Useful technologies in software projects

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Introduction

- not mandatory, but useful
- any software project
- enhancing best practices
- used to:
 - o improve code quality
 - save time
 - eliminate mistakes
 - make collaborative projects easier

Code documentation

- docs comments
 - can be used for generating wiki
- function sum(\$num1, \$num2,\$third param) return \$num1 + \$num2;

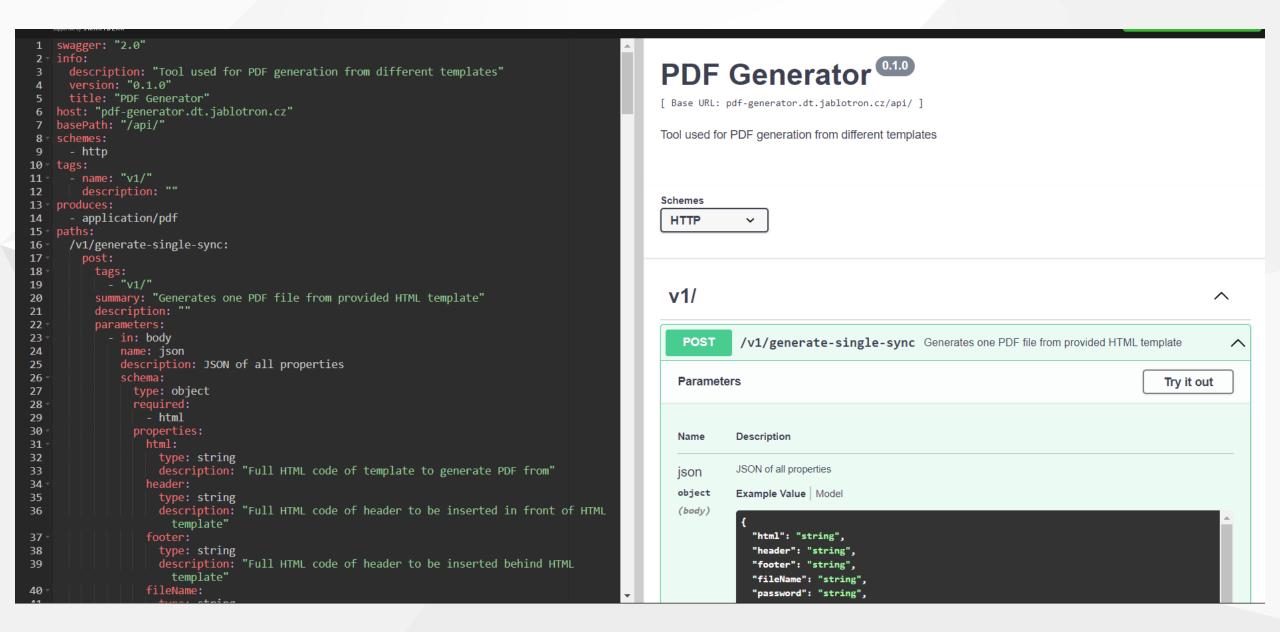
* Sum the given two numbers and return the result

* You can sum integers and floats

* @param int/float \$num1 * @param int/float \$num2 * @param mixed \$third param

* @return int/float

- code is more understandable by other people
- necessity for good open-source projects
- API endpoint documentation Swagger
 - code formatted as YAML / JSON
 - generates nicely looking API structure
 - endpoints can be tested



Static code analysis

Prettier, Linters (language-specified)

1. catching bugs - Linters

- no unused, undeclared variables
- no class reassigning
- force return in class getter

2. code formatting - Prettier

- normalized number of spaces
- limit characters in one line
- keyword spacing
- code formatting useful in collaborative projects

```
if (condition1)
        //...
   }else if (condition2) {
        //...
       else
       //...
10
11
   if (condition1) {
       //...
14
    else if (condition2) {
       //...
    else {
       //...
20
```

Code testing

- writing program that expects designated result for each case that can happen in your code
- example testing a function that moves robot by some distance forward
 - 1. case: distance = 10
 - you expect robot to move by 10 units
 - 0 2. case: distance = "hello"
 - you expect program to throw exception
 - 3. case: distance = 0
 - you expect robot to stay in place
- if all cases match the expectations, tests succeed
- rewriting tests everytime you change your code
- unit tests, endpoint tests

