

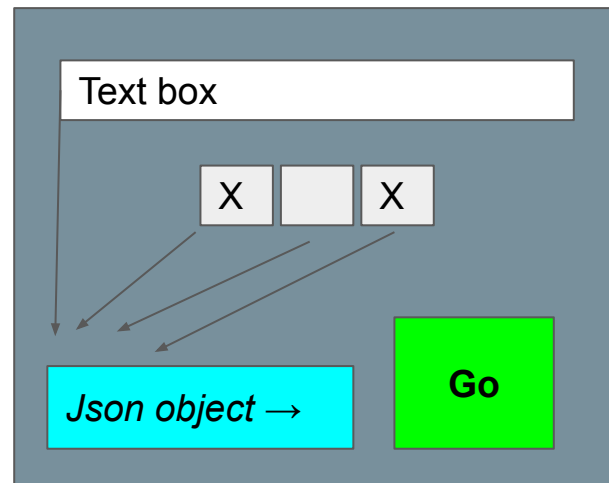
Advanced DApps

Agenda

- Designing Your Application
- Test Driven Development
- Continuous Integration
- Coding Guidelines
- VSCode Plugins
- Project Dependencies
- Homework - Continue

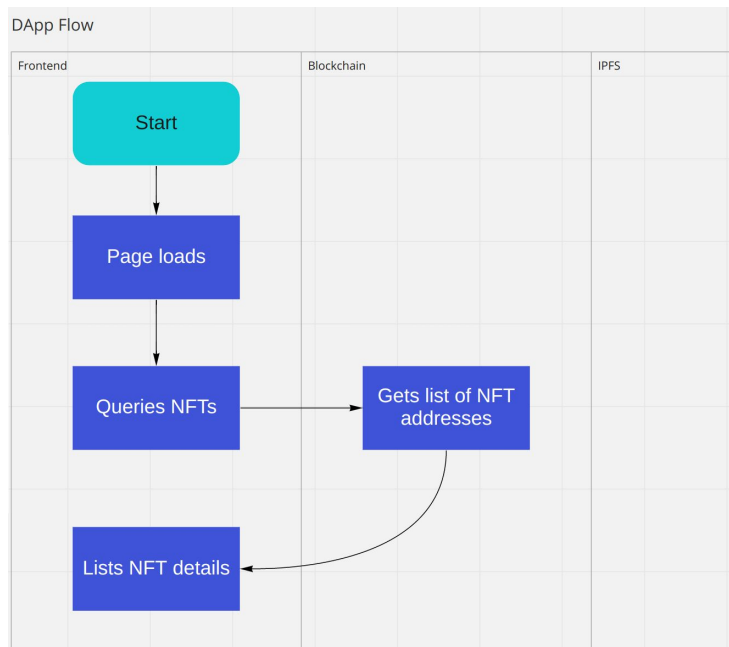
Designing Your Application

- Receive design spec
 - Outline of desired features e.g. **Input box, tickboxes, submit button**
- Sketch UI from design spec
 - Helps to visualise data sources and sinks



Designing Your Application

- Create flow charts / swim lanes <https://miro.com/>
 - Characterise data flows
 - Build up required functionality
 - Checks logic before writing any code
 - Share program flow to managers and other non-developers
- Maintain dialogue throughout design and development



Test Driven Development - Mocha

- Node.JS asynchronous testing framework
- Chai is a TDD assertion library for Mocha
- `assert(expression, message)`

```
assert('foo' !== 'bar', 'foo is not bar');
```

```
assert(Array.isArray([]), 'empty arrays are arrays');
```

```
assert.equal(x, y)
```

- <https://mochajs.org/>
- <https://www.chaijs.com/api/assert/>

Test Driven Development - nyc

```
GET /
  ✓ the status code should be 200
  ✓ the content type should be JSON
  ✓ the response should be a welcome message
```

```
GET /users
  ✓ the status code should be 200 (70ms)
  ✓ the content type should be JSON
  ✓ the response should contain 1 user
  ✓ the id of the user should 1
  ✓ the username of the user should john
```

