# how to code good\*

Thanh Nguyen

Don't use git like a monkey

# Before you start working

- git pull
  - Loads your teammates' changes
  - Do it frequently to avoid merge conflicts
- git pull --rebase
  - Puts your changes on top of the remote changes
  - I recommend doing this instead of just git pull...a bit more advanced
- git pull --merge
  - Default behavior
  - local changes are merged with the remote changes

# Before you commit

- Before running git add / git commit
- Review what changes you've made with git status

# Before you commit

Optionally, review your changes more thoroughly with git diff

```
thanh@terminal catbook-react % git diff
diff -- git a/README.md b/README.md
index b522ee6..df21c91 100644
--- a/README.md
                                                         changes
+++ b/README.md
00 - 1.8 + 1.4 00
-# catbook-react
-## start up
-run `npm start` in one terminal and `npm run hotloader` in another
visit `http://localhost:5000`
thanh@terminal catbook-react %
```

# Before you commit

```
SyntaxError: Invalid or unexpected token

at wrapSafe (internal/modules/cjs/loader.js:988:16)

at Module._compile (internal/modules/cjs/loader.js:1036:27)

at Object.Module._extensions..js (internal/modules/cjs/loader.js:1101:10)

at Module.load (internal/modules/cjs/loader.js:937:32)

at Function.Module._load (internal/modules/cjs/loader.js:778:12)

at Function.executeUserEntryPoint [as runMain] (internal/modules/run_main.js:76:12)

at internal/main/run_main_module.js:17:47

[nodemon] app crashed - waiting for file changes before starting...

thanh@terminal catbook-react % git commit -m 'broken code is better than no code'
```

DO NOT!

## When to commit

- When you add something and it works, then commit
  - More often is generally better than less often

### Fixed auth middleware status code



johancc committed 10 hours ago

Commit adds a single thing, and is focused/clear

Avoid mega-commits

Fixed styling, removed @components, remove ssr, updated webpack config



**johancc** committed 4 days ago

Commit tries to do too much, not focused

## DANGEROUS commands!

- git add .
  - O This will add all files in the current directory to git
  - Make sure to setup .gitignore files to avoid committing node\_modules or credentials
- git push --force
  - NEVER USE unless you know what you're doing
- git reset --hard
  - Deletes all uncommitted changes
- git commit --amend
  - Don't ammend commits you've already pushed
  - Make a new commit instead

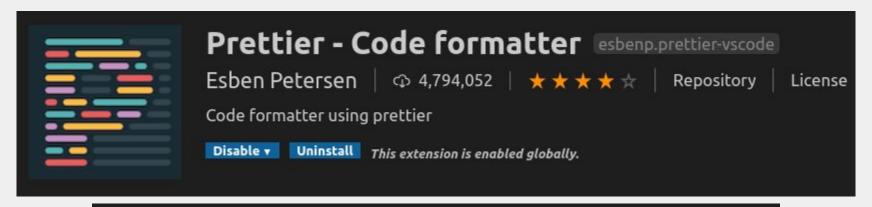
# Useful git commands

- git stash
  - git stash allows you to store your current changes
- git stash pop
  - git stash allows you to "pop" the most recent stored changes
- git branch
  - o git branch allows you to "diverge" and focus on one issue
  - git checkout (used in workshops!) will then allow you to move to different branches

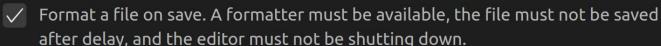
Code formatting/style

# Use prettier!!

VSCode extension



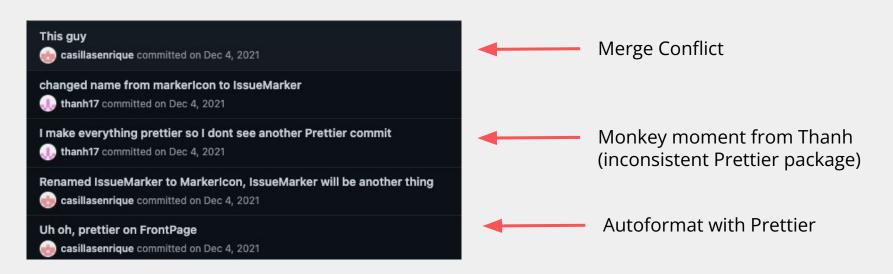
### **Editor: Format On Save**



Makes your code pretty every time you hit "save"

