



Code Commenting & Documentation

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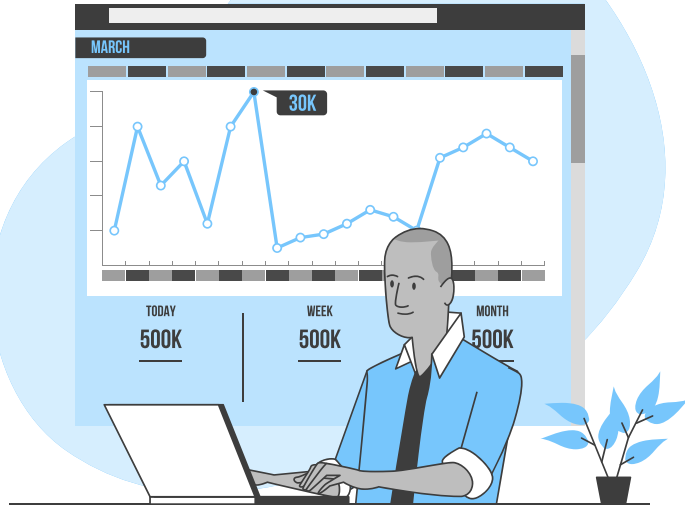
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Nazia Binte Ali

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Code commenting

What is Code Commenting?





The practice of sprinkling short, normally single-line notes throughout your code. These notes are called comments.

They explain how your program works, and your intentions behind it.


Why Code Commenting?

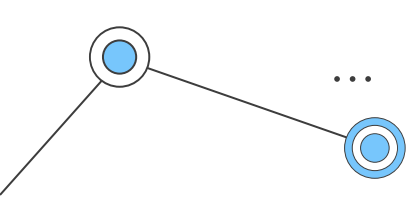


- **Save time**
- **Help yourself, future developers, or collaborators understand what is going on**
- **Help debug**
- **Easily come back to certain parts of code**
- **Show your colleagues and other developers how awesome you are**



**“Code tells you
how, comments
tell you why.”**

- Jeff Atwood, co-founder of
Stack Overflow
- 

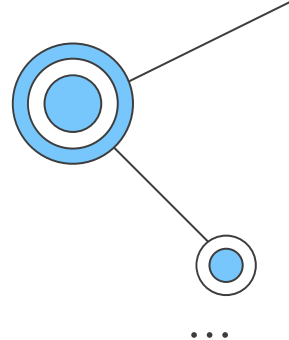


Junior devs:

Not documenting code



forgetting
how it works



Senior devs:

clean code

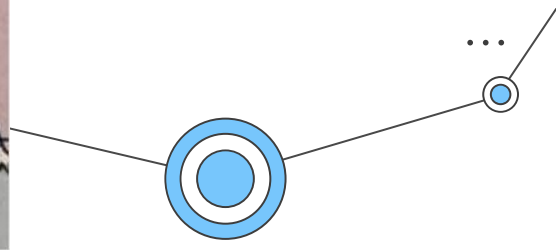


extensive
documentation

help files

readmes

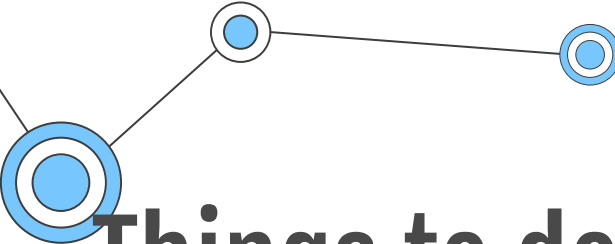
forgetting
how it works



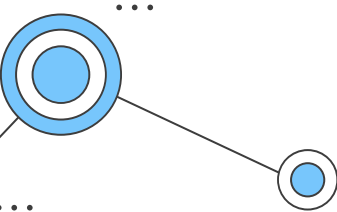


Best practices





Things to do, for ease of following scripts:



The basics:

