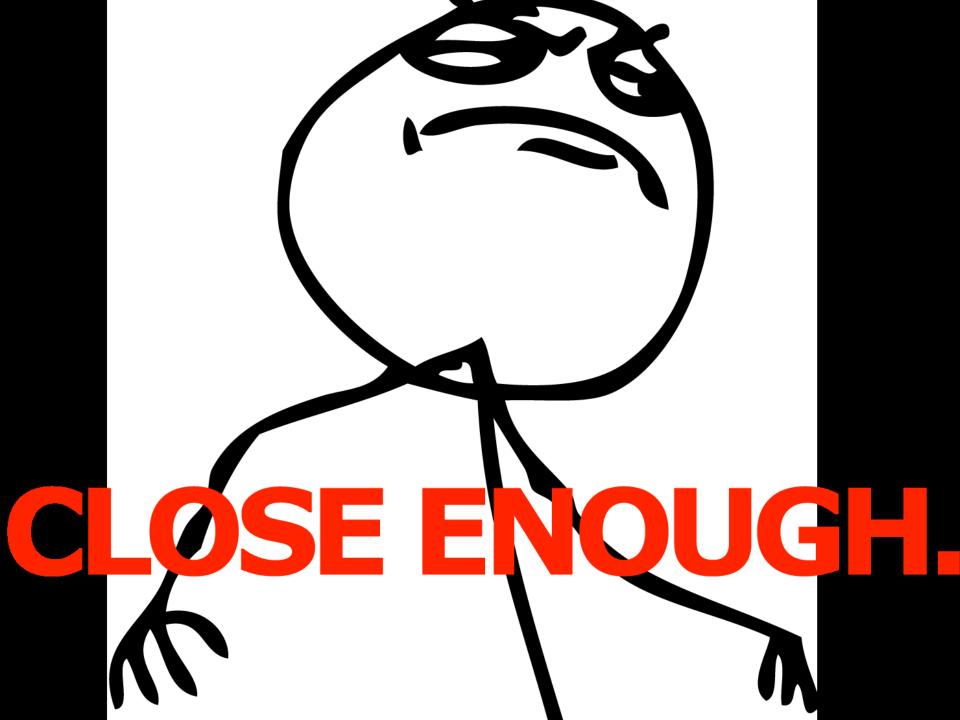
# Development By The Numbers

1 3- (y+A)+3





#### We Are Going To Measure Complexity

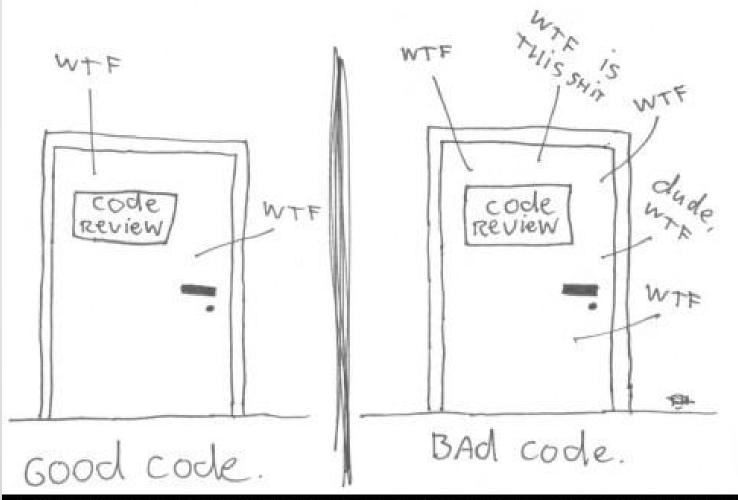
## Why Should We Care About Complexity?

#### "The Central Enemy Of Reliability is Complexity"

- Geer et al.

# Complexity And Quality Are Strongly Related

#### The ONLY VALID MEASUREMENT OF Code QUALITY: WTFs/minute



(c) 2008 Focus Shift/OSNews/Thom Holwerda - http://www.osnews.com/comics

#### **Basic Metrics**

## Cyclomatic Complexity

#### **Cyclomatic Complexity**

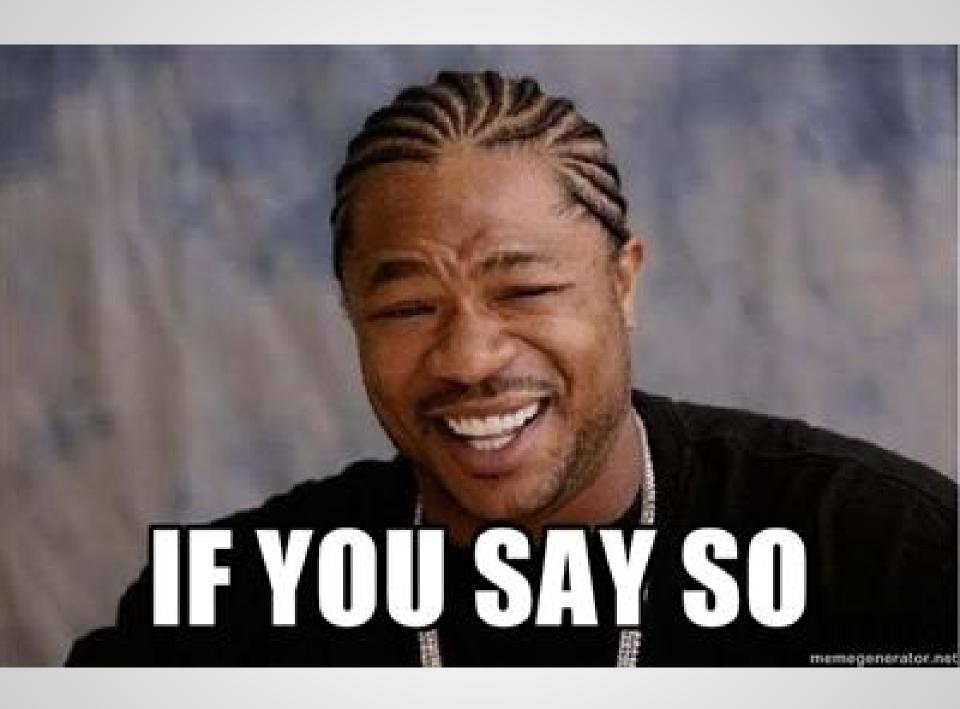
# Number Of "Decision Points" In A Routine

```
function foo($a, $b) {
    $c = 0;
    if ($a) {
        $c = $a;
    } elseif ($b) {
        $c = $b;
    if ($a && $b) {
        $c = $a + $b;
    return $c;
```

```
function foo($a, $b) {
    $c = 0;
    if ($a) {
        $c = $a;
    } elseif ($b) {
        $c = $b;
    if ($a && $b) {
        $c = $a + $b;
    return $c;
```

```
function foo($a, $b) {
    $c = 0;
    if ($a) {
        $c = $a;
    } elseif ($b) {
        $c = $b;
    if ($a && $b) {
        $c = $a + $b;
    return $c;
```

# Simple Right?



### Cyclomatic Complexity (Single Method)

- 1 4: Low Complexity
- 5 7: Moderate Complexity
- 8 10: High Complexity
- 11+: Very High Complexity

### Cyclomatic Complexity (Average Per Method)

- 1 2: Low Complexity
- 2 4: Moderate Complexity
- 4 6: High Complexity
- 6+: Very High Complexity

