



# REGULI DE BUNĂ PRACTICĂ ÎN PROGRAMARE



# Jack of all trades, master of none

- Java
- Javascript
- Python
- Ruby on Rails
- Go
- C++
- C
- Ansible

# 1. Dependency Management

- Almost any project needs libraries
- Dependency Hell
- Almost every programming language has a build system
  - Java – Maven or Gradle
  - Ruby – Bundler
  - PHP – Composer

# PHP without Composer

```
<?php
```

```
require 'Psr/Log/LoggerInterface.php';
require 'Monolog/Handler/HandlerInterface.php';
require 'Monolog/Handler/Handler.php';
require 'Monolog/Handler/ProcessableHandlerTrait.php';
require 'Monolog/Handler/ProcessableHandlerInterface.php';
require 'Monolog/Handler/FormattableHandlerTrait.php';
require 'Monolog/Handler/FormattableHandlerInterface.php';
require 'Monolog/ResettableInterface.php';
require 'Monolog/DateTimeImmutable.php';
require 'Monolog/Formatter/FormatterInterface.php';
require 'Monolog/Formatter/NormalizerFormatter.php';
require 'Monolog/Formatter/LineFormatter.php';
require 'Monolog/Handler/AbstractHandler.php';
require 'Monolog/Handler/AbstractProcessingHandler.php';
require 'Monolog/Logger.php';
require 'Monolog/Handler/StreamHandler.php';
```

```
use Monolog\Logger;
use Monolog\Handler\StreamHandler;
```

```
$log = new Logger('name');
$log->pushHandler(new StreamHandler('path/to/your.log', Logger::WARNING));
```

```
$log->warning('Foo');
$log->error('Bar');
```

# PHP with Composer

```
<?php
```

```
require 'vendor/autoload.php';
```

```
use Monolog\Logger;
```

```
use Monolog\Handler\StreamHandler;
```

```
$log = new Logger('name');
```

```
$log->pushHandler(new StreamHandler('path/to/your.log', Logger::WARNING));
```

```
$log->warning('Foo');
```

```
$log->error('Bar');
```

## 2. Model View Controller in web-applications

- Use a web framework:
  - Ruby - Ruby On Rails
  - PHP - Laravel or Symfony
  - Python - Django or Flask

## Without Model View Controller

*http://localhost:8000/show\_student.php?id=1*

**<?php**

```
$servername = '127.0.0.1';  
$username = 'root';  
$password = 'password';  
$database = 'presentation';
```

```
$id = $_GET['id'];
```

```
$conn = new mysqli($servername, $username, $password, $database);
```

```
$stmt = $conn->prepare("SELECT id, first_name, last_name FROM students WHERE id = ?");  
$stmt->bind_param('i', $id);  
$stmt->execute();  
$stmt->bind_result($id, $first_name, $last_name);  
$stmt->fetch();  
$stmt->close();  
?>
```

```
<h3>Student: <?php echo "$first_name $last_name" ?></h3>
```

# Model View Controller

```
# app/Student.php
```

```
<?php
```

```
namespace App;  
use Illuminate\Database\Eloquent\Model;
```

```
class Student extends Model
```

```
{
```

```
    function fullName()
```

```
    {
```

```
        return "$this->first_name $this->last_name";
```

```
    }
```

```
}
```

```
# app/Http/Controllers/StudentController.php
```

```
<?php
```

```
namespace App\Http\Controllers;
```

```
use App\Student;
```

```
class StudentController
```

```
{
```

```
    public function show($id)
```

```
    {
```

```
        $student = Student::findOrFail($id);
```

```
        return view('students.profile', ['student' => $student]);
```

```
    }
```

```
}
```

```
# resources/views/students/profile.blade.php
```

```
<h3> Student: {{ $student->fullName() }} </h3>
```



# 3. Source Control

- CVS, GIT, SVN
- Share code
- Revert to a known version
- Safe to delete code
- Branch
- Deploy

# 4. Code Conventions

- Class names, variables, white spaces, curly brackets

There are two types of people:

```
if (Condition) {  
    Statement  
    /* ....  
    */  
}
```

```
if (Condition)  
{  
    Statement  
    /* ....  
    */  
}
```

# Broken windows theory

The broken windows theory is a criminological theory that visible signs of crime, anti-social behavior, and civil disorder create an urban environment that encourages further crime and disorder, including serious crimes.

# 4. Code Conventions

- Python doesn't even run if not indented properly

```
if True:  
print "Hello!"
```

```
# File "test.py", line 2  
#   print "Hello!"  
#       ^  
# IndentationError: expected an indented block
```

# 5. Write good code

- Over the span of a year or two, teams that were moving very fast at the beginning of a project can find themselves moving at a snail's pace.
- Changes take longer as you try to understand the system and find the duplicate code.
- Every change they make to the code breaks two or three other parts of the code.
- As the mess builds, the productivity of the team continues to decrease, asymptotically approaching zero.