- Use a # sign followed by a space
- Use comments to mark off sections of the code
- Provide enough commentary for you and someone else to know why you are doing what you are doing

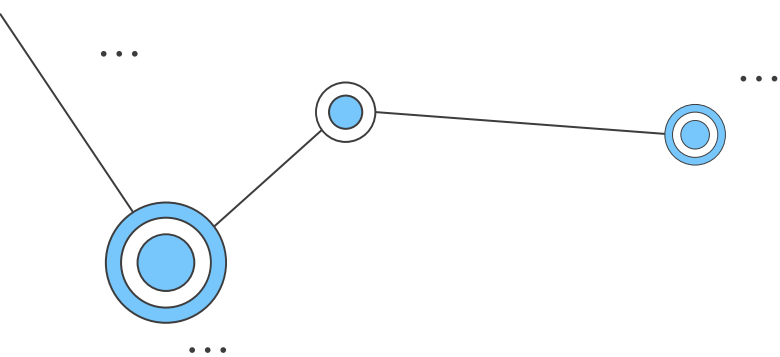
```
1  ## CRI_R_Course_SampleScript.R
2  ## LDBrin
3  ## October 2016
4  ##
5  ## This is a sample script for the CRI online R course.
6  ## This script reads in data, checks whether it contains certain necessary variables,
7  ## and calculates the maximum number of trees counted in any given site.
8  ##
9
10 ## Load packages
11 library(dplyr)
12 library(tidyr)
13
14 ## Read in data
15 trees <- read.csv(file = "Data/trees.csv", stringsAsFactors = TRUE)
16
17 ## Check whether data frame contains certain variables
18 ## Function to check data frame
19 checkData <- function(df){
20   if ("Site" %in% names(df) == FALSE | "Plot" %in% names(df) == FALSE){
21     print("Your data frame is missing either Site or Plot.")
22   } else {
23     print("Your data frame has both Site and Plot as variables.")
24   }
25 }
26
```



Best practices!



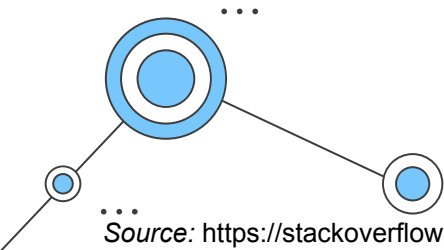
- Avoid duplicating the code with comments
- Concise, informative and easy to understand
- Instead of writing lengthy comments, codes should be improved and simplified



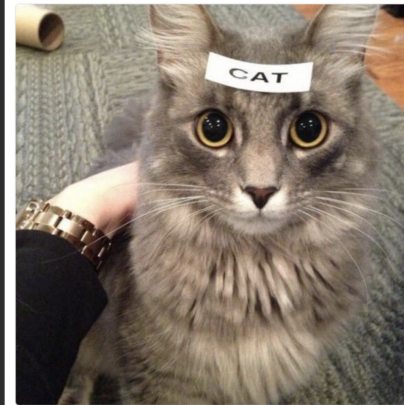
Things to not do:

- Avoid OVER comment, to prevent clutter

```
// create a for loop // <-- comment
for // start for loop
(   // round bracket
    // newline
int // type for declaration
i   // name for declaration
=   // assignment operator for declaration
0   // start value for i
```



90% of all code comments:



