

Persona Switcher ESLint User Guide

Setup

ESLint must be installed before using it. ESLint can be installed locally using npm.

1. Download and install NodeJS - <https://nodejs.org/en/>
2. Open the command prompt and type the following to install eslint:

```
$ npm install eslint --save-dev
```

Using ESLint

Using the command prompt, run the following command where 'yourfile.js' is the file to be checked. Errors will be displayed by command line for that file.

```
$ eslint yourfile.js
```

Specifying Globals

The ***no-undef*** rule will throw an error on variables that are accessed but not defined within the same file. If global variables are being used inside of a file, then those variables must be defined so that ESLint will not throw an error about their usage. ESLint has several ways of doing such; however, in Persona Switcher this will be done using a comment inside of the JavaScript file.

```
/* global var1, var2 */
```

This example defines two global variables, **var1** and **var2**. It's optional to specify that these global variables should never be written to (read only). If the variables are read only, this can be set with the **false** flag as follows:

```
/* global var1:false, var2:false */
```

The **no-unused-vars** rule will throw an error on variables, functions, and parameters of functions that are defined but not used within the same file. There is currently not a way in ESLint to specify variables, functions, and parameters to be ignored like with the no-undef rule. These types of errors will show up as warnings in the Persona Switcher ESLint configuration.

If for any reason the programmer wishes not to see this output, they can add this comment to the top of the JavaScript file:

```
/*eslint no-unused-vars: "off"*/
```

This should only be added if the programmer is certain the warnings should be appropriately dismissed. This comment should be removed before pushing and code to the repository.

Note: This comment can be used to remove any rule in ESLint by subbing in the rule name.

Configuration File

The file `‘.eslintrc.json’` contains the configuration information that ESLint will adhere to when analyzing Javascript. Editing this file will change the specifications that ESLint checks for.

There should be no need to edit this file unless a new Javascript conventions standard is desired.

Disclaimer

ESLint is a great tool; however, it may fail to catch **all** coding conventions as specified in the Persona Switcher [JavaScript Coding Conventions](#) document. Be sure to adhere to that document as well when using ESLint to clean up Persona Switcher’s JavaScript code.