# Danger!

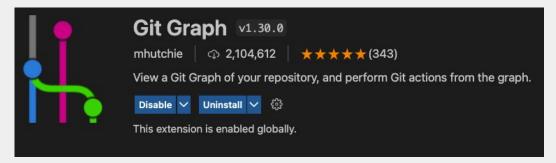
- Decide as a team if you want to use prettier
- Either everybody use it, or nobody use it
- Can run into nasty merge conflicts otherwise

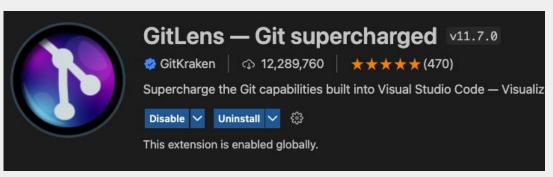


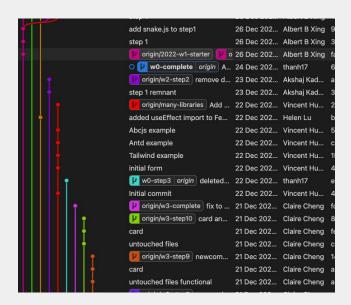
# Some Support!

# Git Support

Don't like terminal? Don't use it!\*







## A Different Editor..?

### Webstorm/IntelliJ

- A lot more resource intensive...RAM goes brrrrrrrr
- A lot more features...so can be confusing
- Better code and specification assistance...and superior to VSCode (In my opinion)
- o Talk to me if you want to know more...



# Typescript!! (Tomorrow with Vincent)



```
const user = {
  firstName: "Angela",
  lastName: "Davis",
  role: "Professor",
}

console.log(user.name)

Property 'name' does not exist on type '{ firstName:
  string; lastName: string; role: string; }'.
```

Writing quality code

# In most cases, bad code is a result of bad design.



# "if you don't have any design, you don't know what you are making."

- some dude from stackoverflow

## Scenario: I want to add a new feature, but...

My code is structured in a way that makes this difficult.

### Two options:

- 1. Restructure the code, which might take **3 hours**
- 2. Come up with a hacky solution, which only takes **30 mins**

# What is hacky code?

### Code may be hacky if...

- It's super inefficient
- Difficult to understand/complicated logic flow
- Might easily break if you need to tweak it in the future
- Messes with a library in a way that wasn't intended
- and so on...

## Avoid the need for hacks at all

- Design well from the start
  - Keep in mind your designs will likely change!
  - Feel free to talk to us about this

- Draw out a React component hierarchy
- Discuss the best Mongoose schema with your team
- Write a specification for your API

# **API Specification**

- For every API route
  - Is it GET or POST (or something else?)
  - What parameters does it expect
  - O What does it return?

### 1. User API

Get Current User's User Model (whoami route)

Get all User Objects

Get a SINGLE User Object if you have the \_id of that user.

Update users

Delete users

### 2. Team API

Access ALL Teams

Access all info about ONE team

Add team members to a team

Remove team members to a team

Mark Milestone Completion for a Team

Give feedback to a Team

Generate github link for a team

Create a team

### Create a team

Creates a Team model and saves it to the database. Also updates the User model for the user who is creating the team to indicate which team they are part of.

| Method | URL    |  |
|--------|--------|--|
| POST   | /teams |  |

| Туре         | Params                 | Values            |
|--------------|------------------------|-------------------|
| BODY<br>BODY | team_name is_competing | string<br>boolean |

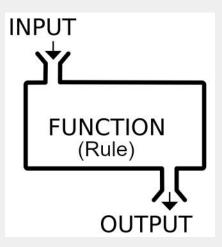
What is clean code?

