Style Guides



Introduction

What does this function do?

```
const badFunc = (a,b) \Rightarrow \{let r = 1, i = 0; for(;i < b;i++)r*=a; return r\};
```

What are we going to see?

- Coding Style
- Google Style Guide
- ESLint
- JSDoc

Coding Style (I) - Functions

```
// function declarations
function createElement() {
 ...
function takeElement(elem) {
function dropElement(elem) {
 ...
// the code which uses them
let elem = createElement();
takeElement(elem);
dropElement(elem);
```



```
// the code which uses the functions
let elem = createElement();
takeElement(elem);
dropElement(elem);
// --- helper functions ---
function createElement() {
function takeElement(elem) {
function dropElement(elem) {
```



Coding Style (I) - Functions

```
function main() {
 const myArgs = processArgs();
 isLowercase(myArgs) ? console.log('La letra es minúscula')
  : console.log('La letra es mayúscula');
 isVowal(myArgs) ? console.log('La letra es una vocal')
  : console.log('La letra es una consonante');
if (require.main === module) {
 main();
```

```
const isVowel = function(letter) {
 switch (letter) {
   case 'a':
    case 'e':
   case 'i':
    case 'o':
   case 'u':
   case 'A':
   case 'E':
   case 'I':
   case 'O':
   case 'U':
      return true;
   default:
      return false;
```

Coding Style (II) – Length of a line



let github = "GitHub, Inc. is a provider of Internet hosting for software development and version control using Git. It offers the distributed version control and source code management functionality of Git, plus its own features."

let github = `

GitHub, Inc. is a provider of Internet hosting for software development and version control using Git. It offers the distributed version control and source code management functionality of Git, plus its own features.



Coding Style (III) – Indentation

```
function pow(x, n) {
 let result = 1;
 for (let i = 0; i < n; i++) {
  result *= x;
 return result;
```

```
function pow(x, n) {
 let result = 1;
 for (let i = 0; i < n; i++) {
  result *= x;
 return result;
```

Coding Style (IV) – If else

```
if (n < 0) {console.log(`This is not well done`);}

if (n < 0)
  console.log(`Easy to have errors`);</pre>
```

```
if (n < 0) console.log(`This is acceptable, if it is short`);
if (n < 0) {
  console.log(`This is a work of art`);
}</pre>
```

Coding Style (V) – Variables

```
var a = "";
const auxFunction = function(param1, param2) {
  var b = param1 * param2;
  a = `The product between ${param1} and ${param2} is ${b}`;
}
```

```
const productString = function(number1, number2) {
  let result = number1 * number2;
  return `The product between ${number1} and ${number2} is ${result}`;
}
```

Google Style Guide

Created by Google to reinforce their coding standards

Covers aesthetics as well as conventions and code standard

 The style guide is very extensive, so it is not possible to cover everything

Google Style Guide – Basic Styling

Non-ASCII characters are permitted

```
const units = '\u03bcs'; const units = 'μs';
```

Files should always be encoded in UTF-8

Filenames are allowed to include `-` and `_` as special character.

Google Style Guide – Naming

- Variables and Functions
 - Written in lowerCamelCase
- Constants
 - Written in CONSTANT_CASE
- Classes and Enums
 - Written in UpperCamelCase

Always use concise wording e.g., errorCount instead of cErr

Google Style Guide - Formatting

- 2 more spaces per block
- Horizontal Alignment is discouraged, but permitted
- General line limit: 80

```
{
  tiny: 42, // this is great
  longer: 435, // this too
};

{
  tiny: 42, // permitted, but future edits
  longer: 435, // may leave it unaligned
};
```

 In VSCode the Indent can be set at the bottom right corner

Google Style Guide – General Styling

Arrow Functions are preferred

```
const moduleLocalFunc = (numParam, strParam) => numParam + Number(strParam);
```

- Use single quotes, when possible
- Switch-Case statements need a default case

If possible, use for-of loops

```
switch (input) {
  case 1:
  case 2:
    prepareOneOrTwo();
  // fall through
  case 3:
    handleOneTwoOrThree();
    break;
  default:
    handleLargeNumber(input);
}
```

Google Style Guide - Equality

Use the === / !== operator, except for one case:
 Catching null and undefined values in one case

```
if (someObjectOrPrimitive == null) {
   // Checking for null catches both null and undefined for objects and
   // primitives, but does not catch other falsy values like 0 or the empty
   // string.
}
```

Google Style Guide – Eval()

• Do NOT use eval or the Function(...String) constructor

Both are always a security risk

```
const ADMIN PASSWORD = 'superSecretPassword';
const simpleCalc = (userInput) => {
  console.log(eval(userInput));
};
```

Google Style Guide - Imports

```
import '../directory/file.js';
import * as bigAnimals from './biganimals.js';
```