8 passing (140ms)

file	% Stmts	% Branch	% Funcs	% Lines	Uncovered Line #s
all files	80.65	64	53.85	80.65	
ffw-api	70	16.67	0	70	
app.js	70	16.67	0	70	13,24,30,31,34,35
ffw-api/controllers	50	100	33.33	50	
users.js	50	100	33.33	50	5,9,10,16
ffw-api/models	91.3	78.95	100	91.3	
index.js	90	78.95	100	90	10,36
user.js	100	100	100	100	
ffw-api/routes	100	100	100	100	
index.js	100	100	100	100	
users.js	100	100	100	100	

Test Driven Development - Write the unit tests

```
const assert = require('chai').assert;
const myFuns = require('../src/someFuns.js');

// Failing test
it('should return something that is not an integer', () => {
  const input = "Hello";
  const newNumber = addOne(input);
  assert.isFalse(Number.isInteger(newNumber));
});

// Passing test
it('should return one more than the integer input', () => {
  const input = 1;
  const expected = 2;
  const actual = myFuns.addOne(input);
  assert.equal(actual, expected);
});
```

Test Driven Development - Write just enough code to pass

```
/**
 * Adds 1 to the input
 * @param {integer} input - Value to be incremented
 * @return {integer} returnVal - The input value plus 1
 */
function addOne(input) {
  if (Number.isInteger(input)) {
    const plusOne = 1;
    const returnVal = input + plusOne;
    return returnVal;
  } else {
    return false;
  }
};
```


Test Driven Development - Refactor

```
/**
 * Adds 1 to the input
 * @param {integer} input - Value to be incremented
 * @return {integer} - The input value plus 1
 */
function addOne(input) {
  if (Number.isInteger(input)) {
    return ++input;
  } else {
    return false;
  }
};
```

Test Driven Development - package.json Test Script

```
"scripts": {  
  "test": "nyc --reporter=text mocha --exit"  
},
```

```
[user]$ npm test
```

Test Driven Development - Code linting

- Linting is the automatic checking of code for programmatic and stylistic errors
- Performed as part of continuous development
- Promotes code readability
- Templates inform linting software to adhere to certain rules
 - Indentation
 - Variable names
 - Comment styles

Test Driven Development - .eslintrc.js

```
module.exports = {
  'env': {
    'browser': true,
    'commonjs': true,
    'es2021': true,
    'node': true,
  },
  'extends': ['google'],
  'parserOptions': {
    'ecmaVersion': 12,
  },
  'ignorePatterns': ['**/*.sol'],
  'rules': {
    'no-tabs': 0,
    'space-before-function-paren': 0,
    'max-len': 0,
    'object-curly-spacing': ['error', 'always'],
    'no-unused-vars': ['warn', {}],};
```

```
  'new-cap': ['warn', {}],
  'indent': [2, 2],
  'require-jsdoc': [
    'warn',
    {
      'require': {
        'FunctionDeclaration': true,
        'MethodDefinition': true,
        'ClassDeclaration': true,
        'ArrowFunctionExpression': true,
        'FunctionExpression': true,
      },
    },
  ],
  'globals': {
    'it': true,
  },
};
```

Test Driven Development - .eslintignore

```
test/  
truffle/  
migrations/
```

Continuous Integration

- Production-safe multi-participant development environments
- Continuously deploy, test and monitor code
- Reduced gaps between functioning programs
- Catch issues early
- Prevent “integration hell”
- Automated workflow (reduced errors, standardisation and familiarity)
 - Runners as pseudo-production machines

Continuous Integration - Example NodeJS config file

```
image: node:latest
```

```
stages:
```

- build
- lint
- test

```
Build:
```

```
  stage: build
```

```
  script:
```

- echo "Building"
- npm install

```
  artifacts:
```

```
    paths:
```

- node_modules/

```
Code lint:
```

```
  stage: lint
```

```
  script:
```

- echo "Linting NodeJS code"
- |
 npm i eslint \
 eslint-config-google
- node_modules/eslint/bin/eslint.js .

```
Test + Coverage:
```

```
  stage: test
```

```
  script:
```

- echo "Testing"
- npm test

Coding Guidelines - Overall

- Good code should (in priority order):
 - a. Run all the tests.
 - b. Contain no duplication.
 - c. Express all the design ideas that are in the system.
 - d. Minimise the number of entities such as classes, methods and functions.