### Compare: Average CC per Method

Wordpress: 6.28

Drupal 7: 3.02

Drupal 8: 2.10

Symfony 2: **1.81** 

Zend Framework 2: 2.62

Laravel: 1.79

### Cyclomatic Complexity (Average Per Line Of Code)

- .01 .05: Low Complexity
- .05 .10: Moderate Complexity
- .10 .15: High Complexity
- .15+: Very High Complexity

### Compare: Average CC per LOC

Wordpress: 0.20

Drupal 7: 0.04

Drupal 8: 0.07

Symfony 2: **0.06** 

Zend Framework 2: 0.10

Laravel: 0.07



## N-Path Complexity

#### N-Path Complexity

Number Of
"Unique Paths"
In A Routine

```
function foo($a, $b) {
    $c = 0;
    if ($a) {
        $c = $a;
    } elseif ($b) {
        $c = $b;
    if ($a && $b) {
        $c = $a + $b;
    return $c;
```

```
function foo($a, $b) {
    $c = 0;
    if ($a) {
        $c = $a;
    } elseif ($b) {
        $c = $b;
    if ($a && $b) {
        $c = $a + $b;
    return $c;
```

```
function foo($a, $b) {
    $c = 0;
    if ($a) {
      $c = $a;
    } elseif ($b) {
        $c = $b;
    if ($a && $b) {
        $c = $a + $b;
    return $c;
```

```
function foo($a, $b) {
    $c = 0;
    if ($a) {
     $c = $a;
   } elseif ($b) {
        $c = $b;
    if ($a && $b) {
       $c = $a + $b;
    return $c;
```

```
function foo($a, $b) {
    <u>if</u>($a) {
      $c = $a;
    } elseif ($b) {
        $c = $b;
     $\frac{1}{2} \$a && $b) {
         $c = $a + $b;
    return $c;
```

```
function foo($a, $b) {
    if ($a) {
       - $c = $a;
    } elseif ($b) {
        $c = $b;
    $\frac{1}{2} \$a && $b) {
         $c = $a + $b;
    return $c;
```

## They Are The Same?

### Not Generally!

```
function foo2($a, $b, $c) {
    $d = 0;
    if ($a) {
        $d += $a;
                   NPath:
    if ($b) {
        $d += $b;
    if ($c) {
        $d += $c;
    return $d;
```

```
function foo2($a, $b, $c) {
    $d = 0;
                  CC:
    if ($a) {
        d += a;
                  NPath:
   if ($b) {
       $d += $b;
   if ($c) {
       $d += $c;
    return $d;
```

```
function foo2($a, $b, $c) {
    $d = 0;
                  CC:
   if ($a) {
        d += a;
                  NPath:
   if ($b) {
       $d += $b;
   if ($c) {
       $d += $c;
    return $d;
```

```
function foo2($a, $b, $c) {
    $d = 0;
                  CC:
   if ($a) {
        d += a;
                  NPath:
    if ($b) {
       $d += $b;
   if ($c) {
        $d += $c;
    return $d;
```

```
function foo2($a, $b, $c) {
    $d = 0;
                  CC:
   if ($a) {
        $d += $a;
                  NPath:
    if ($b) {
        $d += $b;
    if ($c) {
        $d += $c;
    return $d;
```

```
function foo2($a, $b, $c) {
    $d = 0;
                    CC:
    if ($a) {
        $d += $a;
                    NPath:
    <del>if (</del>$b) {
        $d += $b;
    if ($c) {
        $d += $c;
    return $d;
```

```
function foo2($a, $b, $c) {
    $d = 0;
                     CC:
    if ($a) {
         $d += $a;
                      NPath:
    <del>if (</del>$b) {
         $d += $b;
    <del>if (</del>$c) {
         $d += $c;
    return $d;
```

```
function foo2($a, $b, $c) {
    $d = 0;
                    CC:
    if ($a) {
     $d += $a;
                    NPath:
    <del>if (</del>$b) {
         $d += $b;
    <u>if</u> ($c) {
         $d += $c;
    return $d;
```

```
function foo2($a, $b, $c) {
    $d = 0;
                    CC:
    if ($a) {
     $d += $a;
                    NPath:
    <del>if (</del>$b) {
        $d += $b;
    <u>if</u> ($c) {
         $d += $c;
    return $d;
```

```
function foo2($a, $b, $c) {
    $d = 0;
                    CC:
    if ($a) {
    $d += $a;
                    NPath:
    <del>if (</del>$b) {
      $d += $b;
    <del>if (</del>$c) {
        $d += $c;
    return $d;
```

```
function foo2($a, $b, $c) {
    $d = 0;
                    CC:
    if ($a) {
     $d += $a;
                    NPath:
    <del>if (</del>$b) {
      =$d += $b;
    <u>if</u> ($c) {
      $d += $c;
    return $d;
```

```
function foo2($a, $b, $c) {
    $d = 0;
                    CC:
    if ($a) {
     $d += $a;
                    NPath: 8
    <del>if (</del>$b) {
      =$d += $b;
    <del>if (</del>$c) {
      $d += $c;
    return $d;
```

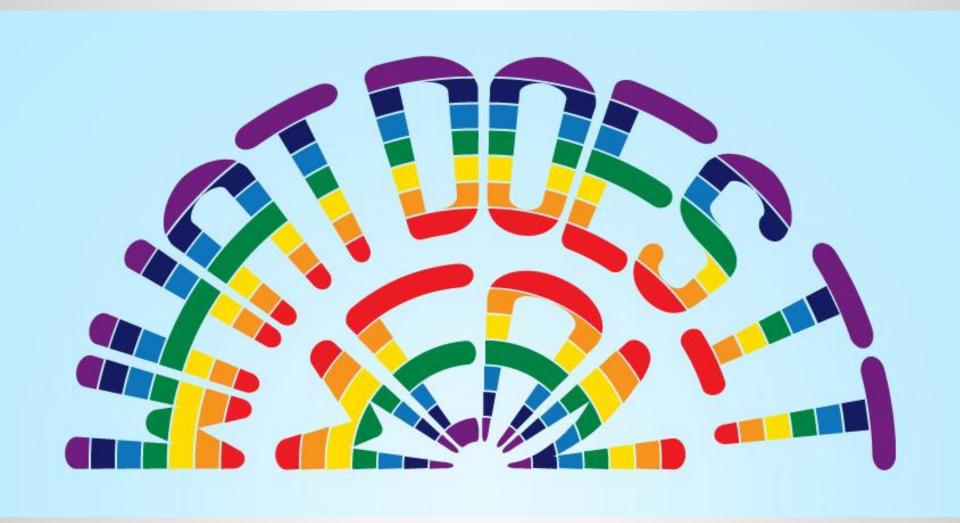
```
function foo2($a, $b, $c) {
    $d = 0;
                    CC:
    if ($a) {
     $d += $a;
                    NPath: 8
    <del>if (</del>$b) {
                           2^(CC-1)
       -$d += $b;
    <del>if (</del>$c) {
      $d += $c;
    return $d;
```

