## DWA\_04.3 Knowledge Check\_DWA4

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

Variables - Always use const and let so not to populate global variables. It is useful to follow this guideline to make code readable but to also ensure you follow.

```
// pad - unnecessary tunction call
function checkName(hasName) {
 const name = getName();
 if (hasName === 'test') {
    return false;
  }
  if (name === 'test') {
   this.setName('');
    return false;
  }
  return name;
}
// good
function checkName(hasName) {
 if (hasName === 'test') {
    return false;
  }
 const name = getName();
 if (name === 'test') {
   this.setName('');
    return false;
  }
  return name;
}
```

Controlled statements - for the sake of readability, keeping operators at the beginning of a line helps. Ensures understanding of logic used.

```
// bad
if (foo === 123
  && bar === 'abc') {
  thing1();
// bad
if (
  foo === 123 &&
  bar === 'abc'
) {
  thing1();
}
// good
if (
  foo === 123
  && bar === 'abc'
) {
  thing1();
}
// good
if (
  (foo === 123 || bar === 'abc')
  && doesItLookGoodWhenItBecomesThatLong()
  && isThisReallyHappening()
) {
  thing1();
}
```

Comments - useful because it explains the need for comments to provide context to the code but also concepts such as FIXME and TODO - which helps devs to decide whether something needs revisiting or a solution that needs implementation.

```
// bad
// make() returns a new element
// based on the passed in tag name
//
// @param {String} tag
// @return {Element} element
function make(tag) {
 // ...
  return element;
}
// good
* make() returns a new element
* based on the passed-in tag name
function make(tag) {
  return element;
}
```

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

• 15.7 Avoid unneeded ternary statements. eslint: no-unneeded-

```
// bad
const foo = a ? a : b;
const bar = c ? true : false;
const baz = c ? false : true;
const quux = a != null ? a : b;

// good
const foo = a || b;
const bar = !!c;
const baz = !c;
const quux = a ?? b;
```

• 22.5 **Note:** Be careful when using bitshift operations. Numbers are represented as 64-bit values, but bitshift operations always return a 32-bit integer (source). Bitshift can lead to unexpected behavior for integer values larger than 32 bits. Discussion. Largest signed 32-bit Int is 2,147,483,647:

```
2147483647 >> 0; // => 2147483647
2147483648 >> 0; // => -2147483648
2147483649 >> 0; // => -2147483647
```