# D.R.Y. Principle

- Don't repeat yourself!
- If you are repeating code anywhere, you probably want to abstract it into a function

### **Functions**

- Function should only do one thing: they should do it the right way and just do it.
  - A boolean parameter already clearly states that it does more than one thing.
- Clearly define your specifications
  - Preconditions? What inputs does it take?
  - Postconditions? What does your function return?
- Keep it simple stupid



# Meaningful Names

Correctly describes what it does. The name does not imply "side effects"

Signs/consequences of janky code

## Code Smell

Signs that your code may have some deeper problems...

- Lots of copy-pasted code
- Functions that are way too long
- Lines of code that are way too long
- Dead code: Entire functions/files that are unused

http://weblab.to/smell

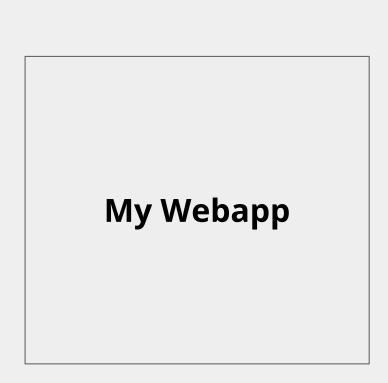
# Example: My past code

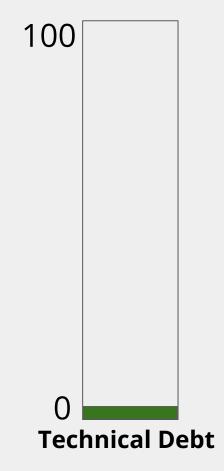
```
router.patch( path: '/:id?', handlers: [validateThat.discussionExists], async (reg : Request-
 const updatedDiscussion = reg.body.newContent
    ? await controller.updateDiscussion(req.params.id, req.body.newContent)
    : req.body.upvotingAction
    ? req.body.canUpvote
      ? await controller.incrementCount(reg.params.id, reg.body.user)
      : await controller.decrementCount(reg.params.id, reg.body.user)
    : req.body.reportingAction
    ? req.body.report
      ? await controller.report(reg.params.id)
      : await controller.undoReport(reg.params.id)
    : req.body.disableAction
    ? await controller.disableDiscussion(reg.params.id)
    : undefined;
```

## Technical Debt

- When you choose a quick hack instead of a better solution
- Causes:
  - Lack of time
  - Laziness
  - Developer doesn't know any better

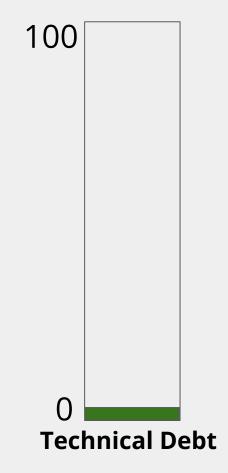
Creates "debt" you may need to pay off later...