<16: Low Complexity

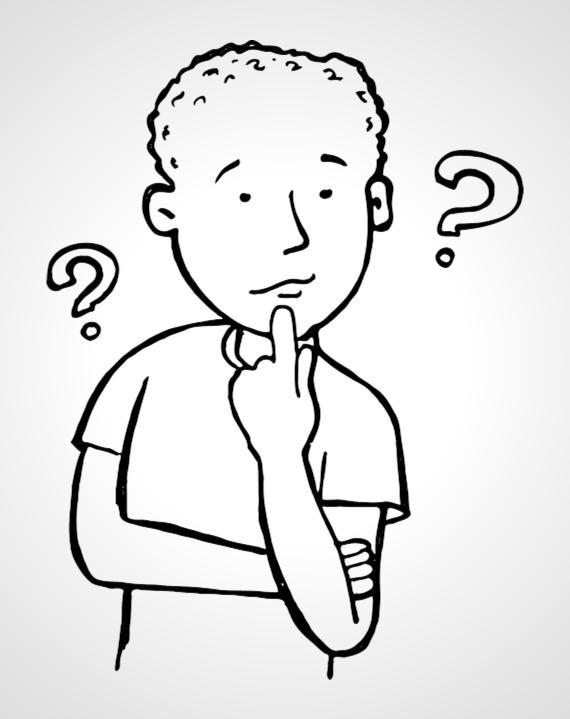
17-128: Moderate Complexity

129-1024: High Complexity

1025+: Very High Complexity



## Minimum Number Of Tests Required To Completely Test A Routine



```
function entity_load($entity_type, $ids = FALSE, $conditions = array(), $reset = FALSE) {
   if ($reset) {
     entity_get_controller($entity_type)->resetCache();
   }
   return entity_get_controller($entity_type)->load($ids, $conditions);
}
```

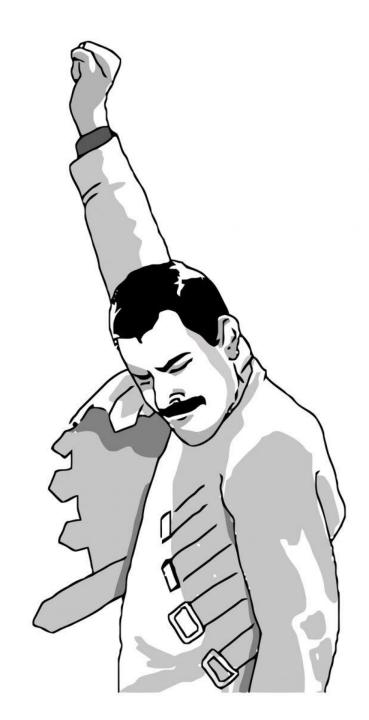
CC:

CC: 2

#### **Cyclomatic Complexity**

- 1 4: Low Complexity
- 5 7: Moderate Complexity
- 8 10: High Complexity
- 11+: Very High Complexity

CC: 2



drupal\_http\_request()

