Tweak Code Reviews For Maximum Potential

One man's trash (can be) another man's trash























Survey link:





AJ

Likes: Coding, Dolphins, 3D-Printers Dislikes: not unsubscribing from observables, double negatives



When somebody pulls your branch and starts making changes to your code





What is a code review?

- When you're looking at code you didn't write
 - Meetings (sometimes the meeting is even called: 'Code Review')
 - But could also be in scrum, retrospective, or deployments
 - Paired Programming
 - Ad Hoc 'Hey, do you have a second to look at this?'
 - Pull/Merge Request review
- Can be highly valuable meetings typically, costly meetings as well
 - High risk, high reward

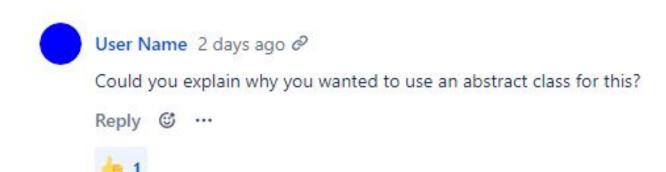
Tips and Tricks

Hard/Technical 'Easy'/People Skills

- Shift-left (Automate) boring work
- Git Commit Hygiene
- Use templates
- Levelset context/topic
- Micro issues
- Macro issues
- Share Responsibility of resolutions
- Reinforce good practices (not just penalize bad)
- Tone, empathy and ego

Tone, empathy and ego Tone

- Text communication loses a lot information that exists with in person or video
 - If a PR is racking up comments, meet/call the person
- Asking questions goes a long way

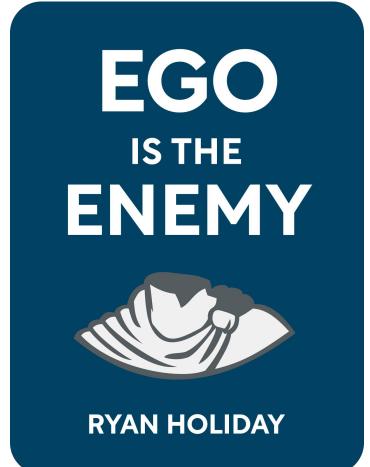




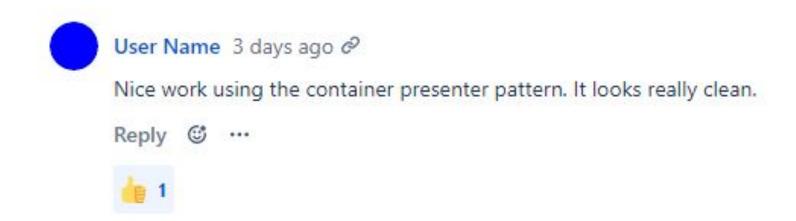
Tone, empathy and ego Empathy



Tone, empathy and ego



Reinforce good practices (not just penalize bad)



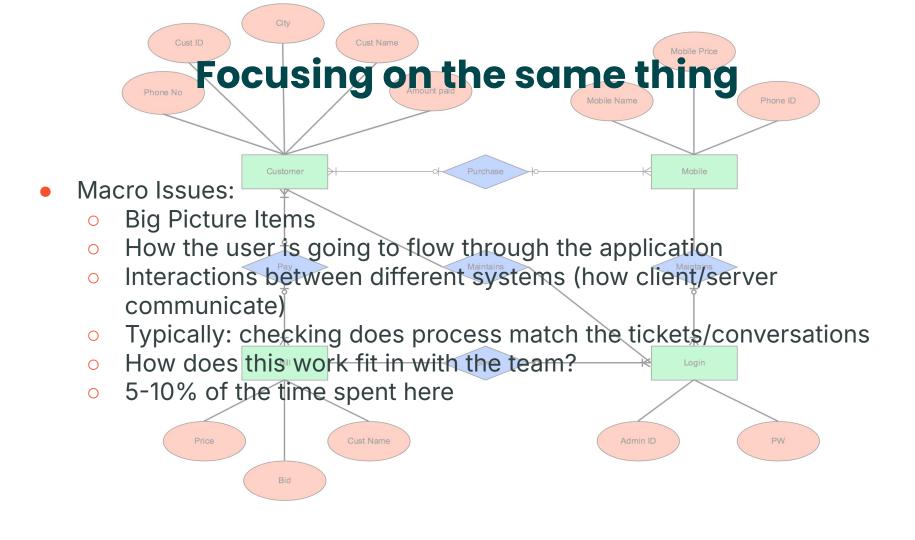
Share Responsibility of resolutions

Could you refactor this to use the **flyweight** pattern while saving in the **memento** pattern?

