



You are a coder now

Tips to improve your code

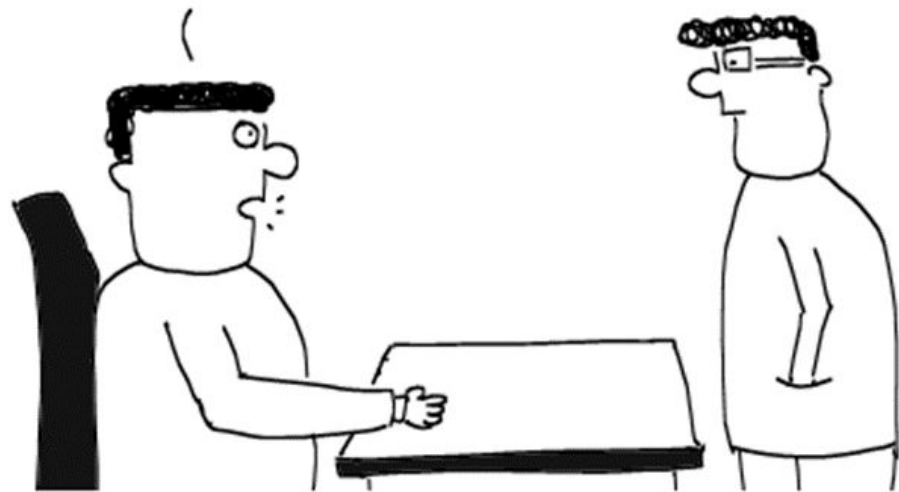
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Coding and Reproducibility

Not a lecture on good coding practice, but on good practices to code

- A useful code is going to be a code that allows to reproduce, at least the main results of a study.
- A useful code is a code that you can reuse yourself in 6 months, that somebody else can reuse

WHO CARES ABOUT THE USERS!!
IF THEY HAVE A PROBLEM THEY
SHOULD SOLVE IT ON THEIR OWN.