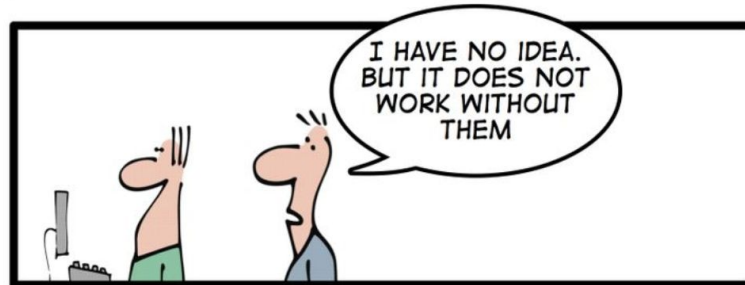
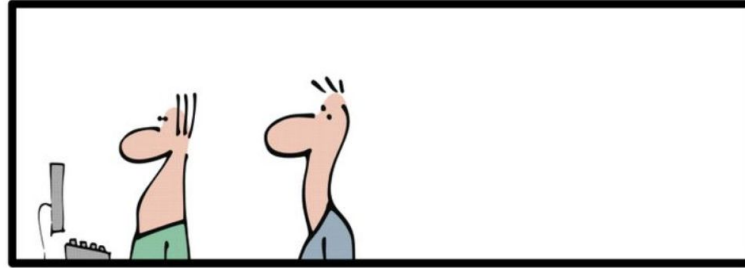
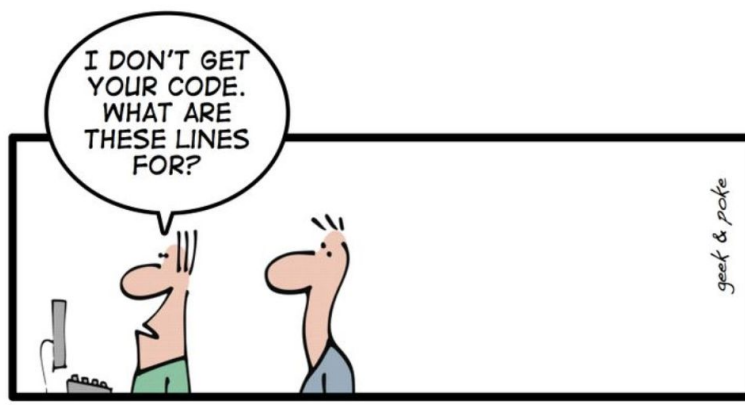
Source: <https://stackoverflow.blog/2021/12/23/best-practices-for-writing-code-comments/>



Best practices!