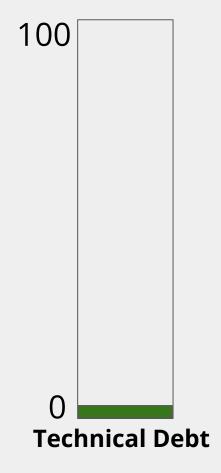


I'm gonna make feature X

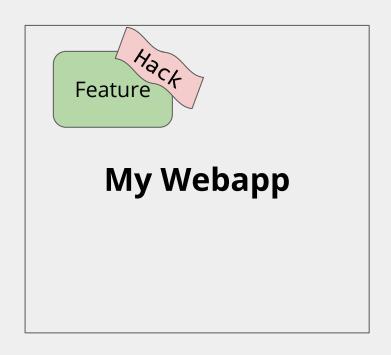
My Webapp

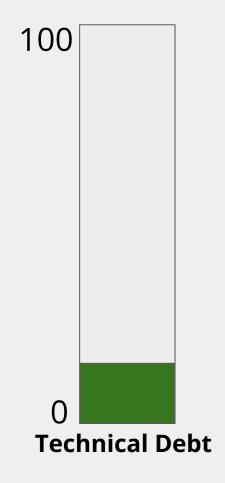


Feature **My Webapp** 

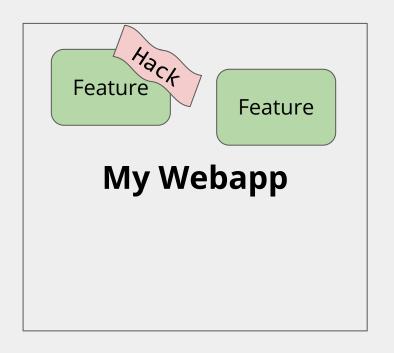


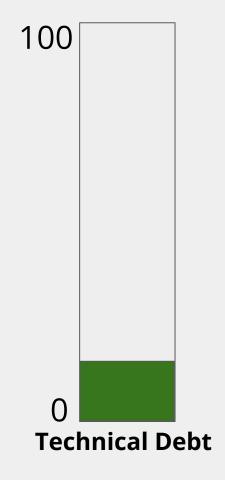
It's not quite right... let me add a hacky fix



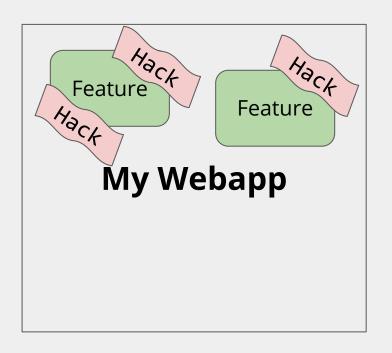


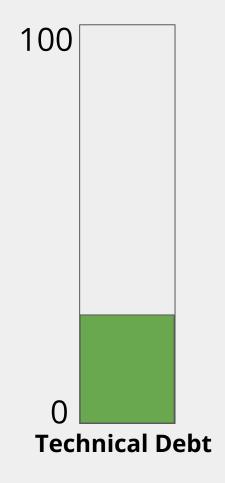
### Let's add some more features

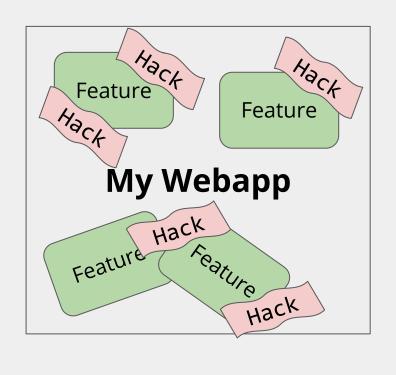


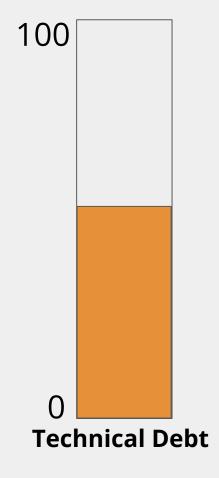


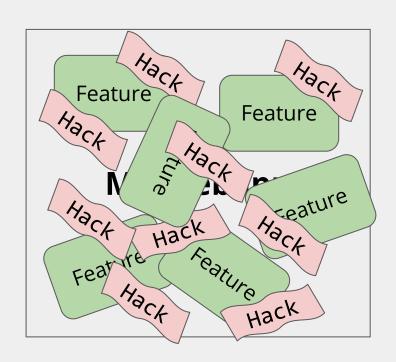
I need some more hacks...