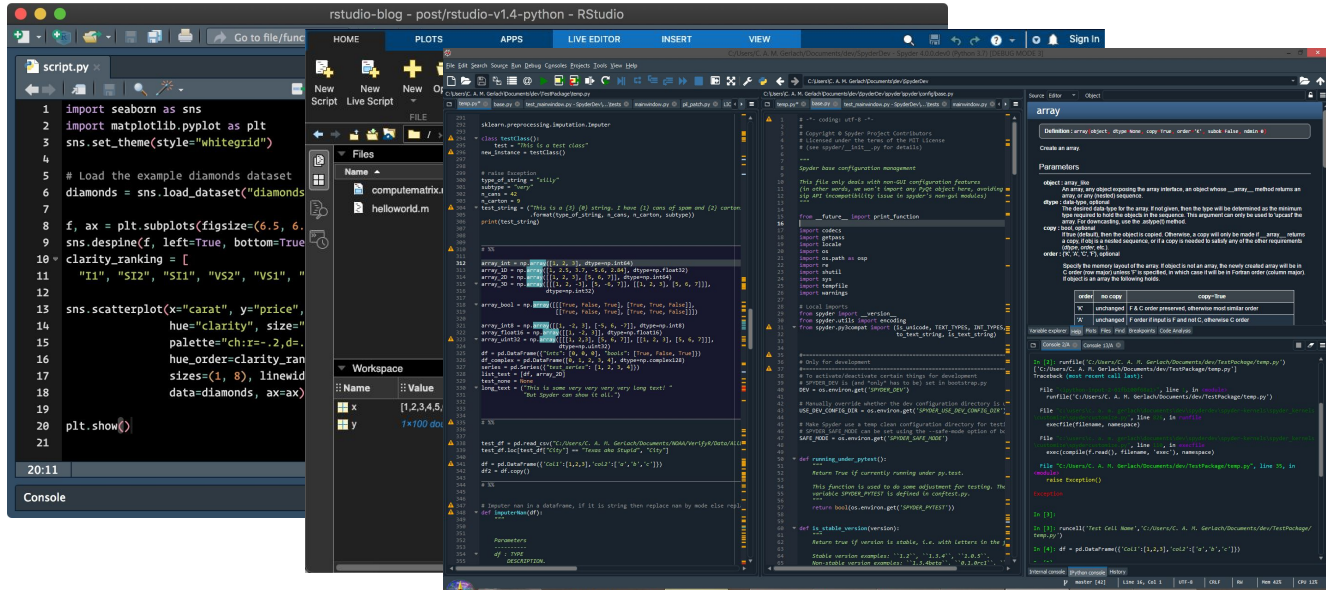


* That is how the "debug" feature came
in to being...

Coding Environment

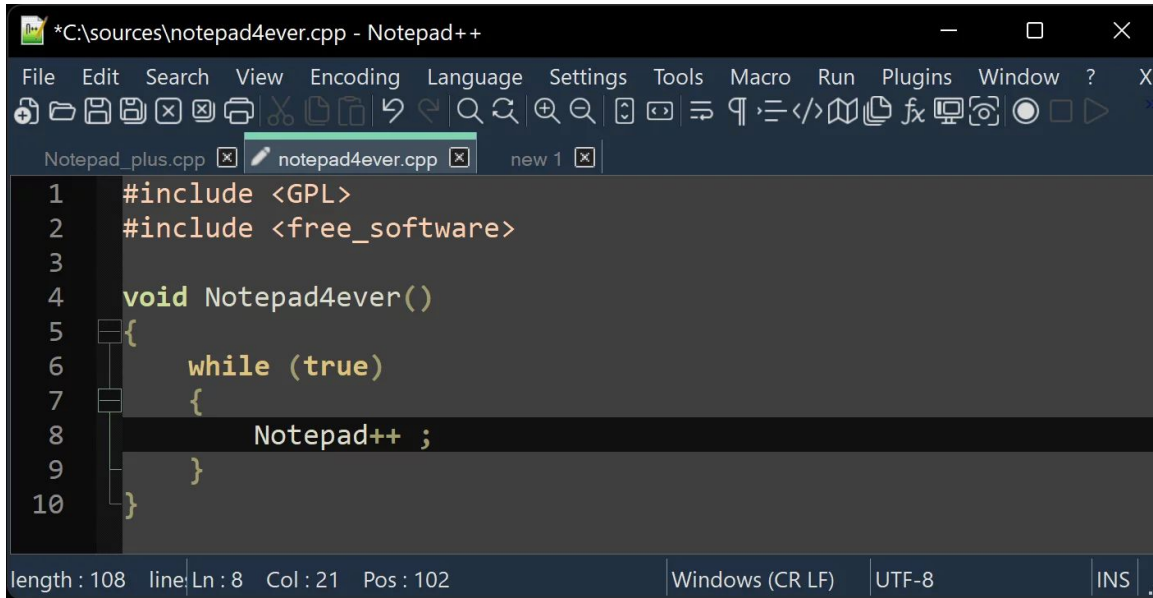
I love IDE

An integrated development environment is software that combines common developer tools into a single graphical user interface (GUI)



Still - you NEED a descent 'generic' editor (speed, flexibility and portability)