CC:

```
function drupal_http_request($url, array $options = array()) {
 // Allow an alternate HTTP client library to replace Drupal's default
 // implementation.
 $override_function = variable_get('drupal_http_request_function', FALSE);
 if (!empty($override_function) && function_exists($override_function)) {
   return $override_function($url, $options);
 $result = new stdClass();
 // Parse the URL and make sure we can handle the schema.
 $uri = @parse_url($url);
 if ($uri == FALSE) {
   $result->error = 'unable to parse URL';
   $result->code = -1001;
   return $result:
 if (!isset($uri['scheme'])) {
   $result->error = 'missing schema';
   $result->code = -1002;
   return $result;
 timer_start(__FUNCTION__);
 // Merge the default options.
 $options += array(
   'headers' => array(),
   'method' => 'GET',
   'data' => NULL,
   'max_redirects' => 3,
   'timeout' => 30.0,
   'context' => NULL,
 // Merge the default headers.
 $options['headers'] += array(
   'User-Agent' => 'Drupal (+http://drupal.org/)',
 // stream_socket_client() requires timeout to be a float.
 $options['timeout'] = (float) $options['timeout'];
 // Use a proxy if one is defined and the host is not on the excluded list.
 $proxy_server = variable_get('proxy_server', '');
 if ($proxy_server && _drupal_http_use_proxy($uri['host'])) {
   // Set the scheme so we open a socket to the proxy server.
   $uri['scheme'] = 'proxy';
   // Set the path to be the full URL.
   $uri['path'] = $url;
   // Since the URL is passed as the path, we won't use the parsed query.
   unset($uri['query']);
   // Add in username and password to Proxy-Authorization header if needed.
   if ($proxy_username = variable_get('proxy_username', '')) {
     $proxy_password = variable_get('proxy_password', '');
     $options['headers']['Proxy-Authorization'] = 'Basic ' . base64_encode($proxy_username . (!empty($proxy_password) ? ":" . $proxy_password : ''));
   // Some proxies reject requests with any User-Agent headers, while others
   // require a specific one.
   $proxy_user_agent = variable_get('proxy_user_agent', '');
   // The default value matches neither condition.
   if ($proxy_user_agent === NULL) {
     unset($options['headers']['User-Agent']);
   elseif ($proxy_user_agent) {
     $options['headers']['User-Agent'] = $proxy_user_agent;
 switch ($uri['scheme']) {
   case 'proxy':
     // Make the socket connection to a proxy server.
     $socket = 'tcp://' . $proxy_server . ':' . variable_get('proxy_port', 8080);
     // The Host header still needs to match the real request.
     $options['headers']['Host'] = $uri['host'];
     $options['headers']['Host'] .= isset($uri['port']) && $uri['port'] != 80 ? ':' . $uri['port'] : '';
     break:
   case 'http':
   case 'feed':
```

```
$port = isset($uri['port']) ? $uri['port'] : 80;
    $socket = 'tcp://' . $uri['host'] . ':' . $port;
    // RFC 2616: "non-standard ports MUST, default ports MAY be included".
    // We don't add the standard port to prevent from breaking rewrite rules
    // checking the host that do not take into account the port number.
    $options['headers']['Host'] = $uri['host'] . ($port != 80 ? ':' . $port : '');
  case 'https':
    // Note: Only works when PHP is compiled with OpenSSL support.
    $port = isset($uri['port']) ? $uri['port'] : 443;
   $socket = 'ssl://' . $uri['host'] . ':' . $port;
   $options['headers']['Host'] = $uri['host'] . ($port != 443 ? ':' . $port : '');
  default:
   $result->error = 'invalid schema ' . $uri['scheme'];
    $result->code = -1003;
    return $result;
if (empty($options['context'])) {
 $fp = @stream_socket_client($socket, $errno, $errstr, $options['timeout']);
else {
  // Create a stream with context. Allows verification of a SSL certificate.
 $fp = @stream_socket_client($socket, $errno, $errstr, $options['timeout'], STREAM_CLIENT_CONNECT, $options['context']);
// Make sure the socket opened properly.
if (!$fp) {
 // When a network error occurs, we use a negative number so it does not
  // clash with the HTTP status codes.
 $result->code = -$errno:
 $result->error = trim($errstr) ? trim($errstr) : t('Error opening socket @socket', array('@socket' => $socket));
  // Mark that this request failed. This will trigger a check of the web
 // server's ability to make outgoing HTTP requests the next time that
  // requirements checking is performed.
  // See system_requirements()
 variable_set('drupal_http_request_fails', TRUE);
 return $result;
// Construct the path to act on.
$path = isset($uri['path']) ? $uri['path'] : '/';
if (isset($uri['query'])) {
 $path .= '?' . $uri['query'];
// Only add Content-Length if we actually have any content or if it is a POST
// or PUT request. Some non-standard servers get confused by Content-Length in
// at least HEAD/GET requests, and Squid always requires Content-Length in
// POST/PUT requests.
$content_length = strlen($options['data']);
if ($content_length > 0 || $options['method'] == 'POST' || $options['method'] == 'PUT') {
 $options['headers']['Content-Length'] = $content_length;
// If the server URL has a user then attempt to use basic authentication.
if (isset($uri['user'])) {
 $options['headers']['Authorization'] = 'Basic ' . base64_encode($uri['user'] . (isset($uri['pass']) ? ':' . $uri['pass'] : ''));
// If the database prefix is being used by SimpleTest to run the tests in a copied
// database then set the user-agent header to the database prefix so that any
// calls to other Drupal pages will run the SimpleTest prefixed database. The
// user-agent is used to ensure that multiple testing sessions running at the
// same time won't interfere with each other as they would if the database
// prefix were stored statically in a file or database variable.
$test_info = &$GLOBALS['drupal_test_info'];
if (!empty($test_info['test_run_id'])) {
 $options['headers']['User-Agent'] = drupal_generate_test_ua($test_info['test_run_id']);
$request = $options['method'] . ' ' . $path . " HTTP/1.0\r\n";
foreach ($options['headers'] as $name => $value) {
 $request .= $name . ': ' . trim($value) . "\r\n";
$request .= "\r\n" . $options['data'];
$result->request = $request;
// Calculate how much time is left of the original timeout value.
$timeout = $options['timeout'] - timer_read(__FUNCTION__) / 1000;
if ($timeout > 0) {
  stream_set_timeout($fp, floor($timeout), floor(1000000 * fmod($timeout, 1)));
 fwrite($fp, $request);
```

```
// Fetch response. Due to PHP bugs like http://bugs.php.net/bug.php?id=43782
// and http://bugs.php.net/bug.php?id=46049 we can't rely on feof(), but
// instead must invoke stream_get_meta_data() each iteration.
$info = stream_get_meta_data($fp);
$alive = !$info['eof'] && !$info['timed_out'];
$response = '';
while ($alive) {
  // Calculate how much time is left of the original timeout value.
  $timeout = $options['timeout'] - timer_read(__FUNCTION__) / 1000;
  if ($timeout <= 0) {
   $info['timed_out'] = TRUE;
   break:
  stream_set_timeout($fp, floor($timeout), floor(1000000 * fmod($timeout, 1)));
  $chunk = fread($fp, 1024);
  $response .= $chunk;
  $info = stream_get_meta_data($fp);
  $alive = !$info['eof'] && !$info['timed_out'] && $chunk;
fclose($fp);
if ($info['timed_out']) {
  $result->code = HTTP_REQUEST_TIMEOUT;
  $result->error = 'request timed out';
  return $result;
// Parse response headers from the response body.
// Be tolerant of malformed HTTP responses that separate header and body with
// \n\n or \r\r instead of \r\n\r\n.
list($response, $result->data) = preq_split("//r\n\n\n\r\r", $response, 2);
$response = preg_split("/\r\n|\n|\r/", $response);
// Parse the response status line.
list($protocol, $code, $status_message) = explode(''', trim(array_shift($response)), 3);
$result->protocol = $protocol;
$result->status_message = $status_message;
$result->headers = array();
// Parse the response headers.
while ($line = trim(array_shift($response))) {
  list($name, $value) = explode(':', $line, 2);
  $name = strtolower($name);
  if (isset($result->headers[$name]) && $name == 'set-cookie') {
   // RFC 2109: the Set-Cookie response header comprises the token Set-
    // Cookie:, followed by a comma-separated list of one or more cookies.
   $result->headers[$name] .= ',' . trim($value);
  else {
   $result->headers[$name] = trim($value);
$responses = array(
  100 => 'Continue'
  101 => 'Switching Protocols',
  200 => 'OK'.
  201 => 'Created'
  202 => 'Accepted',
  203 => 'Non-Authoritative Information',
  204 => 'No Content',
  205 => 'Reset Content',
  206 => 'Partial Content',
  300 => 'Multiple Choices'
  301 => 'Moved Permanently',
  302 => 'Found',
  303 => 'See Other'
  304 => 'Not Modified',
  305 => 'Use Proxy'
  307 => 'Temporary Redirect'.
  400 => 'Bad Request',
  401 => 'Unauthorized'
  402 => 'Payment Required',
  403 => 'Forbidden',
  404 => 'Not Found'
  405 => 'Method Not Allowed',
  406 => 'Not Acceptable',
  407 => 'Proxy Authentication Required',
  408 => 'Request Time-out',
  409 => 'Conflict',
  410 => 'Gone',
  411 => 'Length Required',
  412 => 'Precondition Failed',
  413 => 'Request Entity Too Large',
  414 => 'Request-URI Too Large',
  415 => 'Unsupported Media Type'
```

```
416 => 'Requested range not satisfiable',
 417 => 'Expectation Failed',
 500 => 'Internal Server Error',
 501 => 'Not Implemented',
 502 => 'Bad Gateway',
 503 => 'Service Unavailable',
 504 => 'Gateway Time-out',
 505 => 'HTTP Version not supported',
);
// RFC 2616 states that all unknown HTTP codes must be treated the same as the
// base code in their class.
if (!isset($responses[$code])) {
 $code = floor($code / 100) * 100;
$result->code = $code;
switch ($code) {
 case 200: // OK
 case 304: // Not modified
   break:
 case 301: // Moved permanently
 case 302: // Moved temporarily
 case 307: // Moved temporarily
   $location = $result->headers['location'];
   $options['timeout'] -= timer_read(__FUNCTION__) / 1000;
   if ($options['timeout'] <= 0) {
     $result->code = HTTP_REQUEST_TIMEOUT;
     $result->error = 'request timed out';
   elseif ($options['max_redirects']) {
     // Redirect to the new location.
     $options['max_redirects']--;
     $result = drupal_http_request($location, $options);
     $result->redirect_code = $code:
   if (!isset($result->redirect_url)) {
     $result->redirect_url = $location;
   break:
 default:
   $result->error = $status_message;
return $result;
```

drupal\_http\_request()

CC: 41

#### **Cyclomatic Complexity**

- 1 4: Low Complexity
- 5 7: Moderate Complexity
- 8 10: High Complexity
- 11+: Very High Complexity

drupal\_http\_request()

CC: 41

N-Path: 25,303,344,960



To Completely Test drupal http request() At 1 Line Of Code Per Test Would Require 2 Terabytes Worth Of Tests

To Completely Test drupal\_http request() At 1 Line Of Code Per Test Would Require 412 DVD's Worth Of Tests

### To Completely Test drupal http request() At 1 Line Of Code Per Test Would Require 670k Drupals Worth Of Tests

# And That's Not The Worst One!



```
_date_repeat_rrule_process()
```

CC:

\_date\_repeat\_rrule\_process()

CC: <u>81</u>

N-Path:

\_date\_repeat\_rrule\_process()

CC: <u>81</u>

N-Path: <u>19,781,719,256</u>

\_date\_repeat\_rrule\_process()

CC: <u>81</u>

N-Path: <u>19,781,719,256</u> ,250,000,000,000

\_date\_repeat\_rrule\_process()

CC: <u>81</u>

N-Path: <u>19,781,719,256</u> ,<u>250,000,000,000</u> ,000,000,000

# To Completely Test date repeat rrule process() At 1 Line Of Code Per Test Would Require 336T 2009's Worth Of Tests



- About 387GB / cm<sup>3</sup>
  - Current Density Record

- About 387GB / cm<sup>3</sup>
  - Current Density Record
- About 184PB / Butt-Load
  - The text from every piece of written material in the world...

