoterminowe
- Dokładne opisywanie wymagań

Repozytorium kodu

- Git
- SVN
- Mercurial

THIS IS GIT. IT TRACKS COLLABORATIVE WORK ON PROJECTS THROUGH A BEAUTIFUL DISTRIBUTED GRAPH THEORY TREE MODEL.

COOL. HOW DO WE USE IT?

NO IDEA. JUST MEMORIZE THESE SHELL COMMANDS AND TYPE THEM TO SYNC UP. IF YOU GET ERRORS, SAVE YOUR WORK ELSEWHERE, DELETE THE PROJECT, AND DOWNLOAD A FRESH COPY.



Repozytorium kodu

	COMMENT	DATE
○	CREATED MAIN LOOP & TIMING CONTROL	14 HOURS AGO
○	ENABLED CONFIG FILE PARSING	9 HOURS AGO
○	MISC BUGFIXES	5 HOURS AGO
○	CODE ADDITIONS/EDITS	4 HOURS AGO
○	MORE CODE	4 HOURS AGO
○	HERE HAVE CODE	4 HOURS AGO
○	AAAAAAAAA	3 HOURS AGO
○	ADKFJSLKDFJSDKLFJ	3 HOURS AGO
○	MY HANDS ARE TYPING WORDS	2 HOURS AGO
○	HAAAAAAAAAANDS	2 HOURS AGO
AS A PROJECT DRAGS ON, MY GIT COMMIT MESSAGES GET LESS AND LESS INFORMATIVE.		

Raportowanie błędów

```
class UsersController < ApplicationController
  def create
    User.create!(user_params)
  end

  private

  def user_params
    params.permit(:username, :password)
  end
end
```

[Sign out](#)

Create a New Organization

Organizations represent the top level in your hierarchy. You'll be able to bundle a collection of teams within an organization as well as give organization-wide permissions to users.

Organization Name [REQUIRED]

☒ I agree to the [Terms of Service](#) and the [Privacy Policy](#)

Create Organization

RD ror-academy-de...
Maciej Głowacki

Projects

Issues

Events

Releases

User Feedback

Discover

Activity

Stats

Settings

Create a new Project

Projects allow you to scope events to a specific application in your organization. For example, you might have separate projects for your API server and frontend client.

Popular Browser Server Mobile Desktop All

Filter Platforms



C#



Java



Angular



JavaScript



React



Express



Node.js



Objective-C



Laravel



PHP



Symfony2



Django



Flask



Python



Rails



Ruby

Give your project a name



My first rails app

Assign a Team

#ror-academy-demo



Create Project

RUBY ON RAILS
Level UP

←

my-first-rails-app

🔒

All Environments

▼

NoMethodError

bin/rails in <top (required)>

undefined method `crate!' for User (call 'User.connection' to establish a connection):C...

ruby

ISSUE #

MY-FIRST-RAILS-APP-1

EVENTS

2

USERS

1

ASSIGNEE

👤

✓ Resolve

⌵

🚫 Ignore

⌵

★

🗑️

⌵

🔗 Share

⌵

👁️

Details

Comments 0

User Feedback 0

Tags

Events

Merged

Similar Issues

Event 6e21f179f5954e99884bbe0cd4ac4b74

Apr 3, 2019 9:15:11 AM UTC | JSON (28.7 KB)

⏮

Older

Newer

⏭

TAGS

environment

development

level

error

logger

ruby

release

84ab9e01

server_name

mg.local

user

ip:31.214.137.130

MESSAGE

NoMethodError: undefined method `crate!' for User (call 'User.connection' to establish a connection):Class
Did you mean? create!
create

EXCEPTION (most recent call first)

NoMethodError

undefined method `crate!' for User (call 'User.connection' to establish a connection):Class
Did you mean? create!
create

App Only

Full

Raw

Ownership Rules

Create Ownership Rule

All Environments

LAST 24 HOURS

LAST 30 DAYS

FIRST SEEN

When: 5 minutes ago
Apr 3, 2019 9:14:25 AM UTC

Release: 84ab9e01

LAST SEEN

When: 5 minutes ago
Apr 3, 2019 9:15:11 AM UTC

Release: 84ab9e01

RUBY ON RAILS
Level UP

Styl pisania kodu

- Wcięcia
- Nazwy klas i metod
- Sposób przełamывania linii
- Wyrównanie nawiasów
- Styl pisania hashy, tablic etc.
- 438 reguł w bazowym Rubocopie!

Styl pisania kodu

```
gem 'rubocop', require: false
```

```
$ rubocop
```

```
Inspecting 1026 files
```

```
.(...).C.....
```

```
Offenses:
```

```
app/models/user.rb:10:1: C: Metrics/ClassLength: Class has too many lines. [130/100]
```

```
class User < ApplicationRecord ...
```

```
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
```

```
app/models/user.rb:64:28: C: Layout/SpaceInsideHashLiteralBraces: Space inside { missing.
```

```
  validates :name, length: {maximum: FieldsLimits::MEDIUM }
```

```
    ^
```

```
1026 files inspected, 2 offenses detected
```

Wzorce projektowe

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Service Object

```
class WarriorCreator
  def initialize(warrior_params)
    @params = warrior_params
  end

  def call
    create_warrior
    send_congratulations
    initialize_training
  end

  private

  attr_reader :params

  def create_warrior
    @warrior = Warrior.create!(name: params[:name], armor: params[:armor])
  end
end
```

Query Object

```
class WarriorsController < ApplicationController
  def index
    warriors = if params[:alive]
                 Warrior.alive.where(clan_id: params[:clan_id])
               else
                 Warrior.where(clan_id: params[:clan_id])
               end
    render json: warriors
  end
end
```