The basic: notepad++

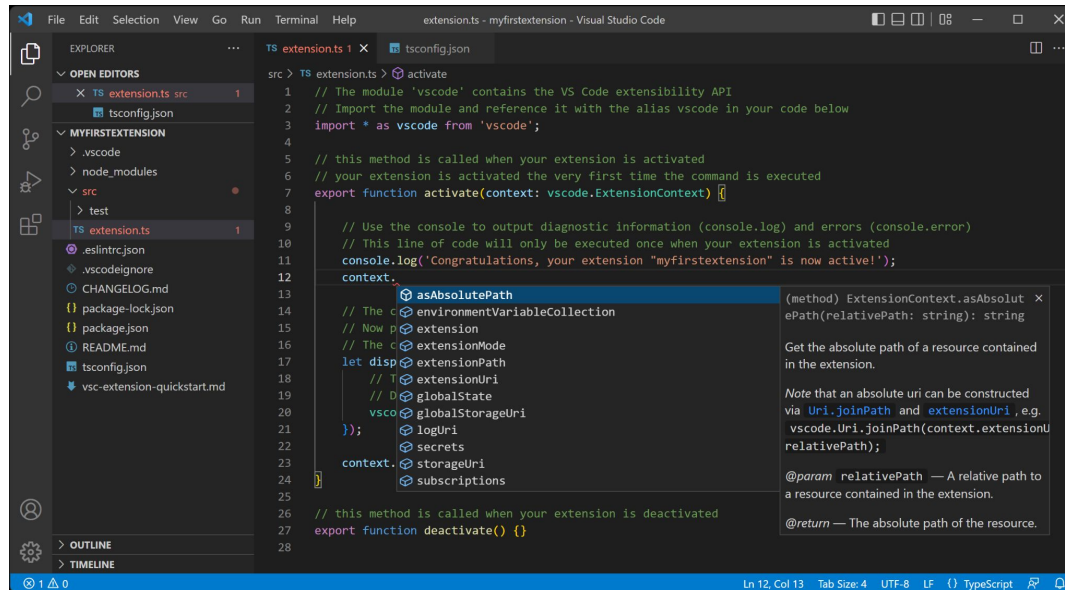


```
*C:\sources\notepad4ever.cpp - Notepad++
File Edit Search View Encoding Language Settings Tools Macro Run Plugins Window ? X
Notepad_plus.cpp notepad4ever.cpp new 1
1 #include <GPL>
2 #include <free_software>
3
4 void Notepad4ever()
5 {
6     while (true)
7     {
8         Notepad++ ;
9     }
10 }
```

length : 108 line: Ln : 8 Col : 21 Pos : 102 Windows (CR LF) UTF-8 INS

Still - you NEED a descent 'generic' editor (speed, flexibility and portability)

Plenty of others exist ... the current bad boy? VS Code



Have you noticed something in my pictures?

Yes ... always in 'dark mode'

Do what you want with your software(s), but you are going to spend many hours during your thesis using those tools - spend some time customizing to your need and taste (colours, layout, etc).

**What software(s) are you using? -
Any customization tips to share?**

The ultimate editing tools?

Linux/Mac your console has **Bash**

Windows - well since you ARE using Git, you have **Git Bash**

→ the *Bourne Again Shell* is small and allows to quickly do many things (see e.g.

<https://github.com/CPernet/Quicksheets/blob/main/bash/bash.mkd> for pretty much the only commands you need)

→ it includes **Vim** (powerful but let's face it hard to learn) and **nano** (the simplest yet powerful way to edit quickly anything)

Good practices to code

Cool, we have seen (1) and (4) already

1.Documenting, commenting & literate programming

2.Naming and externalisation

3.Functionalizing (Many small functions is preferred over a huge one. This is much easier to understand what each chunk does and increases re-usability. It also makes it easier to test)

→ a header in each function that explains what it does ; see point 1

4.Version control

5. Testing

Naming variables

File naming - principles (reminder)

Principles for file naming

- human readable
- machine readable
- plays well with default sorting and ordering

Use “_” underscore and “-” hyphen

Use consistent/different capitalizations

Avoid spaces, punctuation, accented and special characters

Variable naming - principles

Principles for naming variables

- human readable, i.e. meaningful ('s' vs. 'sub' vs. 'subject')
- possibly use “_” underscore (“-” is minus so not possible)
- avoid spaces, punctuation, accented and special characters
- use consistent/different capitalizations

What makes a good name?

Long

vs

Short

Slower to type

Error prone

Easier to understand

Fewer collisions

Shorter lines

Easier to read

Good for

- frequently used
- “Local” within functions
- briefly used

Long

vs

Short

~~Slower to type~~

<TAB> it

~~Error prone~~

Easier to understand

(Self-documenting)

Fewer collisions

Shorter lines

Easier to read

Good for

- frequently used
- “Local” within functions
- briefly used

Capitalization as a convention

The idea is that capitalization helps you distinguish different variable classes in your code.

