

Desenvolvimento de Sistemas II

Agenda

Melhores práticas de programação

Style Guides de linguagens

Indentação

Legibilidade

Boas práticas

DESENVOLVIMENTO DE SISTEMAS II

Bases Tecnológicas:

Melhores práticas de programação:

- Estilo de codificação, indentação, legibilidade, comentário;
- Reutilização de Código;
- Refatoração;
- Programação em par;
- Controle de usuários para o desenvolvimento colaborativo;
- Conceitos de Experiência de Usuário (UX).

```
public class Post
{
    public int Id { get; set; }
    public int UserId { get; set; }
    public string Title { get; set; }
    public string Body { get; set; }
}
```

```
public partial class PostsViewModel : ObservableObject
{
    [ObservableProperty]
    ObservableCollection<Post> posts;

    public ICommand getPostsCommand { get; }

    public PostsViewModel()
    {
        getPostsCommand = new Command(getPosts);
    }

    public async void getPosts()
    {
        RestService restService = new RestService();
        Posts = await restService.getPostAsync();
    }
}
```

```
public class RestService
{
    private HttpClient client;
    private Post post;
    private ObservableCollection<Post> posts;
    private JsonSerializerOptions serializerOptions;
    public RestService()
    {
        client = new HttpClient();
        serializerOptions= new JsonSerializerOptions{
            PropertyNamingPolicy = JsonNamingPolicy.CamelCase,
            WriteIndented = true
        };
    }

    public async Task<ObservableCollection<Post>> getPostAsync()
    {
        Uri uri = new Uri("https://jsonplaceholder.typicode.com/posts");
        try
        {
            HttpResponseMessage response = await client.GetAsync(uri);
            if (response.IsSuccessStatusCode)
            {
                string content = await response.Content.ReadAsStringAsync();
                posts = JsonSerializer.Deserialize<ObservableCollection<Post>>(content, serializerOptions);
            }
        }
        catch (Exception ex)
        {
            Debug.WriteLine(@"\tERROR {0}", ex.Message);
        }

        return posts;
    }
}
```

https://www.w3schools.com/js/js_conventions.asp

https://en.wikipedia.org/wiki/Coding_conventions

<https://kotlinlang.org/docs/coding-conventions.html>

<https://www.oracle.com/java/technologies/javase/codeconventions-introduction.html>

<https://learn.microsoft.com/en-us/dotnet/csharp/fundamentals/coding-style/coding-conventions>

<https://github.com/justinamiller/Coding-Standards>

<https://www.conventionalcommits.org/en/v1.0.0/>

<https://github.com/DS-ETECHAS/TakeNotes>