Generated code coverage

File	% Stmts	% Branch	% Funcs	% Lines	Uncovered Line #
All files	76.92	69.23	68.42	80.65	
src	100	100	100	100	ĺ
index.js	100	100	100	100	ĺ
<pre>src/application</pre>	66.67	50	33.33	80	ĺ
App.js	66.67	50	33.33	80	58
src/application/About	50	100	0	50	ĺ
index.js	50	100	0	50	4
src/application/Users	0	100	0	0	ĺ
index.js	0	100	0	0	3-4
src/design-system/Alert	0	100	0	0	ĺ
index.js	0	100	0	0	3
<pre>src/design-system/GlobalStyles</pre>	100	50	100	100	ĺ
index.js	100	50	100	100	21
src/design-system/Message	100	100	100	100	ĺ
index.js	100	100	100	100	İ
src/design-system/Toggle	100	83.33	100	100	l
index.js	100	83.33	100	100	12
src/utilities	83.33	100	83.33	85.71	i
addOne.js	0	100	9	0	1

Docker

- OS-level virtualization
- isolates software to containers containerization
- used for having the same working environment on different machines

- 1. you create **dockerfile** (set of instructions) for the app where you specify all the needed files, libraries, etc.
- 2. on different machine, you create **docker container** based on the instructions where your app will be running
- 3. you don't have to worry about mismatched versions of libraries, etc.

```
FROM dregistry.jablotron.cz/docker-images/node:lts-alpine
 2
    RUN mkdir -p /opt/node-app
 4
    WORKDIR /opt/node-app
 6
 7 × RUN apk add --no-cache \
        libstdc++=8.3.0-r0 \
        qpdf=8.4.2-r0 \
        libxrender \
10
11
        libxext \
12
        ca-certificates \
13
        fontconfig \
        ttf-dejavu \
14
        ttf-droid \
15
        && update-ms-fonts \
16
17
        && fc-cache -f \
        && rm -rf /tmp/* \
18
        && apk del .build-deps
19
20
21
    COPY . .
    RUN npm install
22
23
    CMD ["npm", "run", "dev"]
```

Git CI

- Continuous Integration
- GitHub and GitLab each with their own implementation
- way to automate routine tasks like testing, builds or deployment with every push
- CI can be set to do different tasks depending on commit tag
- you can generate artifacts for download results of CI (code coverage, exe files)
- previously mentioned technologies can be automated using CI

Git CI - practice example

- setup:
- 1. creating tests, static code analysis, containerization
- 2. adding these tasks to the CI
- when you push to Git:
- 1. if static code analysis or tests fail, commit gets rejected
- 2. when everything passes, app build starts (Docker)
- 3. after app is built, you can deploy it to production server automatically

```
test:npm:
  tags:
    - docker
    - linux
  stage: test
  image: dregistry.jablotron.cz/it/pdf-generator:node-extended-latest
  services:
    - docker:stable-dind
 before script:
    - chmod +x ./.gitlab-ci-dotenv-setup.sh
    - ./.gitlab-ci-dotenv-setup.sh
  script:
    - cp -f .env.testing .env
    - npm install
    - npm run test
    - npm run lint:nofix
  artifacts:
    expire_in: 1 week
    paths:
      - src/ coverage /
```

```
build:production:
  rules:
    - if: '$CI COMMIT TAG !~ /^$/ && $CI COMMIT TAG !~ /^prebuild-/ && $CI COMMIT TAG !~ /^preview-/'
  tags:
    - docker
    - linux
  stage: build
  needs: ["test:audit", "test:npm"]
  image: docker:stable
  services:
    - docker:stable-dind
  before script:
    - chmod +x ./.gitlab-ci-dotenv-setup.sh
    - ./.gitlab-ci-dotenv-setup.sh
    - rm -f .env.testing
  script:
    - echo "$CI BUILD TOKEN" | docker login -u gitlab-ci-token --password-stdin $CI REGISTRY
    - docker build . -t $CI REGISTRY/$CI PROJECT PATH:$CI COMMIT TAG --no-cache
    - docker push $CI REGISTRY/$CI PROJECT PATH:$CI COMMIT TAG
    - docker tag $CI REGISTRY/$CI PROJECT PATH:$CI COMMIT TAG $CI REGISTRY/$CI PROJECT PATH:latest
    - docker push $CI REGISTRY/$CI PROJECT PATH:latest
```

Any questions?

Questions

- 1. Which of the mentioned technologies seems the most useful to you? Why?
- 2. What other practices / technologies do you use for improving your software projects?
- 3. Do you believe that well written code needs comments? Why?
- 4. How would you describe some of your biggest bad habits while writing code? What can you do to get rid of them?

Thanks for you attention