- About 387GB / cm<sup>3</sup>
  - Current Density Record
- About 184PB / Butt-Load
  - The text from every piece of written material in the world...
- About 387PB / m^3
  - About 20 "MegaUpload.com Sites"

- About 387GB / cm<sup>3</sup>
  - Current Density Record
- About 184PB / Butt-Load
  - The text from every piece of written material in the world...
- About 387PB / m^3
  - About 20 "MegaUpload.com Sites"
- About 387YB / km^3
  - About 100,000 Google's

# To Completely Test date repeat rrule process() At 1 Line Of Code Per Test Would Require 1 Greenland Ice Cap of microSD cards Worth Of Tests



compose\_pm()

CC:

N-Path:

compose\_pm()

CC: 331

N-Path:

compose\_pm()

CC: 331

N-Path: 12,334,686,665

compose\_pm()

CC: 331

N-Path: 12,334,686,665 ,165,904,892,028

compose\_pm()

CC: 331

N-Path: 12,334,686,665 ,165,904,892,028 ,680,955,918,269

compose\_pm()

CC: 331

N-Path: 12,334,686,665 ,165,904,892,028 ,680,955,918,269 ,333,860,397,338

# N-Path Complexity compose\_pm()

CC: 331

N-Path: 12,334,686,665 ,165,904,892,028 ,680,955,918,269 ,333,860,397,338 ,867,187,500,000

CC: 331

N-Path: 12,334,686,665 ,165,904,892,028 ,680,955,918,269 ,333,860,397,338 ,867,187,500,000 ,000,000,000,000

### N-Rath Banplexity

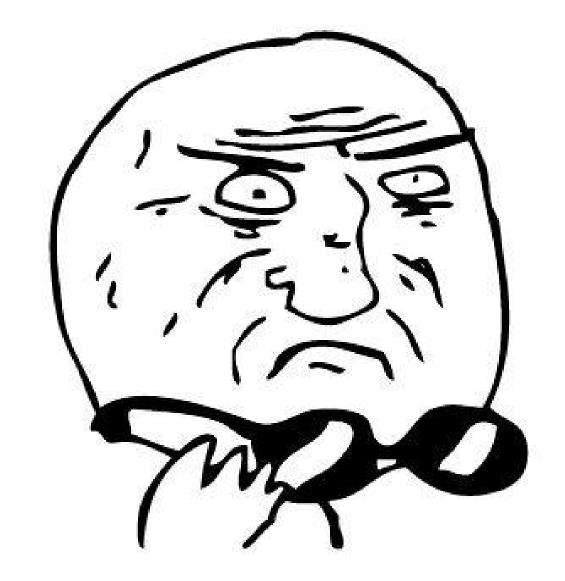
N-Path: 12,334,686,665 ,165,904,892,028 ,680,955,918,269 ,333,860,397,338 <u>,867,187,500,000</u> ,000,000,000,000 ,000,000,000,000

# Because Sending Private Messages Is Hard...

# To Completely Test compose pm() At 1 Line Of Code Per Test Would Require 1B BlackHoles Worth Of Tests

## To Completely Test

compose pm() At 1 Line Of Code Per Test Would Require 15,000,000 Milky Way's of **MicroSDs** Worth Of Tests



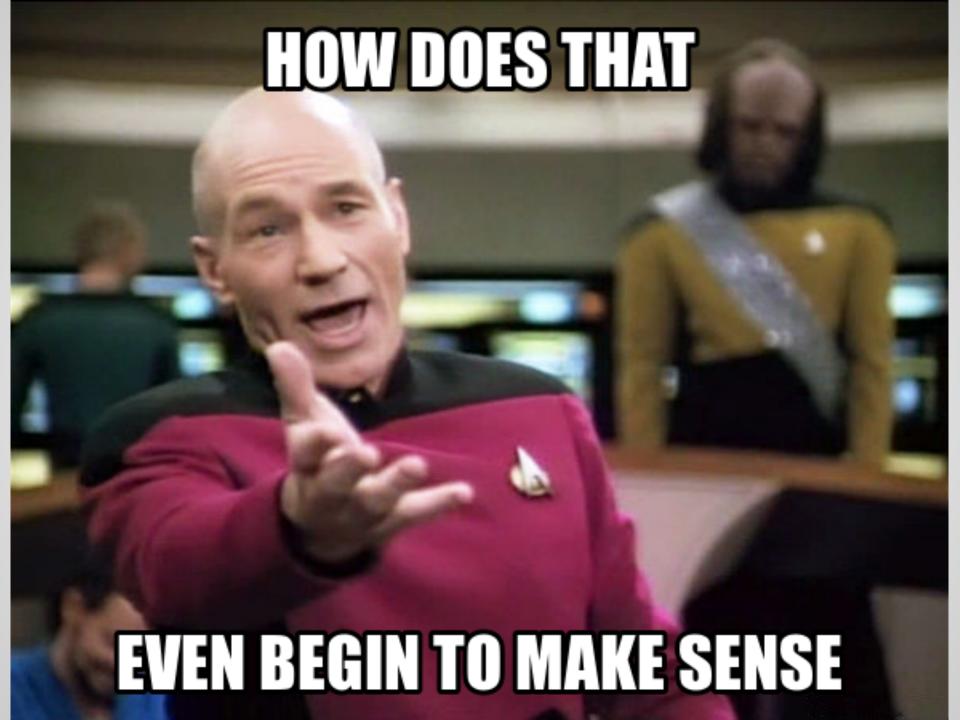
# MOTHER OF GOD



(Change Risk Analysis Predictions)

CC = Cyclomatic Complexity (method)
COV = Test Coverage (percent)

 $CRAP = CC + (CC^2 * (1 - COV)^3)$ 



# Relates Complexity And Test Coverage

Increasing Test Coverage Lowers CRAP

Decreasing Complexity Lowers CRAP

A Low Complexity Method
With No Tests

Is Good

A Low Complexity Method
With Good Tests

Is Great

# A Moderate Complexity Method With Good Tests

Is OK

# A Moderate Complexity Method With No Tests

Is **CRAP** 

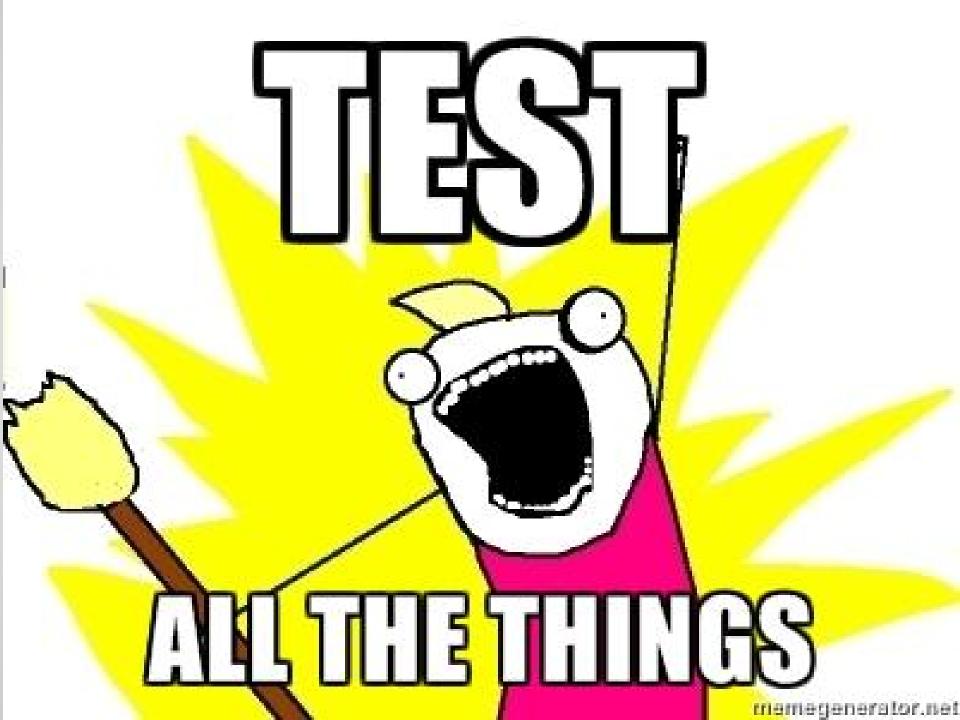
### **CRAP**

- < 5: GREAT Code
- 5 15: Acceptable Code
- 15-30: Eih... Code
- 30+: CRAPpy Code