# We are the @authors

- Authors are responsible for communicating well with their readers.
- The ratio of time spent reading vs. writing is well over 10:1.
- We want the reading of code to be easy, even if it makes the writing harder.
- Good programmers write code that is easy to understand and maintain.

# The boy scout rule

“Leave the campground cleaner than you found it.”

- doesn't have to be a big change (change a variable name, break up a big function, eliminate some duplication)
- the code will improve over time
- <https://www.refactoring.com/catalog/index.html> has a list of precise rules that can be used

# Functions - should be small

- since the early days of programming people have realized that the longer a procedure is, the more difficult it is to understand.
- should be small, no longer than 20 lines
- should do one thing, each one of them should tell a story
- mixing one level of abstraction is confusing, readers will not be able to tell whether a particular expression is an essential concept or a detail.



# Levels of abstraction

```
public List<Integer> sortNumbers(String filename) throws FileNotFoundException {  
  
    List<Integer> numbers = new ArrayList<>();  
  
    try (Scanner scanner = new Scanner(new FileInputStream(filename))) {  
  
        while (scanner.hasNext()) {  
            numbers.add(scanner.nextInt());  
        }  
  
    }  
  
    Collections.sort(numbers);  
  
    return numbers;  
}
```

# Levels of abstraction

```
public List<Integer> sortNumbers(String filename) throws FileNotFoundException {  
  
    List<Integer> numbers = readNumbers("sample.txt");  
    Collections.sort(numbers);  
  
    return numbers;  
}
```

# Use descriptive names

- "You know you are working on clean code when each routine turns out to be pretty much what you expected" - Ward Cunningham
- Don't be afraid to spend time choosing a name
- There are only two hard things in Computer Science: cache invalidation and naming things.

# Avoid Cognitive breaks

- prefer exceptions to returning error codes
- avoid negative conditionals

```
if (!buffer.shouldNotCompact())
```

- output arguments are counterintuitive

```
void appendFooter (final StringBuffer s) { }
```

If your function must change the state of something, have it change the state of the object it is called on.

```
result.appendFooter();
```

# Argument guidelines

- arguments are hard to understand, take a lot of conceptual power
- they are difficult to use
- they are even harder from a testing point of view
- the ideal number of arguments to a function is zero
- avoid flag arguments : passing a Boolean into a function proclaims that the method does more than one thing

# Classes - small

- we should have many small classes, and each of them should have one single responsibility
- we should describe the name without using :”if”, “and”, “or” or “but”.
- class names including weasel words like Processor or Manager or Super often hint at aggregation of responsibilities.
- do you want your tools organized into toolboxes with many small drawers each containing well-defined and well-labeled components? Or do you want a few drawers that you just toss everything into?
- Single Responsibility Principle - one responsibility - one reason to change

# Single Responsibility Principle

```
class Person {  
    public name : string;  
    public surname : string;  
    public email : string;  
    constructor(name : string, surname : string, email : string){  
        this.surname = surname;  
        this.name = name;  
        if(this.validateEmail(email)) {  
            this.email = email;  
        }  
        else {  
            throw new Error("Invalid email!");  
        }  
    }  
    validateEmail(email : string) {  
        var re = /^[a-zA-Z0-9_+&quot;'+@-]*\.[a-zA-Z0-9_+&quot;'+@-]*\.[a-zA-Z0-9_+&quot;'+@-]*$/i;  
        return re.test(email);  
    }  
    greet() {  
        alert("Hi!");  
    }  
}
```

# Single Responsibility Principle

```
class Email {  
    public email : string;  
    constructor(email : string){  
        if(this.validateEmail(email)) {  
            this.email = email;  
        }  
        else {  
            throw new Error("Invalid email!");  
        }  
    }  
    validateEmail(email : string) {  
        var re = /^[([w-]+(?:\.[w-]+)*)@((?:[w-]+\.[w-]{0,66})\.([a-z]{2,6}(?:\.[a-z]{2})?)$)/i;  
        return re.test(email);  
    }  
}
```

```
class Person {  
    public name : string;  
    public surname : string;  
    public email : Email;  
    constructor(name : string, surname : string, email : Email){  
        this.email = email;  
        this.name = name;  
        this.surname = surname;  
    }  
    greet() {  
        alert("Hi!");  
    }  
}
```



# Class Cohesion

- Classes should have a small number of instance variables
- Each of the methods of a class should manipulate one or more of those variables.
- The more variables a method manipulates, the more cohesive that method is to its class.