I'm not sure how to do that...

https://lmgtfy.app/?q =flyweight+pattern







- Do the code patterns make sense?
- Any obvious logic, security, or performance pitfalls?
- Are existing standards being followed?
 - Existing over Current
- Does the naming match up with convention
- Look for misleading diffs (delete/create versus renames)
- Clearly communicate importance of change

Levelset context/topic: le: things both reviewer & creator should know

- Lift and shift work
 - A bunch of green in a PR looks like 'your' work
- PR for a bug in legacy isn't the medium for re-architecting the databases
- Optimization tasks typically take good looking code and make it uglier
- Small similar fixes throughout the app
- Upgrade/Update frameworks

PR Checklist Please check if your PR fulfills the following requirements: ■ The commit message follows our guidelines: https://github.com/angular/angular/blob/main/CONTRIBUTING.md#commit Tests for the changes have been added (for bug fixes / features) Docs have been added / updated (for bug fixes / features) PR Type What kind of change does this PR introduce? Bugfix Feature Code style update (formatting, local variables) Refactoring (no functional changes, no api changes) Build related changes Cl related changes Documentation content changes angular.io application / infrastructure changes Other... Please describe: What is the current behavior? Issue Number: N/A What is the new behavior?

Does this PR introduce a breaking change?

YesNo

Other information

Use Templates - sparingly

https://github.com/angular/angular/blob/main/.github/PULL_REQUEST_TEMPLATE.md

Git Commit Hygiene

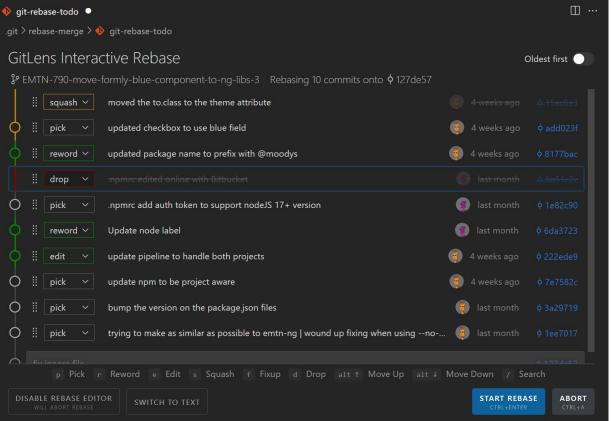
```
git commit -m "update the README.md with link to contributing guide"
```

https://www.conventionalcommits.org/en/v1.0.0/

```
<type>[optional scope]: <description>
[optional body]
[optional footer(s)]
```

https://gist.github.com/joshbuchea/6f47e86d2510bce28f8e7f42ae84c716

Git Commit Hygiene



Shift-left (Automate) boring work

- Do naming conventions always lag?
- Does no one read the 458 page coding style guide?
- When conventions change does the project never fully convert?
- Is Typescript leaving you wishing for some added expressivity?
- Is Prettier formatting just not cutting the mustard?

If you've said yes to any of the following:

You might benefit from some <u>Custom ESLint Rules!</u>

Shift-left (Automate) boring work With Custom ESLint Rules

```
@Input() label!: string;
value!: string;
warning?: string;
ngOnChanges(changes: SimpleChanges): void {
  if (changes['label'] || changes['value']) {
    if (this.label.length + this.value.length > 50) {
      this.warning = "content must be less than 50 characters";
    } else {
      this.warning = "";
```

Custom and Existing ESLint Rules

- Existing ESLint Rules
 - Use existing ESLint Rules to enforce good practices
 - https://www.bitovi.com/blog/bitovi-eslint-config-handpicked-rules-t o-improve-your-code
- Custom ESLint Rules
 - https://github.com/bitovi/eslint-plugin
 - Make your own ESLint Rule!
 - Uses ASTExplorer for finding something in the code

Conclusion

- Pick one thing, try for a sprint, evaluate at retro whether to keep, repeat
- Not every development issue requires a development solution
 - Sometimes talking (video call not slack) can go a long way
- Think of discussions as being on ladders
 - Closer to the ground closer to agreement
 - When 'climbing up' the ladder with someone look at ways to de-escalate
 - Make new meeting, agree on proof (Science!), defer to authority, etc
- Overall and most importantly:
- Let curiosity guide you