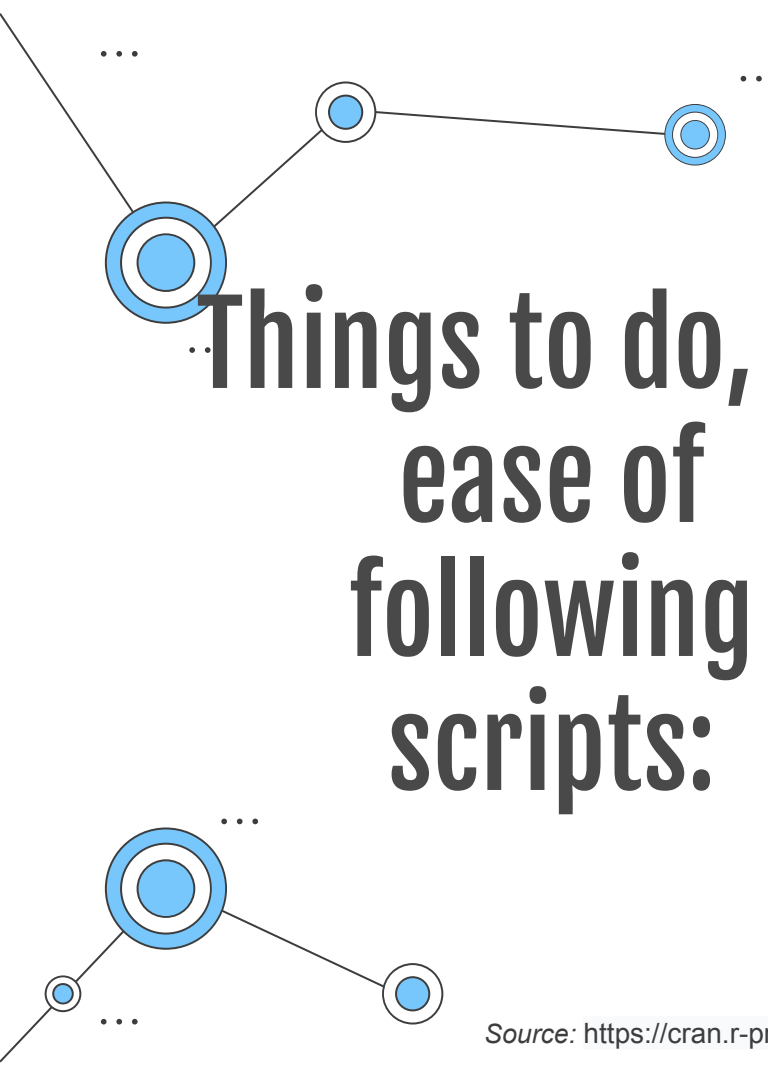


- If using code from someone else, provide links to the original source for reference as a comment
- Include links to external references to better understand the code, if still learning what the code does
- Add comments when fixing bugs



THE ART OF PROGRAMMING - PART 2: KISS

Source:
<https://stackoverflow.blog/2021/12/23/best-practices-for-writing-code-comments/>



Things to do, for ease of following scripts:

- Annotate the beginning of script file with a comment that gives the reader description of what the code does
- For more sophistication and formatting, use package ***bannerCommenter***

```
library(bannerCommenter)
banner("Section 1:", "Data input and initialization", emph = TRUE)
```

```
#####
#####
###
###                               ###
###                               ###
###                               ###
###                               ###
#####
#####
```

Other uses of the bannerCommenter package

```
txt <- "This is the text of a comment"

banner(txt) ## default heavy style
```

```
#####
##           This is the text of a comment           ##
#####
banner(txt, centre = TRUE, bandChar = "-")
```

```
##-----
##           This is the text of a comment           --
##-----
boxup(txt, snug = TRUE, bandChar = "=")
```

```
##=====
## This is the text of a comment   =
##=====
open_box(txt, bandChar = ":")
```

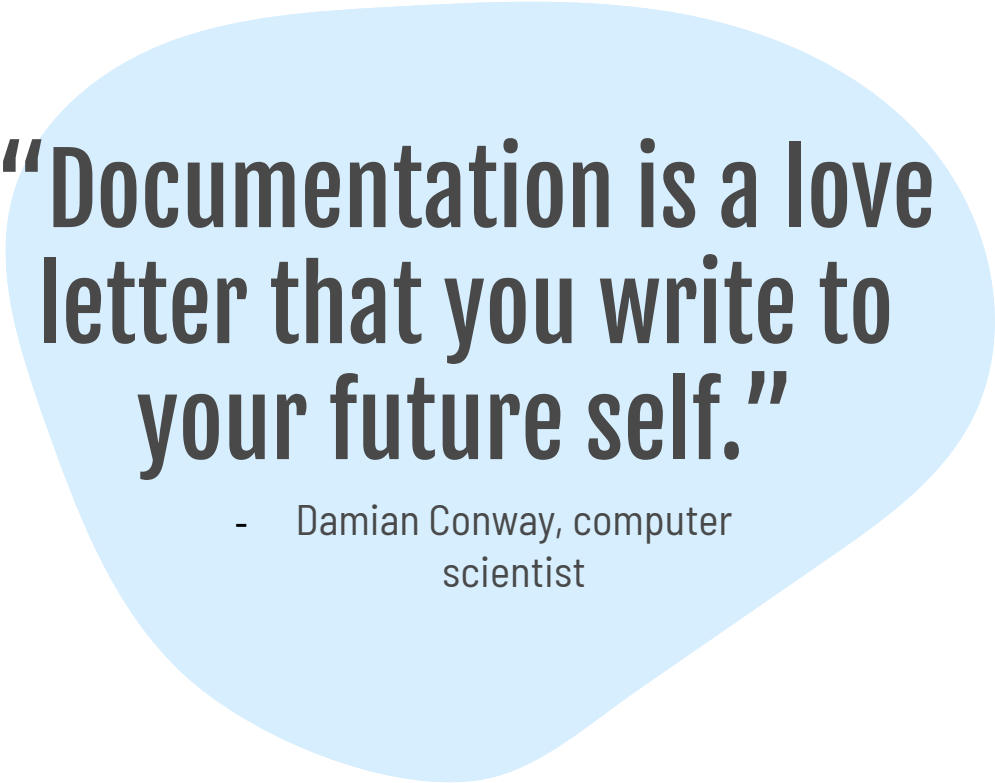

```
##::::::::::::::::::::::::::::
## This is the text of a comment
##::::::::::::::::::::::::::::
block(paste("This is a chatty comment.  Entering it this way just",
            "saves a tiny bit of typing but it can be useful if",
            "you need multiple initial hash marks, as you may when",
            "using editors in RStudio or Emacs/ESS, for example.",
            "Or if you want the lines folded to make things more compact.",
            collapse = " "),
      fold = TRUE)
```

```
### This is a chatty comment.  Entering it this way just saves a tiny bit of
### typing but it can be useful if you need multiple initial hash marks, as
### you may when using editors in RStudio or Emacs/ESS, for example. Or if you
```