# How Do We Apply These Metrics?





### Quiz:

# Only 2 Major QA Tools NOT Made By Germans

What Are They?

### PHP-CodeSniffer

**Behat** 



# Sebastian Bergmann

**PHPUnit DbUnit PHPLOC PHPCPD PHPCOV** hphpa

www.phpqatools.org www.jenkins-php.org

By Sebastian Bergmann

By Sebastian Bergmann

Command Line Tool

By Sebastian Bergmann

Command Line Tool

Summarizes An Entire Codebase

#### \$ phploc path/to/Drupal7/

Directories: 73

Files: **180** 

```
Lines of Code (LOC):

Cyclomatic Complexity / Lines of Code: 0.04

Comment Lines of Code (CLOC):

Non-Comment Lines of Code (NCLOC):

44026
```

Namespaces: 0

Interfaces: 1

Traits: 0

Classes: 38

Abstract: 2 (5.26%)

Concrete: **36** (94.74%)

Average Class Length (NCLOC): 197

```
433
Methods:
  Scope:
    Non-Static: 378 (87.30%)
    Static: 55 (12.70%)
  Visibility:
    Public: 255 (58.89%)
    Non-Public: 178 (41.11%)
  Average Method Length (NCLOC): 17
  Cyclomatic Complexity / Number of Methods: 3.02
Anonymous Functions: 0
Functions:
                     521
                    22
Constants:
  Global constants: 15
  Class constants:
```

By Manuel Pichler (Also German)

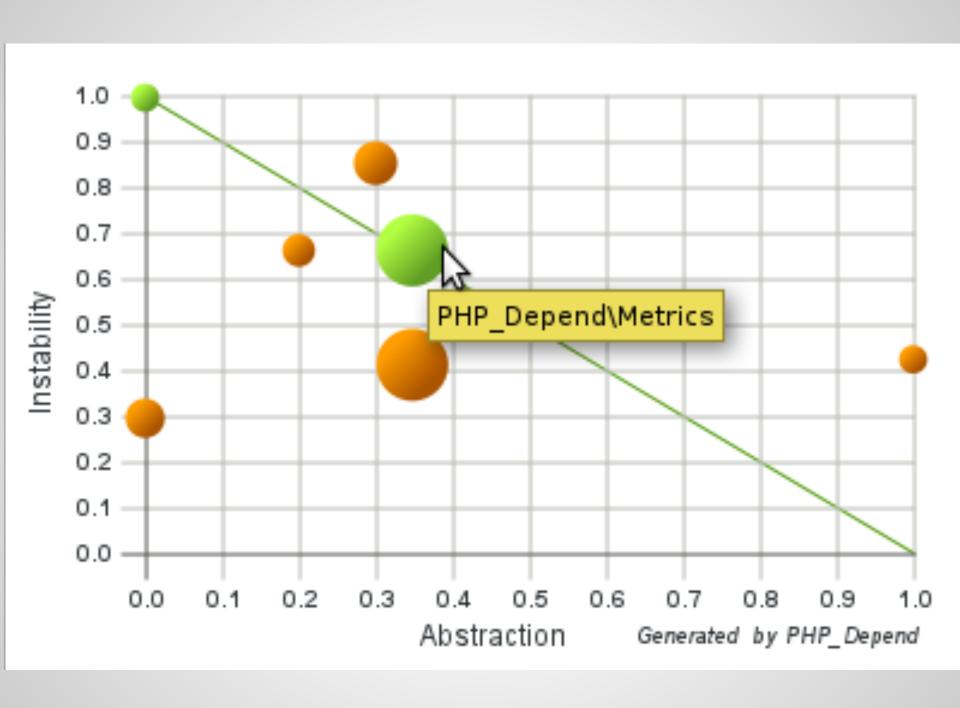
By Manuel Pichler (Also German)

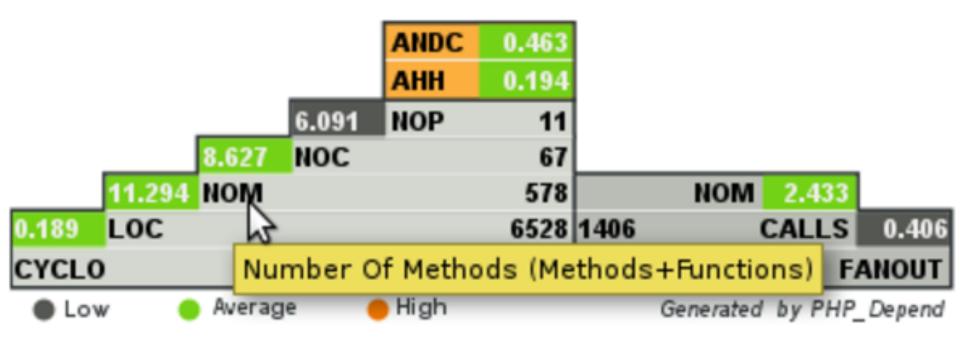
Like PHPLOC, But Granular

By Manuel Pichler (Also German)

Like PHPLOC, But Granular

Lower Level Analysis





#### Fanout: Describes Outward Dependencies

- Describes Dependence on Other Classes

#### ANDC: Average Num of Derived Classes

- Describes How Much Inheritance Is Used

### AHH: Average Hiearchy Height

Describes How Deep Of Inheritance Is Used

# PHPMD (Mess Detector)

### **PHPMD**

By Manuel Pichler (German)

### **PHPMD**

By Manuel Pichler (German)

Finds "Messy" Parts Of Code

### **PHPMD**

By Manuel Pichler (German)

Finds "Messy" Parts Of Code

Finds Rule Violations

### PHPMD Rules

### CodeSize

- (CC, NPath, Number of Methods, Size of Methods, etc)

### Design

- (Eval, Goto, Exit(), Inheritance Depth)

### Naming

- (Short names, Inconsistent Names)

#### **Unused Code**

#### Controversial

- (Superglobal Access, Naming Conventions)