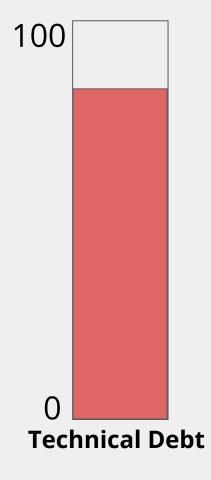




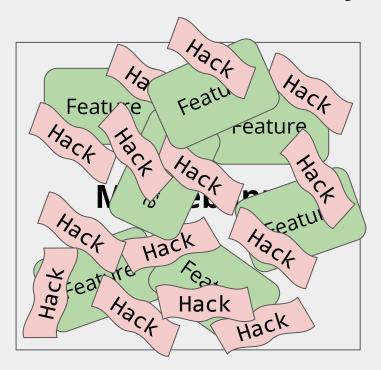


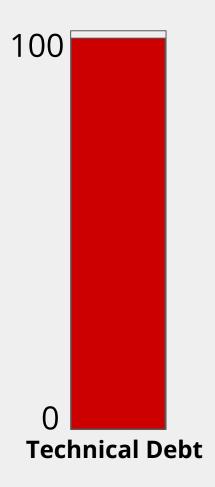




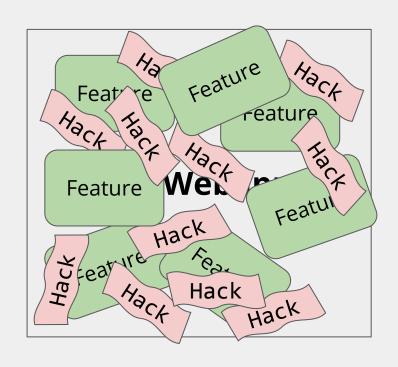


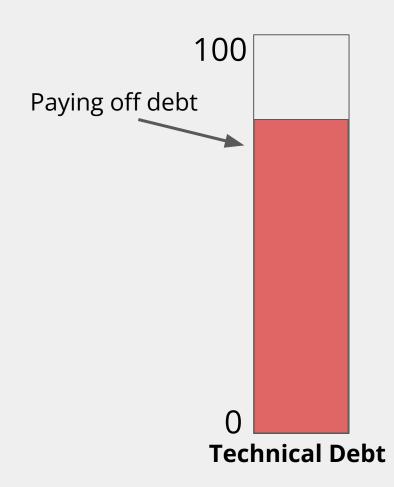
Code is so bad I can't make any more progress!

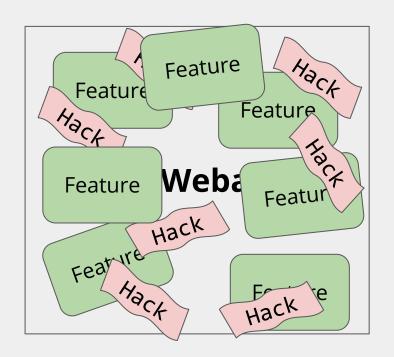


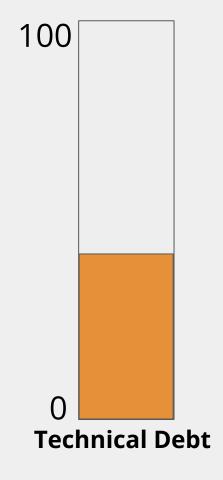


### Have no choice but to refactor...









Paying off technical debt

- Accrues interest
- Would have just

e start...

"if you don't have any design, you don't know what you are making."