Documentation





**“Documentation is a love
letter that you write to
your future self.”**

- Damian Conway, computer
scientist



What is Code Documentation?



- Process through which programmers document their code
- Text and/ or pictures that describes what the code does and how it can be used
- Can be in the form of a simple explanation of the code, a comprehensive user handbook, or illustrative images
- Commentary on how the software works, includes use cases, and cites any relevant sources

<https://www.madcapsoftware.com/blog/write-code-documentation/#:~:text=What%20is%20Code%20Documentation%3F,readability%2C%20reproducibility%2C%20and%20usability>

<https://www.r-bloggers.com/2019/04/writing-r-documentation-simplified/>

Why Code Documentation?



- Enhances readability, reproducibility and ... usability
- Communication to both technical and non-technical audiences
- Makes the code easier to maintain and update
- Aids in learning from mistakes
- Saves time in the long run

<https://www.madcapsoftware.com/blog/write-code-documentation/#:~:text=What%20is%20Code%20Documentation%3F,readability%2C%20reproducibility%2C%20and%20usability>

<https://www.r-bloggers.com/2019/04/writing-r-documentation-simplified/>

<https://www.linkedin.com/pulse/why-documentation-important-software-development-alexander-ryan/>

12.2k

ThE cOdE iS iTs OwN dOcUmEnTaTiOn



other

It's not ever [REDACTED] commented. I will eat your dog in front of your children, and when they beg me to stop, and ask me why I'm doing it, tell them "figure it out"

That is all.

Edit: 3 things - 1: "just label things in a way that makes sense, and write good code" would be helpful if y'all would label things in a way that makes sense and write good code. You are human, please leave the occasional comment to save future you / others some time. Not every line, just like, most functions should have A comment, please. No, getters and setters do not need comments, very funny. Use common sense

2: maintaining comments and docs is literally the easiest part of this job, I'm not saying y'all are lazy, but if your code's comments/docs are bad/dated, someone was lazy at some point.

3: why are y'all upvoting this so much, it's not really funny, it's a vent post where I said I'd break a dev's children in the same way the dev's code broke me (I will not)

https://www.reddit.com/r/ProgrammerHumor/comments/yr9j4b/the_code_is_its_own_documentation/



Best practices



Dos and Don'ts of Code Documentation



DO

Choose a documentation tool that can be updated easily, has version control capabilities, and can be accessed by current/future collaborators



DO

Document code as you write it



DO

Use documentation to increase usability, transparency, and reproducibility of code



DON'T

Keep your code documentation in a file only you have access to



DON'T

Forget about code documentation until you get a request for it



DON'T

Repeat what has been said in your code comments

Sources:

1. Wilson G, Aruliah DA, Brown CT, Chue Hong NP, Davis M, Guy RT, et al. (2014) Best Practices for Scientific Computing. PLoS Biol 12(1): e1001745. <https://doi.org/10.1371/journal.pbio.1001745>
2. Berkeley Library. "How to Write a Good Documentation." University of California. <https://guides.lib.berkeley.edu/how-to-write-good-documentation>
3. Bryan J. (2017). Excuse me, do you have a moment to talk about version control? PeerJ Preprints 5:e3159v2 <https://doi.org/10.7287/peerj.preprints.3159v2>

Examples

What and How to document!