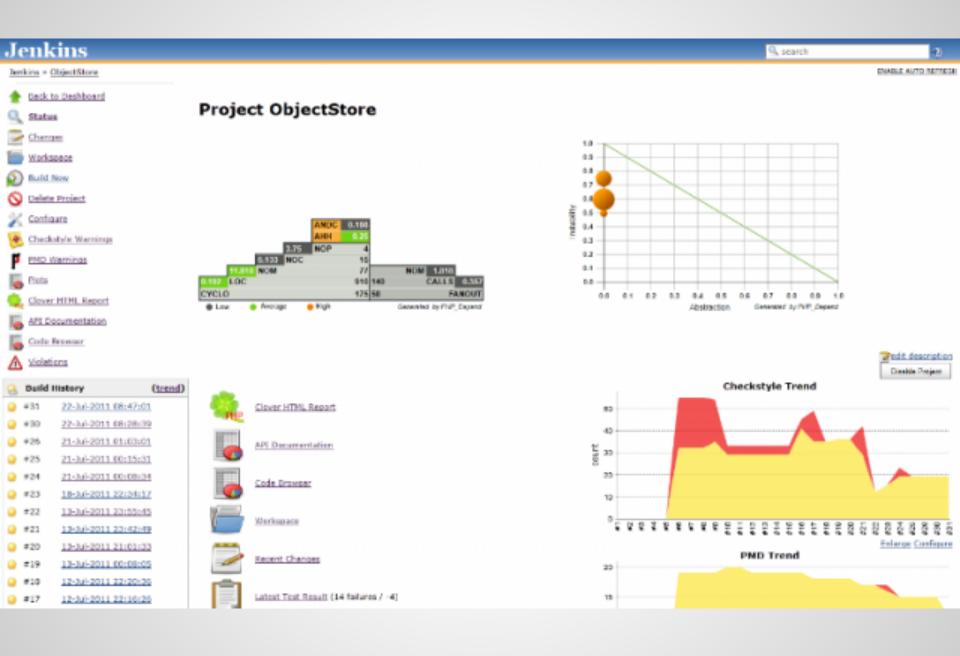
# Prevent Complex Code From Even Getting In!

# By Themselves Useful

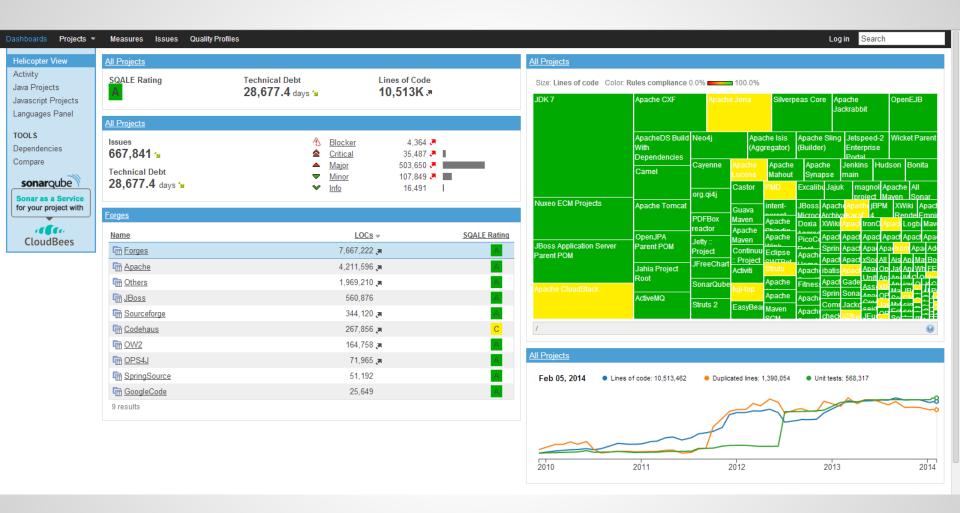
# Over Time

# Over Time Invaluable

# Jenkins-PHP jenkins-php.org

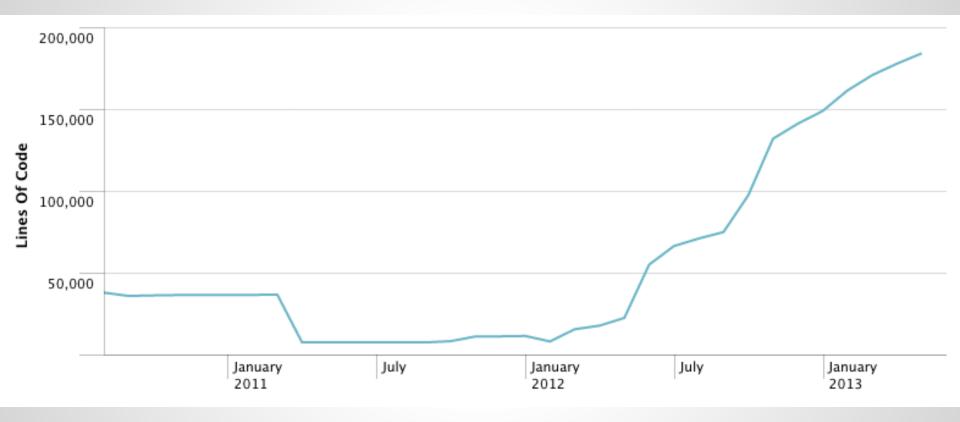


# Sonar SonarSource.Com

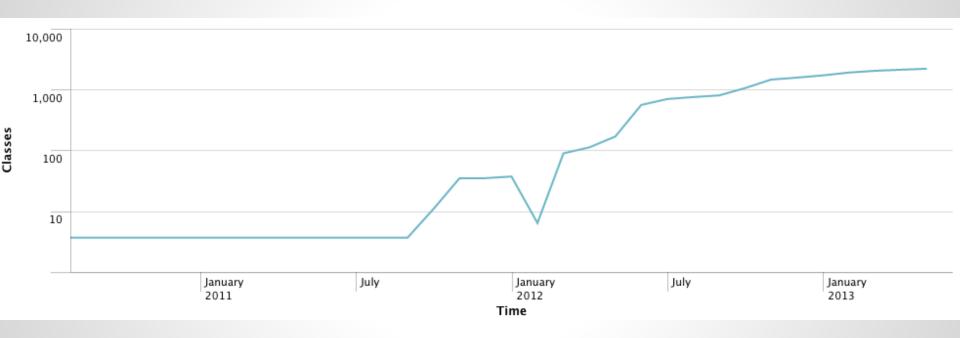


#### Time For Some Fun!

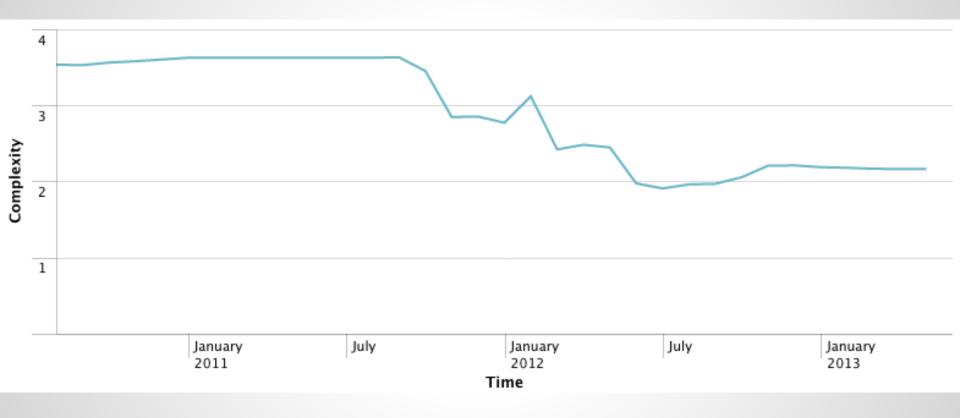
### Drupal 8.x Branch Non-Comment Lines Of Code