You can use your own convention or adopt 'classic' conventions - some companies have their own coding style (e.g. <https://google.github.io/styleguide/>).

functionnames,
variableNames and methodNames
ClassNames and EnumNames,
SYMBOLIC_CONSTANTS

Externalization

Externalisation

- Avoid “hard-coding”
 - If you use a number twice, make it a variable!
- Never change directory
 - And never hard-code paths

Externalisation

What's wrong with this code?

```
% for each subject
for i=1:10
    x = readData(i)
    % calculate subject mean
    meanSubj(i) = mean(x)
end
% calculate standard error
stdError = std(meanSubj)/sqrt(10)
```

```
# for each subject
for i in range(10)
    x = readData(i)
    # calculate subject mean
    meanSubj[i] = numpy.mean(x)
end
# calculate standard error
stdError = std(meanSubj)/sqrt(10)
```

Externalisation

You will have to re-code
if you get 11 subjects !

```
% for each subject
for i=1:10
    x = readData(i)
    % calculate subject mean
    meanSubj(i) = mean(x)
end
% calculate standard error
stdError = std(meanSubj)/sqrt(10)
```

Externalisation

```
NumSubj = 10; % number of subjects
```

```
% for each subject
```

```
for i=1:10
```

```
    x = readData(i)
```

```
    % calculate subject mean
```

```
    meanSubj(i) = mean(x)
```

```
end
```

```
% calculate standard error
```

```
stdError = std(meanSubj)/sqrt(10)
```

```
std(meanSubj)/size(meanSubj,1)
```

Externalisation

- Why?
 - Legible (what does that number *mean*?)
 - Modifiable
 - Saved along with data
- ☐ Functionalizing

Functionalizing

Functionalizing

- **Function vs Script**
- **Why use functions?**
- **When would you use them?**

Functionalizing

- Why functions?
 - ↓ repetition, ↑ reuse
 - alteration in single place
 - sandboxing (stack frames)
 - privacy!
 - semantic / 'self-documenting'

When to Functionalize

- “Meaningful unit of computation”
- “self-contained”
- defined inputs and outputs

- **Refactoring**: to avoid copy/paste
- Sharing
 - Different experiments
 - Friends!

Functionalizing: “Doctrine of Referential Transparency”

A function should produce ***identical results*** whenever it is called with the same parameters, unless documented

Calling a function should *never change anything* apart from the output

= A bit like a mathematical function

```
for subject=1:10
    cd(['SUB' subject]);
    load datafile
    cd ..
    sumCond1 = 0;
    sumCond2 = 0;
    numCond1 = 0;
    numCond2 = 0;
    for trial=1:100
        if COND(i) == 1
            sumCond1 = sumCond1+RT(i);
            numCond1 = numCond1+1;
        elseif COND(i) == 2
            sumCond2 = sumCond2+RT(i);
            numCond2 = numCond2+1;
        end
    end
    meanCond1(subject) = sumCond1/numCond1;
    meanCond2(subject) = sumCond2/numCond2;
end
```

What's wrong is this code?

```
for subject=1:10
    cd(['SUB' subject]);
    load datafile
    cd ..
    sumCond1 = 0;
    sumCond2 = 0;
    numCond1 = 0;
    numCond2 = 0;
    for trial=1:100
        if COND(i) == 1
            sumCond1 = sumCond1+RT(i);
            numCond1 = numCond1+1;
        elseif COND(i) == 2
            sumCond2 = sumCond2+RT(i);
            numCond2 = numCond2+1;
        end
    end
    meanCond1(subject) = sumCond1/numCond1;
    meanCond2(subject) = sumCond2/numCond2;
end
```

- Changing folders
 - disrupts path for .m files
 - disorientating
 - if errors occur, you have to manually return
- Loading variables into the base stack frame is confusing (what is COND and RT? -- from datafile)
 - You might overwrite something
 - You can't tell what is current or old

BONUS (1) loop backward avoid declaring variables because an array is made in memory (2) using logical vectors rather than loop when possible, e.g. `sum(RT(COND==1))`

Referential transparency

- Explicit message passing
 - No globals, save / load
- If not
 - all global requirements need commenting

Functionalizing AND versioning

- Maintain all previous functionality
- Conditional execution
- Parsing options

Function vs. Method

Function — a set of instructions that perform a task.