Coding Guidelines - Filenames

- lowercase and can contain _ or -.

`some_funs.js`

Coding Guidelines - Variables

- Use **const** over **let**. The use of **var** is actively prohibited when using a linter.
- No single character names.
- Global constant names should be UPPER_CASE.

```
const PI_APPROX = 3.14;
```

- Mutable variable names should be lowerCamelCase.

```
let timeNow = Date.now();
```

- Declare near point of use.

```
const someValue = "cheese string";
```

```
return someValue;
```

Coding Guidelines - Objects

Construct single instances of object literals instead of Object constructor:

```
const strArr = ["an", "array"];    or    let mutableJson = {"a": 1, "b": 2};
```

Instead of:

```
const strArrObj = new Array("an", "array");
```

Coding Guidelines - Loops

Prefer **for - of** and **Object.keys** over **for - in** where possible to:

- Gain direct access to the property

```
const numStrArr = ["first", "second", "third"];
for (let numStr of numStrArr) {
    console.log("This is the", numStr, "loop.")
}
```

```
const numStrArr = ["first", "second", "third"];
for (let numStr of Object.keys(numStrArr)) {
    console.log("This is the", numStr, "loop.")
}
```

- And avoid accessing non-iterable properties

```
const numStrArr = ["first", "second", "third"];
numStrArr.newProperty = "NaN";
// Prints "first", "second", "third", "NaN"
for (let numStr in numStrArr) {
    console.log(numStrArr[numStr])
}
```

Coding Guidelines - Error handling

- Translate exception to human-readable format.
- Include exception type.
- Raw error message shouldn't be handled.
- Catch exceptions in all cases where an exception may occur.

Coding Guidelines - Comments

JSDoc Comment

```
/** Prints "Hello World" to console */  
function smallFunction() {  
    console.log("Hello World");  
}
```

JSDoc Comment with tags

```
/**  
 * Receives two integers and returns the sum.  
 * @param {integer} firstNumber - First number.  
 * @param {integer} secondNumber - Second number.  
 * @return {integer} The sum of both input numbers.  
 */  
function sumNumbers(firstNumber, secondNumber) {  
    const sum = firstNumber + secondNumber;  
    return sum;  
}
```

Coding Guidelines - Bottlenecks / Scalability

- Database read / write
- Smart contract / RPC calls
- Backend API calls
- Application code
 - Smart contract calls can define nonce for quick succession transactions
- Hosting platforms offer auto-scaling options
- Blocktime
- Integrate layer 2 / 3 / 4... solutions to reduce congestion

Coding Guidelines - Upgradability

- Breaking changes
 - Backwards / forwards compatibility
 - Objects (e.g. option / variable files) generally cause problems
 - Functions can be overridden to prevent breaking existing applications
- Proxy smart-contract
 - Intermediate smart contract holding pointers to live smart contract
 - State might be lost - consider using other storage mechanisms

Homework Assignment: Recommended Software

- VSCode <https://code.visualstudio.com/>
- Node / NPM recommend use <https://github.com/nvm-sh/nvm>
- Ganache <https://www.trufflesuite.com/ganache>
- Postman <https://www.postman.com/>
- Browser (for contract development in Remix)

VSCode Plugins

- Git graph [mhutchie.git-graph]
- Prettier [esbenp.prettier-vscode]

Project Dependencies

- chai
- eslint
- mocha
- nyc

Exercise

- Interact with an ERC721 contract - see Homework 8 .pdf