Always add the file extension

Do NOT import a file multiple times

When doing named imports use lowerCamelCase

ESLint

Helps to follow style guide rules



Can automatically format code

NOT a replacement for knowing style guides

ESLint: Installation

Global install

- `npm install -g eslint`
- Removes need to install for every project
- It is possible to create default ruleset for every
 All files in one folder project

Project install

- `npm install eslint --save-dev`
- Easier to install for new people in the project

• `npm init @eslint/config `

```
usuario@Ubunto-18-PAI-1:~/test$ npm init @eslint/config
? How would you like to use ESLint? ...
To check syntax only
    To check syntax and find problems
To check syntax, find problems, and enforce code style
```

• For this class: To check syntax, find problems, and enforce code style

```
usuario@Ubunto-18-PAI-1:~/test$ npm init @eslint/config

/ How would you like to use ESLint? style

? What type of modules does your project use?

> JavaScript modules (import/export)

CommonJS (require/exports)

None of these
```

• In this class: JavaScript modules

```
? Which framework does your project use? ...
React
Vue.js
• None of these
```

In this class: Non of these

```
Poes your project use TypeScript? ► No / Yes
```

• In this class: No

```
? Where does your code run?
✓ Browser
✓ Node
```

• In this class: Node

- ? How would you like to define a style for your project?
 Use a popular style guide
 Answer questions about your style
- In this class: Use a popular style guide

- ? Which style guide do you want to follow? ...
 Airbnb: https://github.com/airbnb/javascript
 Standard: https://github.com/standard/standard
 > Google: https://github.com/google/eslint-config-google
 XO: https://github.com/xojs/eslint-config-xo
- In this class: Google

```
? What format do you want your config file to be in? ...
> JavaScript
YAML
JSON
```

• In this presentation: JavaScript

```
Checking peerDependencies of eslint-config-google@latest
Local ESLint installation not found.
The config that you've selected requires the following dependencies:
eslint-config-google@latest eslint@>=5.16.0
? Would you like to install them now with npm? > No / Yes
```

Select yes

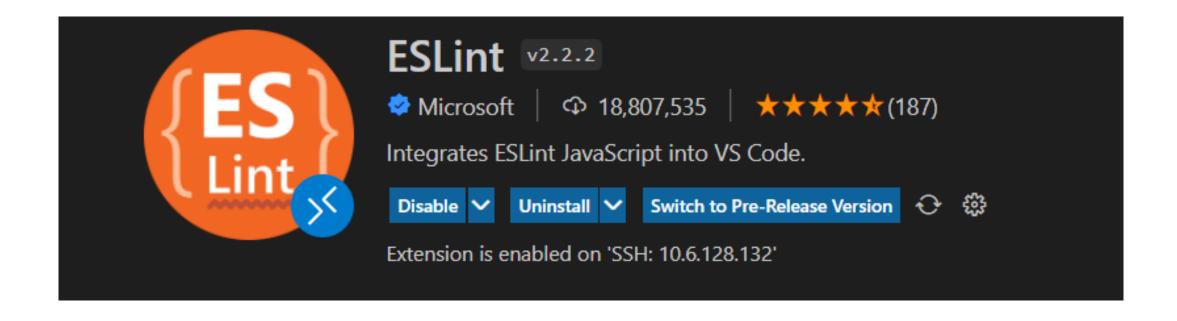
.eslintrc

This file is used to change eslint settings

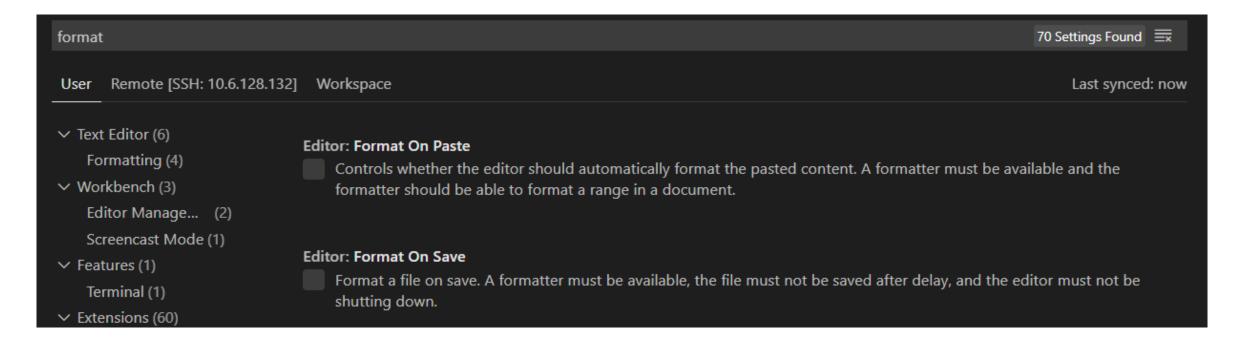
• It is possible to add, remove of modify rules, set style guides etc.

```
'rules': {
| 'max-len': ['error', {'code': 80, 'ignoreComments': false}],
| },
```