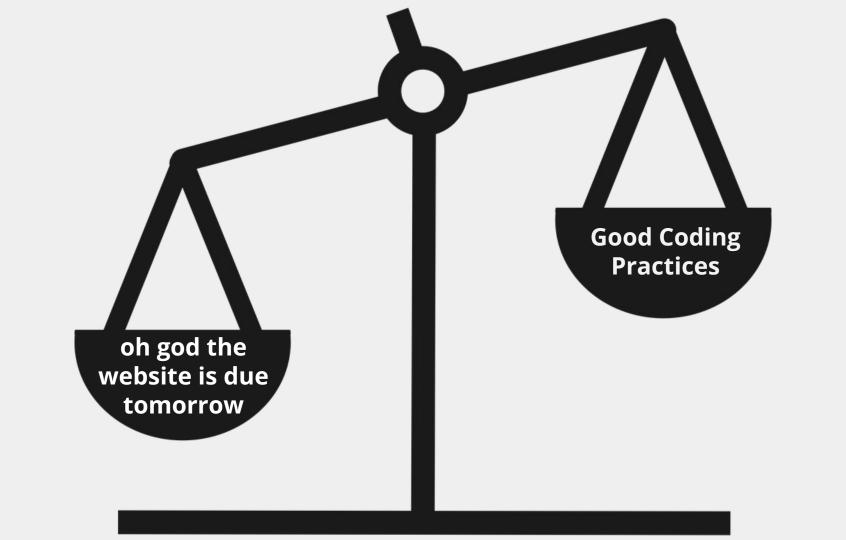
- some dude from stackoverflow

# Testing your code

### it works

- If you don't test your code, it will eventually break.
- Tests make you feel safe
- Most basic form of testing is UI testing
  - Just open a browser and mess with the UI while you build...it's not that deep
- Actual Javascript testing ("Jest"): weblab.to/testing
- More on testing:
  - o 6.031 **...**
  - <u>Even more tests...</u>

### Is it worth it?



### No time for good code?

- This class is basically a long hackathon
- You may need some hacky code, but keep it within reason
- Keep your "debt" in check

# Commenting

### Which version is better?

```
//this route is the GET route for user
router.get("/user", (req, res) => {
    /**
    * using the user ID specified in req.query,
    * ask the database to retrieve the correspoinding user document
    *
    */
User.findById(req.query.userid).then((user) => {
        //once the user document is found by the database,
        //it gets put into the "user" variable of this callback
        res.send(user);
        //send the user back in the response to the frontend
});
//do nothing afterwards
});
```

```
router.get("/user", (req, res) => {
  User.findById(req.query.userid).then((user) => {
    res.send(user);
  });
});
```

### Which version is better?

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});
```

```
router.get("/user", (req, res) => {
  User.findById(req.query.userid).then((user) => {
    res.send(user);
  });
});
```



### Over-commenting is a thing

- Don't use comments that explain the obvious
- Add a comment when you needed to write bad/hacky code
- Add a comment when code is hard to understand...?

### This is hard to understand... should I add comments?

```
lots of code above....
const opt3 = {
  method: "PUT",
  uri: `${BASE}/teams/${id}/repos/${u}/${v}`,
  headers: HEADERS,
  body: {
    permission: "admin",
  json: true,
};
const t = await request(opt1).then((r) => r.id);
const r = await request(opt2).then((r) => r.html url);
await request(opt3);
await Promise.all(my array.map((u) => request(getOpt4(u))));
return r;
```

### This is the wrong time for comments!

#### **Reasons for the Problem**

Comments are usually created with the best of intentions, when the author realizes that his or her code is not intuitive or obvious. In such cases, comments are like a deodorant masking the smell of fishy code that could be improved.

The best comment is a good name for a method or class.

If you feel that a code fragment cannot be understood without comments, try to change the code structure in a way that makes comments unnecessary.

from <a href="http://weblab.to/smell">http://weblab.to/smell</a>

### Write the code using clear function names

```
const loadMessageHistory = (recipient) => {
  get("/api/chat", { recipient_id: recipient._id
    setActiveChat({
      recipient: recipient,
      messages: messages,
    });
});
};
```

```
const addMessages = (data) => {
  if (
    (data.recipient._id === activeCh
         data.sender._id === props.user
    (data.sender._id === activeChat.
         data.recipient._id === props.u
    (data.recipient._id === "ALL_CHA")
```

```
const setActiveUser = (user) => {
  if (user._id !== activeChat.recipien)
    setActiveChat({
       recipient: user,
       messages: [],
    });
}
```

### Only comment when "necessary"

