

DWA_04.3 Knowledge Check_DWA4

1. Select three rules from the Airbnb Style Guide that you find **useful** and explain why.

- Use shorthand for objects keys/properties, i.e.

```
const lukeSkywalker = 'Luke Skywalker';
```

// bad

```
const obj = {  
  lukeSkywalker: lukeSkywalker,  
};
```

// good

```
const obj = {  
  lukeSkywalker,  
};
```

It just avoids redundancy and it's overall more efficient, if you do the first option then there's no point it create the const lukeSkywalker

- Using literal syntax for array creation i.e.

// bad

```
const items = new Array();
```

// good

```
const items = [ ];
```

It saves some time and it's also a tiny bit easier to read, and you can visually see that items in an empty array

- Use array spreads ... to copy arrays i.e.

// bad

```
const len = items.length;  
const itemsCopy = [];  
let i;
```

```
for (i = 0; i < len; i += 1) {  
  itemsCopy[i] = items[i];  
}
```

```
// good
```

```
const itemsCopy = [...items];
```

I really like the spread operator and how efficient it can make things, it saves a lot of time and adds a lot to readability...in my opinion

2. Select three rules from the Airbnb Style Guide that you find **confusing** and explain why.

- Use single quotes `' '` for strings, it's not that I find it confusing I just don't necessarily like it, I prefer using `" "`, but what I try to do is stay consistent with my quotation marks.
 - Do not include JavaScript filename when importing, I just don't like this practice as I always add the file type/location but I guess the larger the operation the more of an impact can be seen by using the filename when importing.
 - Avoid using unary increments and decrements (`++`, `--`), I can kind of see the reasons why you shouldn't use them but again I prefer using them though I have seen the difference sometimes in the behavior when using `++` instead of `+= 1`
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