Web Advanced

Linting





What is a Linter

- A linter is a static code analysis tool.
- It can automatically scan your code.
- The purpose is to find:
 - Errors
 - Potential bugs
 - Inconsistencies in code styles
 - Violations of best practices





Importance of Linting



- Linting can be done often and is (generally speaking) fast.
- You can detect and fix errors early. The sooner you find an error the easier it is to fix it!
- Encouraging best practices prevents the use of unsafe or outdated code patterns.
- The code style consistency makes code easier to read across teams with multiple developers.
- This in turn also helps reduce merge conflicts.

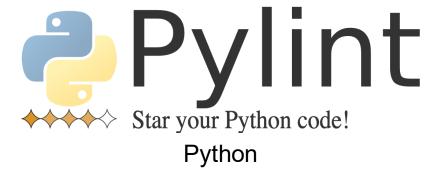


We will be using



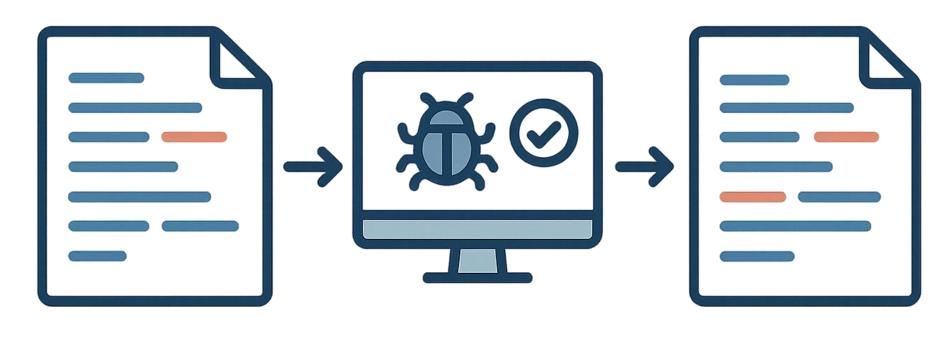


Javascript





HOW LINTING WORKS



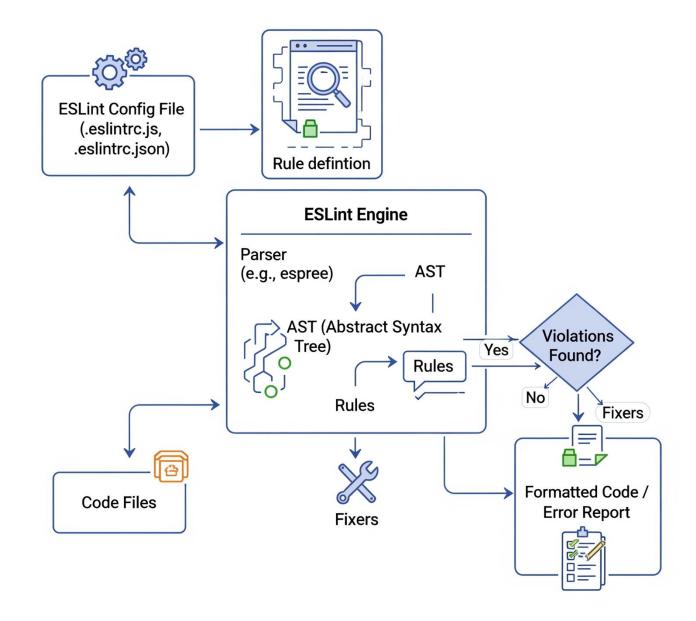
Source code

Linting tool

Linted code



How it works





Configuration

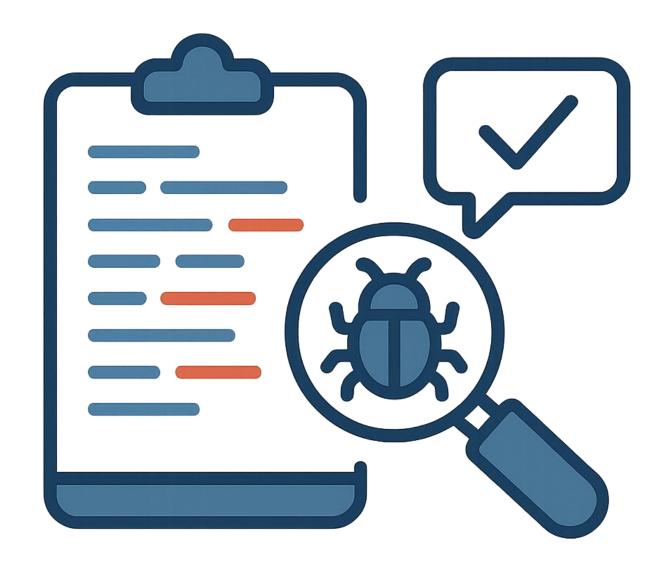
- The linting tool can check for various things.
- Not everyone wants the same things.
- So you need to create a config.
- The config determines what is checked

```
import { defineConfig } from "eslint/config";
      import js from "@eslint/js";
 3
 4
      export default defineConfig([
          { files: ["**/*.js"], plugins: { js }, extends: ["js/recommended"] },
 5
 6
              rules: {
 8
                  "no-unused-vars": "warn",
                  "no-undef": "warn",
10
11
              },
12
          },
13
      ]);
```



Configuration

- ES Lint comes with a large number of built in rules.
- You can enable or disable any of them
- Using plugins you can even create custom rules to validate





Running ES Lint

- Your template already has ES Lint installed.
- Both client and server package.json files have lint scripts

```
11 ▷ "lint": "npx eslint ./src"
```

- You can run them by executing these scripts
- npm run lint



Documentation

- ES Lint is still in active development
- As such, features are added and changed
- This is also true for configuration options
- Information about features and configuration options can be found in the documentation
- See https://eslint.org/docs/latest/, for all current information



Questions?