Query Object

```
class WarriorsQuery
  def self.belonging_to_clan(clan_id:, relation: Warrior)
    relation.where(clan_id: clan_id)
  end

  def self.having_birthday(relation: Warrior)
    relation.where(birthday: Date.today)
  end
end
```

Query Object

```
class WarriorsController < ApplicationController
  def index
    warriors = params[:alive] ? Warrior.alive : Warrior
    warriors = WarriorsQuery.belonging_to_clan(clan_id: params[:clan_id],
                                              relation: warriors)
    warriors = WarriorsQuery.having_birthday(relation: warriors) if params[:birthday]
    render json: warriors
  end
end
```

Null Object



0 vs NULL



SOLID

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Single Responsibility Principle

```
class WarriorRecruiter
  def run
    warrior = find_warrior
    Invitation.create!(warrior: warrior)
    message = "Dear #{warrior.name}. Do you want to join my army?"
    send_message(message)
  end

  private

  def find_warrior
    warriors = LinkedInApi.search(profession: 'warrior')
    warriors.select(&:unemployed?).first
  end

  def send_message(message)
    PostalPidgeon.deliver(message)
  end
end
```

Single Responsibility Principle

```
class WarriorRecruiter
  def run
    warrior = find_warrior
    Invitation.create!(warrior: warrior) 2
    message = "Dear #{warrior.name}. Do you want to join my army?" 3
    send_message(message)
  end

  private

  def find_warrior
    1 warriors = LinkedInApi.search(profession: 'warrior')
    warriors.select(&:unemployed?).first
  end

  def send_message(message)
    PostalPidgeon.deliver(message)
  end 4
end
```

Single Responsibility Principle

```
class WarriorRecruiter
  def run
    warrior = WarriorFinder.new.call
    WarriorInviter.new(warrior: warrior).call
  end
end

class WarriorFinder
  def run
    warriors = LinkedInApi.search(profession: 'warrior')
    warriors.select(&:unemployed).first
  end
end
```

Single Responsibility Principle

```
class WarriorRecruiter
  def run
    warrior = find_warrior
    Invitation.create!(warrior: warrior) 2
    message = "Dear #{warrior.name}. Do you want to join my army?" 3
    send_message(message)
  end

  private

  def find_warrior
    1 warriors = LinkedInApi.search(profession: 'warrior')
    warriors.select(&:unemployed?).first
  end

  def send_message(message)
    PostalPidgeon.deliver(message)
  end 4
end
```

Single Responsibility Principle

```
class WarriorRecruiter
  def run
    warrior = WarriorFinder.new.call
    WarriorInviter.new(warrior: warrior).call
  end
end
```

```
class WarriorInviter
  def initialize(warrior:)
    @warrior = warrior
  end

  def run
    Invitation.create!(warrior: @warrior)
    WarriorNotifier.new(warrior: @warrior)
  end
end
```

Single Responsibility Principle

```
class WarriorNotifier
  def initialize(warrior:)
    @warrior = warrior
  end

  def run
    PostalPidgeon.deliver(message)
  end

  private

  def message
    "Dear #{@warrior.name}. Do you want to join my army?"
  end
end
```


Open/closed principle

```
class WarriorNotifier
  def initialize(warrior:)
    @warrior = warrior
  end

  def run
    PostalPidgeon.deliver(message)
  end

  private

  def message
    "Dear #{@warrior.name}. Do you want to join my army?"
  end
end
```

Open/closed principle

```
class WarriorNotifier
  def initialize(warrior:, delivery_service: PostalPidgeon)
    @warrior = warrior
    @delivery_service = delivery_service
  end

  def run
    @delivery_service.deliver(message)
  end

  private

  def message
    "Dear #{@warrior.name}. Do you want to join my army?"
  end
end
```

Open/closed principle

```
class WarriorInviter
  def initialize(warrior:)
    @warrior = warrior
  end

  def run
    Invitation.create!(warrior: @warrior)
    WarriorNotifier.new(warrior: @warrior)
    WarriorNotifier.new(warrior: @warrior, delivery_service: SmokeSigns)
  end
end
```

Liskov substitution principle

```
class Warrior < ApplicationRecord
  # attributes: name
end
```

```
class Hussar < Warrior
  def name
    "Pan #{super}"
  end
end
```

```
class Samurai < Warrior
  def name
    { jp: super, en: Romajify::Converter.hepburn(super) }
  end
end
```

Liskov substitution principle

```
class WarriorNotifier
  def initialize(warrior:, delivery_service: PostalPidgeon)
    @warrior = warrior
    @delivery_service = delivery_service
  end

  def run
    @delivery_service.deliver(message)
  end

  private

  def message
    "Dear #{@warrior.name}. Do you want to join my army?"
  end
end
```



Interface segregation principle

```
class BattleCalculator
  def results(our_army:, enemy_army:, attack:)
    BattlePerformer.new(enemy_army: enemy_army).call if attack
    our_army.strength > enemy_army.strength ? 'win' : 'defeat'
  end
end
```

Interface segregation principle

```
class BattleCalculator
  def results(our_army:, enemy_army:)
    our_army.strength > enemy_army.strength ? 'win' : 'defeat'
  end

  def perform(our_army:, enemy_army:)
    BattlePerformer.new(enemy_army: enemy_army).call
    results(our_army: our_army, enemy_army: enemy_army)
  end
end
```


Dependency inversion principle

```
class WarriorNotifier
  def initialize(warrior:, delivery_service: PostalPidgeon)
    @warrior = warrior
    @delivery_service = delivery_service
  end

  def run
    @delivery_service.deliver(message)
  end

  private

  def message
    "Dear #{@warrior.name}. Do you want to join my army?"
  end
end
```



Thanks!