

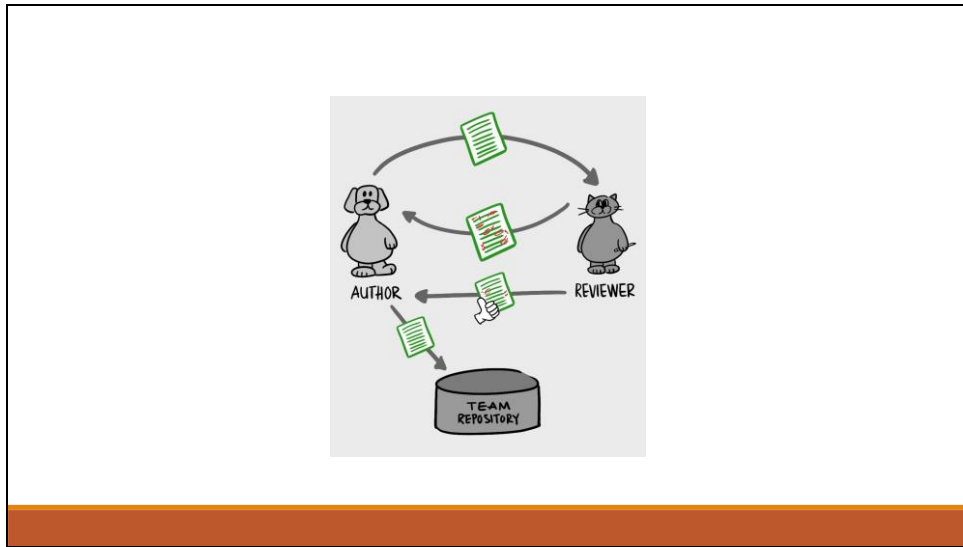
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CODE REVIEWS (AND REVIEWABLE.IO)

# What's a Code Review again?

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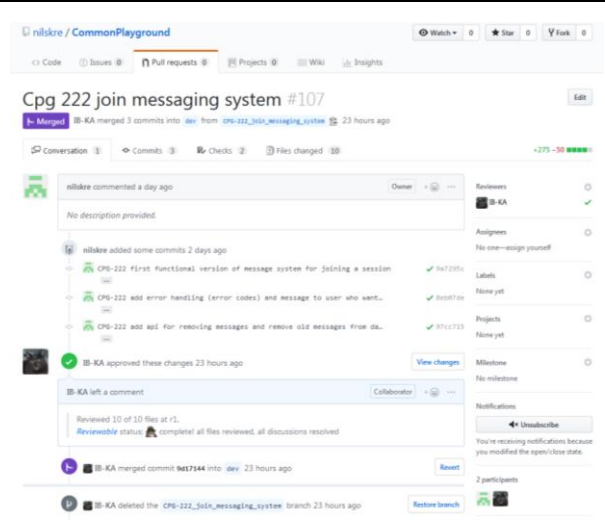
### Folie 3



- Probably not new to you
- Author submits piece of Code
- Reviewer suggests improvements
- Author makes changes and resubmits
- Until reviewer approves
- Code can be pushed

### Folie 4

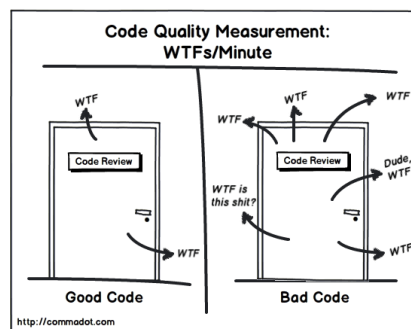
Sounds familiar?



- It's what you do more or less extensively when you handle a pull request on GitHub

# Why do we this?

## Code Quality

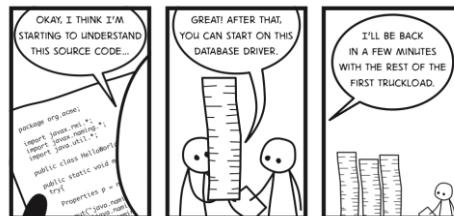


First reason that comes to mind

- Basic protection against Spaghetti Code
- The machine can already tell me a lot of this saving time for the actual reviewer
- But Code Quality goes far beyond unused imports and cyclic complexity checks

## The Bus Factor

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Remember your risk tables?