What ?

- Author, Date, Version
- Packages
- Projects/Datasets
- Functions
- Classes
- Any tricky lines of codes
- References

How?

- Write vignette with **R markdown**
- Write comments alongside the codes using **roxygen2** syntax for **man/files**. ([link](#))
 - Make project using package **usethis** & **devtools**
- Create a website with **pkgdown**



Title,
Author,
Date,
Version,
Output,
Package

Example: R markdown file



```
---  
title: "Technical notes on onyike ea (2003)"  
author: "Jan van Rongen"  
date: '2019-04-22'  
output:  
  pdf_document:  
    number_sections: yes  
    toc: no  
  html_document:  
    number_sections: yes  
    toc: yes  
version: 11  
---
```

```
library(tidyverse) #Used when manipulating data  
library(ggplot2) #Used to develop plots
```

Project,
Data,
Function,
Sample codes,
Additional notes,
Reference

Example: R markdown file

```
# Introduction
```

```
we reanalyzed onyike e.a. (2003) [1] which uses the NHANES III National health survey data [2]. This survey (as most surveys) uses an elaborate multiphase stratified sampling scheme. The statistical analysis of these complex surveys and their results differs from the more common approach of standard random sample (SRS). The major differences are:-
```

```
- the population is assumed to be of finite size $N$;
```

```
## design effect
```

```
The design effect is the proportion of the survey variance versus the standard random sample (SRS) variance for a particular estimate.
```

$$\text{DEFF}_w = \frac{V_{\text{Design}}[y]}{V_{\text{SRS}}[y]} = \frac{n \sum_i w_i^2}{(\sum_i w_i)^2}$$

Example: roxygen2

How?

File >
Newfile >
R Documentation file
>
devtools::document()
>
.Rd file>
Install and build
packages >
man file

R documentation file

```
1 \name{demo}
2 \alias{demo}
3 %\ Also NEED an '\alias' for EACH other topic documented here
4 \title{
5   %% ~~~~~function to do ... ~~~~~
6 }
7 \description{
8   %% ~~~~~ A concise (1-5 lines) description of what the function does ~~~~~
9 }
10 \usage{
11   demo(x)
12 }
13 %\ maybe also 'usage' for other objects documented here
14 \arguments{
15   \item{x}{
16     %% ~~~~~Describe \code{x} here~~~~~
17   }
18 }
19 \details{
20   %% ~~~~~ If necessary, more details than the description ~~~~~
21 }
22 \value{
23   %% ~~~~~Describe the value returned ~~~~~
24   %% ~~~~~ If it is a LIST, use
25   %% ~~~~~ \item{comp1 }{Description of 'comp1'}
26   %% ~~~~~ \item{comp2 }{Description of 'comp2'}
27   %% ~~~~~ ...
28 }
29 \references{
30   %% ~~~~~put references to the literature/web site here ~~~~~
31 }
32 \author{
33   %% ~~~~~who you are ~~~~~
34 }
35 \note{
36   %% ~~~~~further notes~~~~~
37 }
```

Man (manual) file

R: Standard Deviation ▾ Find in Topic

sd {stats} R Documentation

Standard Deviation

Description

This function computes the standard deviation of the values in `x`. If `na.rm` is `TRUE` then missing values are removed before computation proceeds.

Usage

```
sd(x, na.rm = FALSE)
```

Arguments

`x` a numeric vector or an R object but not a [factor](#) coercible to numeric by `as.double(x)`.

`na.rm` logical. Should missing values be removed?

Details

Like [var](#) this uses denominator $n - 1$.



Thank you!

Do you have any questions?

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