Functions are like recipes. They can execute a set of instructions on data or variables and return the result. The beauty of functions is that they are recyclable. That is, the function can be used repeatedly without having to write the same code again.

Method — a set of instructions that are associated with an object.

A method, like a function, is a set of instructions that perform a task. The difference is that a method is associated with an object, while a function is not.

(from <https://www.codecademy.com/article/fwd-js-methods-functions>)

Aligning and Linting

= make your code easy to read

lintr



{lintr} provides [static code analysis for R](#). It checks for adherence to a given style, identifying syntax errors and possible semantic issues, then reports them to you so you can take action. Watch lintr in action in the following animation:

checkcode

Check MATLAB code files for possible problems

Syntax

```
checkcode(filename)
checkcode(filename1,...,filenameN)

checkcode(__,option1,...,optionN)

info = checkcode(__,'-struct')
msg = checkcode(__,'-string')
[ __, filepaths] = checkcode(__)
```

pytype -

Pytype checks and infers types for your Python code - without requiring type annotations. Pytype can:

- Lint plain Python code, flagging common mistakes such as misspelled attribute names, incorrect function calls, and [much more](#), even across file boundaries.
- Enforce user-provided [type annotations](#). While annotations are optional for pytype, it will check and apply them where present. Standalone files ("pyi files"), which can be used to lint source with a provided [merge-pyi](#)

RUFF

Lint at Lightspeed

An extremely fast Python linter, written in Rust.

```

1 % read the data
2 GMd = readtable(['nrudataset' filesep 'GrayMatter_volumes.csv'],'ReadRowNames',false);
3 WMd = readtable(['nrudataset' filesep 'WhiteMatter_volumes.csv'],'ReadRowNames',false);
4 CSFd = readtable(['nrudataset' filesep 'CSF_volumes.csv'],'ReadRowNames',false);
5 GMt = readtable(['ds003653' filesep 'GrayMatter_volumes.csv'],'ReadRowNames',false);
6 WMt = readtable(['ds003653' filesep 'WhiteMatter_volumes.csv'],'ReadRowNames',false);
7 CSFt = readtable(['ds003653' filesep 'CSF_volumes.csv'],'ReadRowNames',false);
8
9 %% Volume analyses
10
11 TIVd = [GMd{:,1}+WMd{:,1}+CSFd{:,1} GMd{:,2}+WMd{:,2}+CSFd{:,2} GMd{:,3}+WMd{:,3}+CSFd{:,3} GMd{:,4}+WMd{:,4}+CSFd{:,4}].*1000;
12 TIVt = [GMt{:,1}+WMt{:,1}+CSFt{:,1} GMt{:,2}+WMt{:,2}+CSFt{:,2} GMt{:,3}+WMt{:,3}+CSFt{:,3} GMt{:,4}+WMt{:,4}+CSFt{:,4}].*1000;
13
14 [TIVd_est, TIVd_CI] = rst_data_plot(TIVd, 'estimator','trimmed mean','newfig','sub');
15 [TIVt_est, TIVt_CI] = rst_data_plot(TIVt, 'estimator','trimmed mean','newfig','sub');
16 [GMd_est, CId_GM,~,K1] = rst_data_plot(GMd{:,:}.*1000, 'estimator','trimmed mean','newfig','sub');
17 [WMd_est, CId_WM,~,K2] = rst_data_plot(WMd{:,:}.*1000, 'estimator','trimmed mean','newfig','sub');
18 [CSFd_est, CId_CSF,~,K3] = rst_data_plot(CSFd{:,:}.*1000, 'estimator','trimmed mean','newfig','sub');
19 [GMt_est, CIt_GM,~,K4] = rst_data_plot(GMt{:,:}.*1000, 'estimator','trimmed mean','newfig','sub');
20 [WMt_est, CIt_WM,~,K5] = rst_data_plot(WMt{:,:}.*1000, 'estimator','trimmed mean','newfig','sub');
21 [CSFt_est, CIt_CSF,~,K6] = rst_data_plot(CSFt{:,:}.*1000, 'estimator','trimmed mean','newfig','sub');
22