Install the ESLint Extension



- Disable Autoformat
 - File -> Preferences -> Settings -> type 'format' and disable Format on Paste and Format on Save



• Press `F1` and enter settings top open the Settings in JSON format

• Important: Open the local file, not the remote one

```
"eslint.alwaysShowStatus": true,
"editor.codeActionsOnSave": {
    "source.fixAll.eslint": true
},
"eslint.run": "onSave",
"eslint.options": {
    "resolvePluginsRelativeTo":"/home/usuario/node_modules"
},
```

- 1: shows indication of the bottom of the IDE
- 2-4: formats automatically on save
- 5: when should eslint run: onSave or onType
- 6-8: set path to style guide, only necessary on global installs

JSDoc – What is it?



- Documentation tool.
- Free software.
- Produce documentation accessible in formats like HTML.
- Quite similar to Javadoc.
- Same purpose as other used tools in the degree as Rdoc or Doxygen.

JSDoc – How to use it

- Installation
 - \$ npm install –g jsdoc
 - \$ npm install –save-dev jsdoc
- Development
- Use JSDoc

- -> Globally
- -> Locally (package.json)

JSDoc – How to use it

- Installation
- Development
 - Document your code
 - Write the code
- Use JSDoc

JSDoc – Headers

```
* Universidad de La Laguna
* Escuela Superior de Ingeniería y Tecnología
* Grado en Ingeniería Informática
* Programación de Aplicaciones Interactivas*
* @author Jorge Hdez. Batista
* @since Feb 28 2022
* @desc Documentation
    This is the way we should comment a header, so all the information is added.
     During this file, you will find an example of how we can use the tool JSDoc in the most important structures
* @see {@link https://jsdoc.app}
*/
```

JSDoc – Variables

```
/** @const
    @type {string}
    @default

*/
const RED = 'FF00000';
```

```
/**
 * A number, or a string containing a number.
 * @typedef {(number|string)} NumberLike
 */

/**
 * Set the magic number.
 * @param {NumberLike} x - The magic number.
 */
function setMagicNumber(x) {
}
```

JSDoc – Functions

```
* @throws {InvalidArgumentException} If empty string
* @param {String} sentence
* @desc Reverse
         It returns the sentence but in backwards
* @return (String) The backwards argument.
*/
function reverse(sentence) {
     if (sentence.length = = = 0) throw InvalidArgumentException;
     let reverseString = "";
     for (let i = sentence.length; i > = 0; i--) {
           reverseString += sentence[i];
     return reverseString;
```

JSDoc - Classes (I)

```
/**

* @classdesc Class representing a Pokémon

* @class

* @property {string} name

* @property {string} [nickname]

*/
class Pokemon() {
```

```
class Pokemon() {
  constructor (pokedex, number, nickname = "") {
     * Name is a property that contains the name of the pokémon
     * @type {string}
     * @public
      this.name = pokedex.name(number);
     * Nickname is an optional property that may contains the name
     * the trainer gived to his pokémon
     * @type {string}
     * @public
      this.nickname = nickname;
      // ...
```

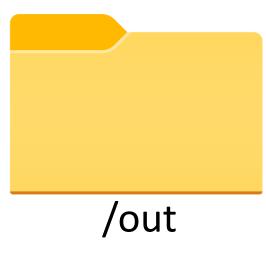
JSDoc – Classes (II)

```
class Pokemon() {
  constructor (pokedex, number, nickname = "") {
     * Name is a property that contains the name of the pokémon
     * @type {string}
     * @public
      this.name = pokedex.name(number);
     * Nickname is an optional property that may contains the name
     * the trainer gived to his pokémon
     * @type {string}
     * @public
      this.nickname = nickname;
      // ...
   attack (move, opponent) {
       //...
```

```
* @classdesc Class representing a Pikachu
* @class
* @extends Pokémon
class Pikachu extends Pokemon() {
     // ...
  * Pikachu attacks another pokémon with thunderbolt
  * @override
  */
     attack (opponent) {
       move = "Thunderbolt";
```

JSDoc – How to use it

- Installation
- Development
- Use JSDoc
 - jsdoc file.js



Sources

- https://google.github.io/styleguide/jsguide.html (02.03.2022)
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- https://eslint.org/docs/user-guide/getting-started (02.03.2022)
- https://lenguajejs.com/javascript/caracteristicas/eslint/ (02.03.2022)
- https://www.freecodecamp.org/news/google-publishes-a-javascript-style-guide-here-are-some-key-lessons-1810b8ad050b/ (02.03.2022)
- https://www.w3schools.com/js/js best practices.asp (02.03.2022)
- https://javascript.info/coding-style (02.03.2022)
- https://codezen.rishimohan.me (02.03.2022)
- https://jsdoc.app (02.03.2022)
- https://stackoverflow.com/questions/41715994/how-to-document-ecma6-classes-with-jsdoc (02.03.2022)
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