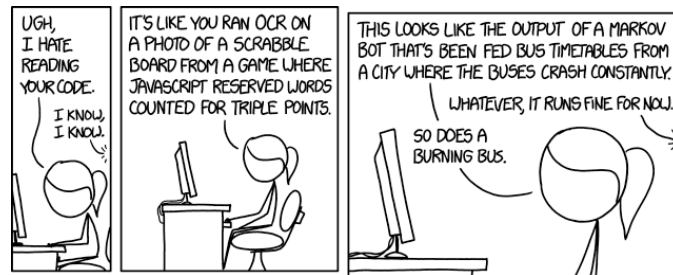
If someone gets ill ... or hit by a bus we won't be in trouble.

We've got everything on Git!

Having access to the code  $\neq$  being able to finish or expand on it from the get go

Reviews don't only help the author, the reviewer learns how other people did things

## Early Weekpoint Detection



Written some code with Big O ( $n!$ ) ( $n$  factorial)? Wouldn't you be glad someone noticed (Ideally before you get graded on it?)

Also someone who's building on something you've coded may know what problems can arise from your coding without being inherent in it.

Like: this works fine on its own but I was going to use it this way and only then we'll get problems

We want small teams right? Because we're agile and flexible and that's awesome! But it also means you'll be in charge by yourself

It's a way of knowledge transfer without having to do so explicitly

## How do we do this?

### The Art of Feedback



- Many Code Reviews end with a simple „looks fine“
- Either actually is nicely branched small package of code and actually fine
- Or the reviewer doesn't know the specifics of what they are reviewing (that's me) and vaguely assumes that it's fine
- Or (which tends to happen when time pressure increases) because the code was never really looked at

## The Art of Feedback



- Doing a review takes time and effort
- What do you want to achieve with the review? (Do you have to do this or can it be automated?)
- Define your code criteria:

## Examples

- Requirements: are all cases fully implemented?
- Testing: Do the tests reflect what should be tested?
- Does the new code conform to existing style guidelines?

Code Review Checklist	
<input checked="" type="checkbox"/>	Coding standards
<input type="checkbox"/>	Coding Best practices
<input checked="" type="checkbox"/>	Non Functional Requirements
<input checked="" type="checkbox"/>	OOAD Principles
<input checked="" type="checkbox"/>	Static Code Analysis Metrics
<input type="checkbox"/>	.....

Not everything can be automated: Your IDE will not tell you if you've programmed Dualis  
If you covered everything function wise  
If you've covered everything test-wise  
If you did your calisthanics... Let's drop the topic you get my gist

# Tools of the Trade

## Toolbox

**sonarlint**



 ESLint

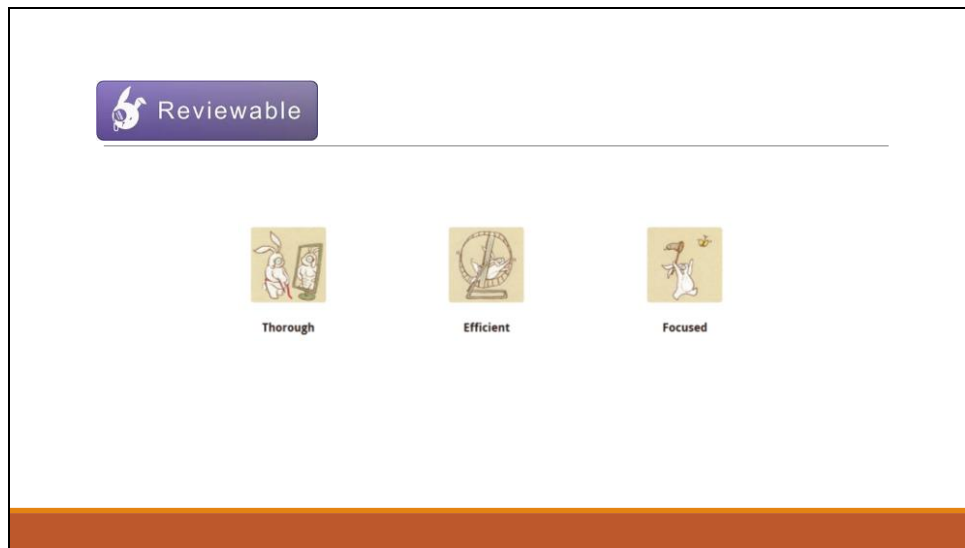
 CodeFlow

 Gerrit Code Review

 Reviewable

Static Code Checkst? - Let your IDE do it for you.  
Android Studio comes with auto checks wich will generate you warnings when you try to commit,  
JetBrains has Plugins for Java, Kotlin, Ruby, JavaScript, PHP and Python at least  
Or use Tools





Reviewable is a web-based tool  
Works with GitHub only  
Is there to smoothen your Pull-Request handling  
And add more bunnies to your life