```

```

1 % read the data
2 GMd = readtable(['nrudataset' filesep 'GrayMatter_volumes.csv'],'ReadRowNames',false);
3 WMd = readtable(['nrudataset' filesep 'WhiteMatter_volumes.csv'],'ReadRowNames',false);
4 CSFd = readtable(['nrudataset' filesep 'CSF_volumes.csv'],'ReadRowNames',false);
5 GMt = readtable(['ds003653' filesep 'GrayMatter_volumes.csv'],'ReadRowNames',false);
6 WMt = readtable(['ds003653' filesep 'WhiteMatter_volumes.csv'],'ReadRowNames',false);
7 CSFt = readtable(['ds003653' filesep 'CSF_volumes.csv'],'ReadRowNames',false);
8
9 %% Volume analyses
10
11 TIVd = [GMd{:,1}+WMd{:,1}+CSFd{:,1} ...
12         GMd{:,2}+WMd{:,2}+CSFd{:,2} ...
13         GMd{:,3}+WMd{:,3}+CSFd{:,3} ...
14         GMd{:,4}+WMd{:,4}+CSFd{:,4}].*1000;
15
16 TIVt = [GMt{:,1}+WMt{:,1}+CSFt{:,1} ...
17         GMt{:,2}+WMt{:,2}+CSFt{:,2} ...
18         GMt{:,3}+WMt{:,3}+CSFt{:,3} ...
19         GMt{:,4}+WMt{:,4}+CSFt{:,4}].*1000;
20
21 [TIVd_est, TIVd_CI] = rst_data_plot(TIVd, 'estimator','trimmed mean','newfig','sub');
22 [TIVt_est, TIVt_CI] = rst_data_plot(TIVt, 'estimator','trimmed mean','newfig','sub');
23 [GMd_est, CId_GM,~,K1] = rst_data_plot(GMd{:,:}.*1000, 'estimator','trimmed mean','newfig','sub');
24 [WMd_est, CId_WM,~,K2] = rst_data_plot(WMd{:,:}.*1000, 'estimator','trimmed mean','newfig','sub');
25 [CSFd_est, CId_CSF,~,K3] = rst_data_plot(CSFd{:,:}.*1000, 'estimator','trimmed mean','newfig','sub');
26 [GMt_est, CIt_GM,~,K4] = rst_data_plot(GMt{:,:}.*1000, 'estimator','trimmed mean','newfig','sub');
27 [WMt_est, CIt_WM,~,K5] = rst_data_plot(WMt{:,:}.*1000, 'estimator','trimmed mean','newfig','sub');
28 [CSFt_est, CIt_CSF,~,K6] = rst_data_plot(CSFt{:,:}.*1000, 'estimator','trimmed mean','newfig','sub');
29

```

Testing

Testing

Do you know what I mean by code/software testing?

Test to be sure that your code does what it is supposed to be doing (outputting the 'right' result from your data is just confirmation bias)

Can you think of what needs to be tested and how?

Testing

- **validate changes: provide unit tests** (ensure that the correct results are returned from a function)

= executable requirement (the function does X, if you change and/or fix something it must still do X as designed, and you can test that))

- *More validation:*

- **integration test** (software modules are combined and tested as a group)
- **continuous integration** (runs all tests after each new piece of code/change)



Conclusions

Reproducibility and good practices

- Be organized makes sharing easy (folders, names), and sharing allows reproduction
- Find you style (customization, variable names, etc)
- Code with documentation and unit testing allow quick and easy reuse for reproductions and replications