```
/**
* Card is a component for displaying content like stories
* Proptypes
* @param {string} _id of the story
* @param {string} creator name
* @param {string} creator id
* @param {string} content of the story
const Card = (props) => {
 const [comments, setComments] = useState([]);
 useEffect(() => {
   get("/api/comment", { parent: props._id }).then((comments) => {
     setComments(comments);
   }):
  }. []):
 // this gets called when the user pushes "Submit", so their
 // post gets added to the screen right away
```

#### JSDocs (Methods/Objects/Handlers)

#### **API Documentation**

#### Issues

- To get all Issues specified by the query parameters (author, issue\_id). If no query parameters (author, issue\_id).
  - protocol: GET /api/issues
  - o protocol: GET /api/issues?issue id={id}
  - o protocol: GET /api/issues?author={author}
  - o return: Issues [] the array of all issues queried by the parameters
  - o status 200 if successfully retrieve issues

#### **API Routes**

```
const CommentSchema = new mongoose.Schema( definition: {
   creator_id: String,
   creator_name: String,
   parent: String, // links to the _id of a parent story
   content: String,
});
```

#### **Database Schemas**



6 hours of debugging can save you 5 minutes of reading documentation

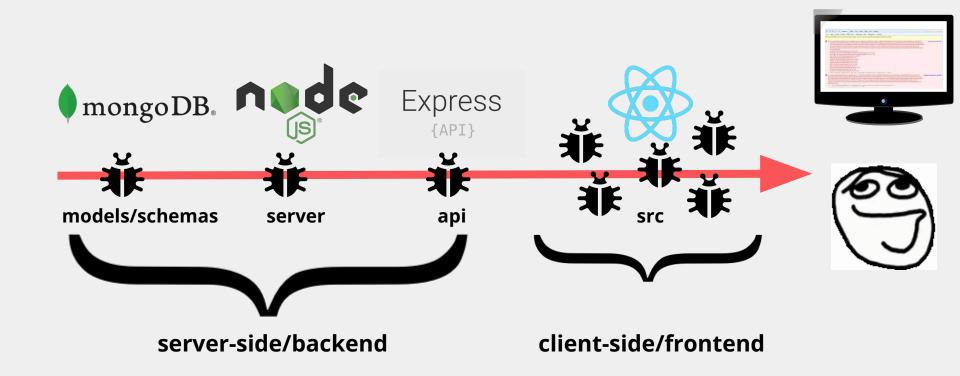
# Debugging

### Where is my bug coming from?

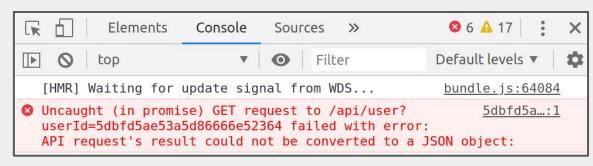




### Where is my bug coming from?



### Three things you must check



Browser console (F12 or  $\#+ $\times$+$$ )

```
cor@c:~/Desktop/catbook-react$ npm start

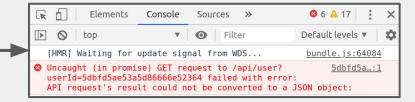
> catbook-react@1.0.0 start /home/cor/Desktop/catbook-react
> nodemon
[nodemon] 1.19.4
[nodemon] to restart at any time, enter `rs`
[nodemon] watching dir(s): *.*
[nodemon] watching extensions: js,mjs,json
[nodemon] starting `node server/server.js`
Server running on port: 3000
Connected to MongoDB
socket has connected 1kzQMnScu9oewSFQAAAA
```

npm start