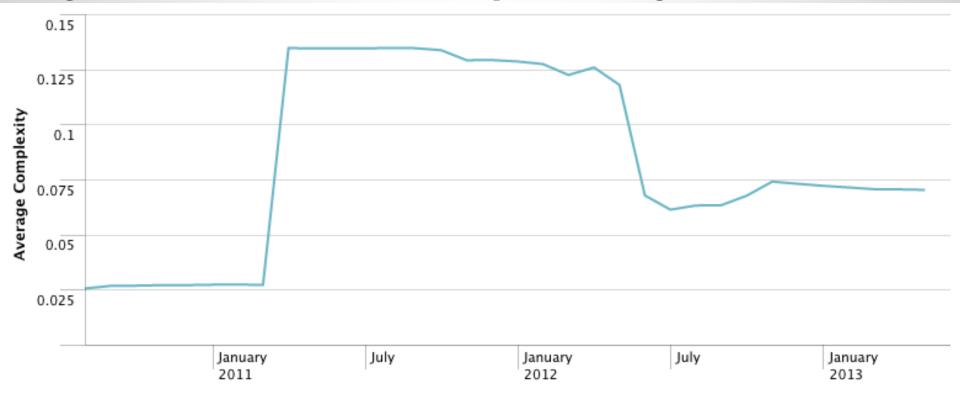
#### Drupal 8.x Branch Number Of Classes

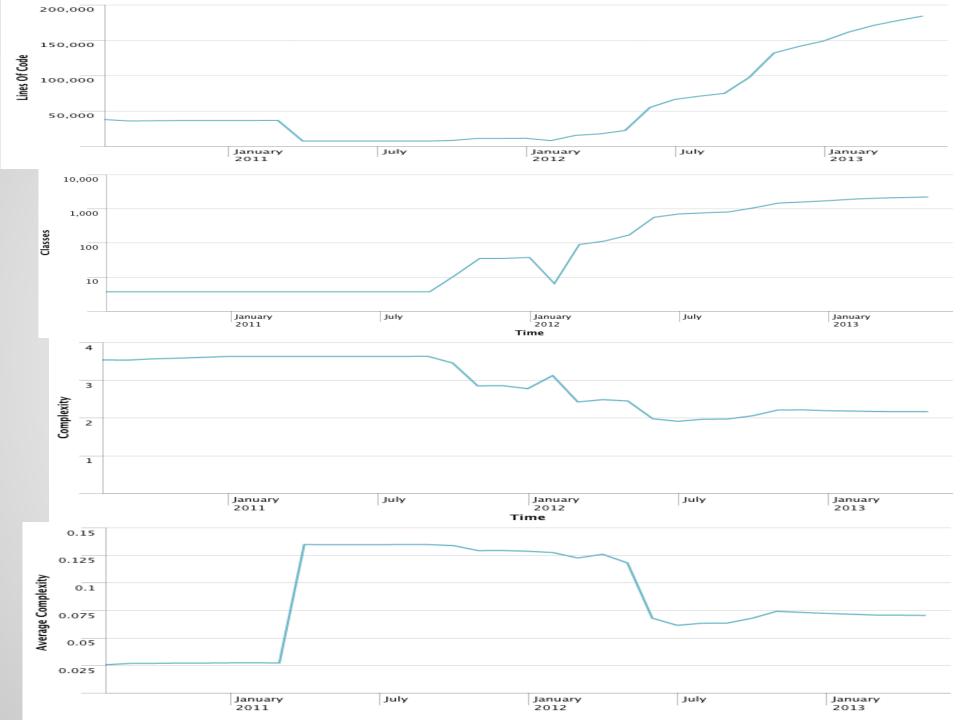


### Drupal 8.x Branch Cyclomatic Complexity Per Method

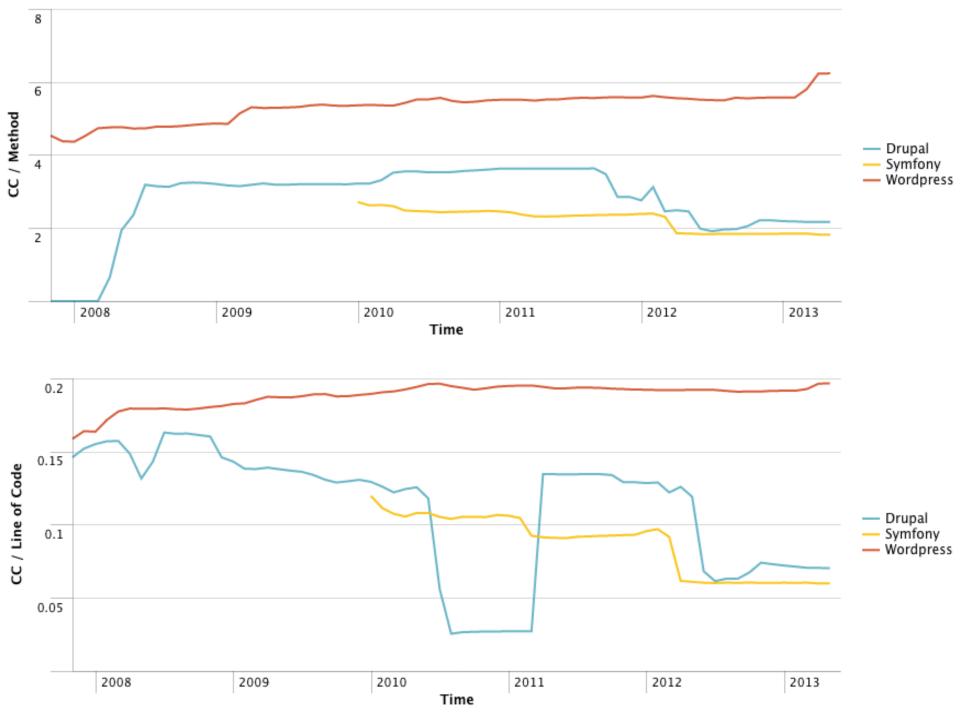


## Drupal 8.x Branch Cyclomatic Complexity Per Line

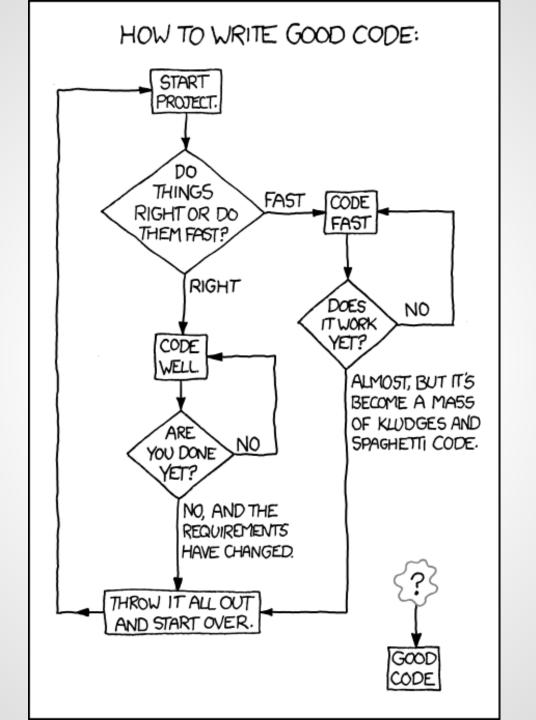








# One More Thing To Keep In Mind





Anthony Ferrara Joind.in/10513 @ircmaxell me@ircmaxell.com blog.ircmaxell.com github.com/ircmaxell youtube.com/ircmaxell