# Stack.java

```
public class Stack {  
    private int topOfStack = 0;  
    List<Integer> elements = new LinkedList<Integer>();  
    public int size() {  
        return topOfStack;  
    }  
    public void push(final int element) {  
        topOfStack++;  
        elements.add(element);  
    }  
    public int pop() throws PoppedWhenEmpty {  
        if (topOfStack == 0) {  
            throw new PoppedWhenEmpty();  
        }  
        final int element = elements.get(--topOfStack);  
        elements.remove(topOfStack);  
        return element;  
    }  
}
```

# COMMENTS

Don't comment bad code,  
rewrite it.

# Comments are at best, necessary evil

- The proper use of comments is to compensate for our failure to express ourselves in code
- When you feel the need to write a comment, first try to refactor the code so that any comment becomes superfluous.
- If you need a comment to explain what a block of code does, try to extract a method.
- If the method is already extracted but you still need a comment to explain what it does, rename that method

# Express yourself in code

```
// Check to see if the employee is eligible for full benefits
```

```
if ((employee.flags & HOURLY_FLAG) && (employee.age > 65))
```

versus

```
if (employee.isEligibleForFullBenefits())
```

# Good Comments

- Legal comments

- Informative comments (regex patterns )

```
// format matched kk:mm:ss EEE, MMM dd, yyyy
```

- Explanation of intent

```
// This is our best attempt to get a race condition by creating large number of threads
```

- Clarification

```
assertTrue(a.compareTo(a) == 0); // a == a
```

- Warnings of consequences

```
// SimpleDateFormat is not thread safe
```

- Amplification

```
// the trim is real important. It removes the starting spaces that could cause the item to be recognized as another list
```

# Bad Comments

- Mandated comments

```
/**  
 * Returns the day of the month.  
 * @return the day of the month.  
 */  
public int getDayOfMonth() {  
    return dayOfMonth;  
}
```

## Noise comments

```
/**  
 * Default constructor.  
 */  
protected AnnualDateRule() {  
}
```

# 6. Automated tests

- Unit tests
  - *First line of defense against bugs*
  - *Easy to write, closer to the code. TDD*
- Functional Tests
  - *Test system as a whole*
  - *Need less maintenance*
  - *More reliable*



# 6. Unit tests

```
require 'spec_helper'
```

```
describe Post do
```

```
  let(:post) { FactoryGirl.create(:post) }
```

```
  it "should not be valid without title" do
```

```
    post.title = ''
```

```
    expect(post).not_to be_valid
```

```
  end
```

```
  it "should not be valid without body" do
```

```
    post.body = nil
```

```
    expect(post).not_to be_valid
```

```
  end
```

```
end
```

# 6. Integration Tests

```
class PostFlowTest < Capybara::Rails::TestCase
  def setup
    @one = posts :one
    @two = posts :two
  end

  test 'post index' do
    visit posts_path

    assert page.has_content?(@one.title)
    assert page.has_content?(@two.title)
  end
end
```

# 7. Dev-ops

- Automate you work, rule of 3
- Know Linux systems basics, configuration, services, permissions

# 7. Devops - Docker

- Docker useful for developing, testing, deployment production

```
docker run -e 'ACCEPT_EULA=Y'  
          -e 'SA_PASSWORD=yourStrong(!)Password'  
          -p 1433:1433  
          -d microsoft/mssql-server-linux:2017-CU8
```

# 7. Devops - Ansible

---


- **name**: Install nginx  
**hosts**: host.name.ip  
**become**: true

## **tasks:**

- **name**: Add epel-release repo  
**yum**:  
  **name**: epel-release  
  **state**: present
- **name**: Install nginx  
**yum**:  
  **name**: nginx  
  **state**: present
- **name**: Insert Index Page  
**template**:  
  **src**: index.html  
  **dest**: /usr/share/nginx/html/index.html
- **name**: Start NGiNX  
**service**:  
  **name**: nginx  
  **state**: started

# 8. Code reviews

- Find bugs
- Share knowledge
- Enforce a uniform approach across the project

 **rs017991** committed 3 days ago Verified

commit 1c21e628ab2bf79cdef9993f5b78e5cea3a7c65e

2  CHANGES.txt

 **Show comments**

Copy path

View file



	@@ -24,7 +24,7 @@
24	24
25	25 2.0.11
26	26 * Added case in StringConverter to properly output InetAddress (SPARKC-559)
27	- * Added java.time.Instant -> java.util.Data conversion (SPARKC-560)
27	+ * Added java.time.Instant -> java.util.Date conversion (SPARKC-560)
28	28 * RegularStatements not Cached by SessionProxy (SPARKC-558)
29	29 * Fix CassandraSourceRelation Option Parsing in Spark 2.0 (SPARKC-551)
30	30

Write

Preview



this looks good to me|

---

Attach files by dragging & dropping, selecting or pasting them.

 Styling with Markdown is supported

Cancel

Add single comment

Start a review