```
cor@c: ~/Desktop/catbook-react
[./client/src/components/App.js] 5.53 KiB {main} [built]
[./client/src/index.js] 302 bytes {main} [built]
[./node modules/@babel/polyfill/lib/index.js] 686 bytes {main} [built]
[./node modules/@babel/polyfill/lib/noConflict.js] 567 bytes {main} [built]
[./node_modules/@babel/polyfill/node_modules/core-is/library/fn/global.is] 87 by
tes {main} [built]
[./node modules/loglevel/lib/loglevel.js] 7.68 KiB {main} [built]
[./node modules/react-dom/index.js] 1.33 KiB {main} [built]
[./node modules/react/index.js] 190 bytes {main} [built]
[./node modules/url/url.js] 22.8 KiB {main} [built]
[./node_modules/webpack-dev-server/client/index.js?http://localhost:5000] (webpa
ck)-dev-server/client?http://localhost:5000 7.78 KiB {main} [built]
[./node modules/webpack-dev-server/client/overlay.js] (webpack)-dev-server/clien
t/overlay.js 3.58 KiB {main} [built]
[./node modules/webpack-dev-server/client/socket.js] (webpack)-dev-server/client
/socket.js 1.05 KiB {main} [built]
[./node modules/webpack-dev-server/node modules/strip-ansi/index.is] (webpack)-d
ev-server/node modules/strip-ansi/index.js 161 bytes {main} [built]
[./node modules/webpack/hot/dev-server.is] (webpack)/hot/dev-server.is 1.61 KiB
{main} [built]
    + 552 hidden modules
       : Compiled successfully.
                                                        00:48:28 17-Jan-20 c
```

npm run hotloader

# In React code/frontend console.log("henlo");



In server code/backend
console.log("henlo");

```
cor@c:-/Desktop/catbook-react$ npm start

> catbook-react@1.0.0 start /home/cor/Desktop/catbook-react
> nodemon

[nodemon] 1.19.4
[nodemon] to restart at any time, enter `rs`
[nodemon] watching dir(s): *.*
[nodemon] watching extensions: js,mjs,json
[nodemon] starting node server/server.js`
Server running on port: 3000
Connected to MongoDB
socket has connected 1kzQMnScu9oewSFQAAAA
```

Finally...Fail Fast!

### Never be in this situation

- I finally finished writing 500 lines of code
- I open up <a href="http://localhost:5000">http://localhost:5000</a> to test my code and...
- Nothing works! What to do?

**Option A:** 



**Option B:** 

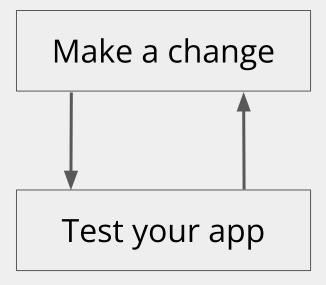


## More lines of code = More to debug

- conservation of bugs

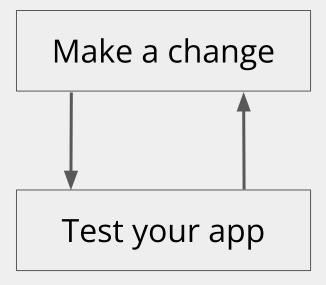
### A short development/debug loop

- Make small, incremental changes
- Keep functions short and modular
- Test at every opportunity (e.g. console.log and make sure it looks right)



### Optimizing the debug loop

- Shaving off a few seconds per iteration adds up
- Tools to optimize the debug loop: react hotloader, nodemon



### Debugging thoroughly

- Even if your code seems to work, there may still be bugs...
- Users may break your app in ways you never imagined

Linus's law:

"given enough eyeballs, all bugs are shallow".

- All team members should thoroughly try to break the site
- Get a friend to test your website
- A stable, simple website beats a buggy, complex website

### Summary

- 1. git responsibly
- 2. Limit hacky code
- 3. Write code that doesn't need lots of comments
- 4. Develop with a tight debug loop
- 5. Slow down and fix your bugs



### More Memes



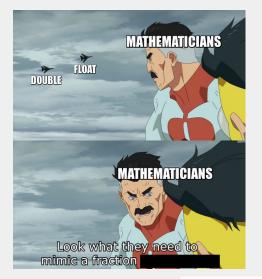












my program: \*works perfectly\*

me: \*cleans up the code\* also my program:



Company: Has a very strict "No comment" policy, because comments = bad code.

Companies code:

```
float Q_rsqrt( float number )
{
    long i;
    float x2, y;
    const float threehalfs = 1.5F;

    x2 = number * 0.5F;
    y = number;
    i = * ( long * ) &y;
    i = 0x5f3759df - ( i >> 1 );
    y = * ( float * ) &i;
    y = y * ( threehalfs - ( x2 * y * y ) );

    return y;
}
```