Code Style

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Lecture #22 out of 24 80 minutes

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Which One Looks Better for You?

C:

```
int f(int n)
int f(int n)

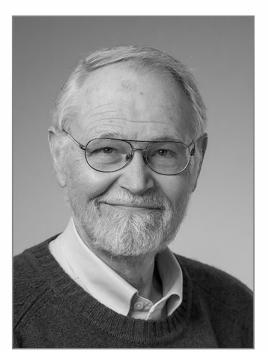
if (n == 1 || n < 2)
return 1;
int r = f (n-1);
int r2 = f(n - 2);
return r +r2;
}</pre>
```

Java:

```
int fibonacci(int n) {
  if (n <= 2) {
    return 1;
  }
  return fibonacci(n - 1)
  + fibonacci(n - 2);
}</pre>
```

Ruby:

```
def fibonacci(int n)
return 1 if n <= 2
fibonacci(n - 1)
    + fibonacci(n - 2)
end</pre>
```



BRIAN KERNIGHAN

"The harder it is for people to grasp the intent of any given section, the longer it will be before the program becomes operational. Trying to outsmart a compiler defeats much of the purpose of using one. Write clearly — don't sacrifice clarity for 'efficiency."

— Brian W. Kernighan and Phillip James Plauger. *The Elements of Programming Style*. McGraw-Hill, Inc., 1974



DAVID MARCA

"The effective utilization of extra spaces, blank lines, or special characters can <u>illuminate</u> the logical structure of a program. So we should not be afraid to: indent, indent consistently (3 is a readable minimum), start each statement on a new line, put only one word on a line, use extra pages to visually collect code, put blank lines between code, align keywords, separate code from comments with white space."

— David Marca. Some Pascal Style Guidelines. *ACM SIGPLAN Notices*, 16(4): 70–80, 1981

```
PROCEDURE GETLINE!
                      PROMPT ISTRING
                  VAR LINE ISTRING
                  VAR HORELINES
                             1600LEAH
BEOIN
   HRITE(PROPPT):
   READLN(LINE)!
   IF 包备TY(LI)皂)
      HORELINES IS FALSE
   ET 8E
     LINE := CONCAT(LINE. BLANK):
      MORELINES IS TRUE
      E)HD
   (4年【4) 1
ENDI (GETLINEG)
```

"The best style enforcer is the computer ... but <u>only</u> if we can easily cope with its ever-present restrictions."

Source: David Marca. Some Pascal Style Guidelines. *ACM SIGPLAN Notices*, 16(4):70–80, 1981



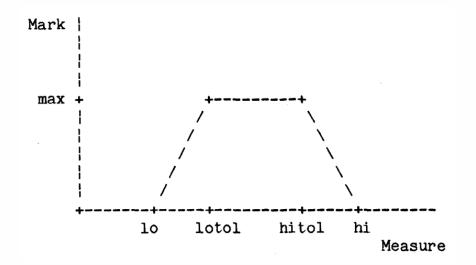
MICHAEL J. REES

"STYLE was designed to input the source of a syntactically correct Pascal program, make simple measurements on a one-pass line-by-line basis, and yield a style mark out of 100%."

— Michael J. Rees. Automatic Assessment Aids for Pascal Programs. *ACM SIGPLAN Notices*, 17(10):33–42, 1982

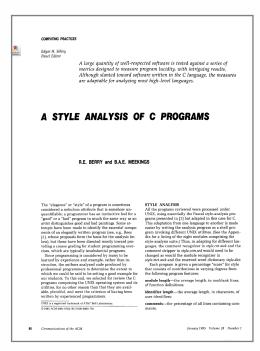
Rees Score, for Pascal

Measure	max	lo	hi	lotol	hitol
chars/line % comments % indent % blank lines	15 10 12 5	12 15 60 8	30 35 90 20	15 20 70 10	25 25 80 15
% spaces	8	8	20	12	18
proc/fn length	20	10	50	20	35
# res. words	10	22	41	26	40
id. length	20	7	16	9	15
# ids	0	0	0	0	0
labels & gotos	20	1	200	3	199



Source: Michael J. Rees. Automatic Assessment Aids for Pascal Programs. *ACM SIGPLAN Notices*, 17(10): 33–42, 1982

Code Style



"The 'elegance' or 'style' of a program is sometimes considered a nebulous attribute that is somehow unquantifiable; a programmer has an <u>instinctive</u> feel for a 'good' or a 'bad' program in much the same way as an artist distinguishes good and bad paintings."

— R E Berry and B AE Meekings. A Style Analysis of C Programs. *Communications of the ACM*, 28(1):80–88, 1985

Berry-Meekings Score, for C Programs

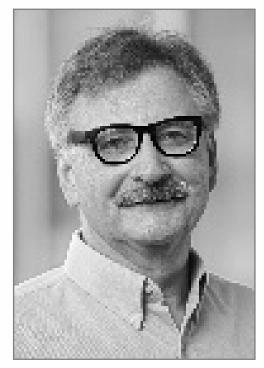
TABLE I. Metric Boundary Values

Metric	%	L	S	F	н
Module length	15	4	10	25	35
Identifier length	14	4	5	10	14
Comment lines (%)	12	8	15	25	35
Indentation (%)	12	8	24	48	60
Blank lines (%)	11	8	15	30	35
Characters per line	9	8	12	25	30
Spaces per line	8	1	4	10	12
Defines (%)	8	10	15	25	30
Reserved words	6	4	16	30	36
Include files	5	0	3	3	4
Gotos	-20	1	3	99	99

Source: R E Berry and B AE Meekings. A Style Analysis of C Programs. *Communications of the ACM*, 28(1):80–88, 1985

"An individual score for each metric is determined by reference to the value in this table for

- 1. the point L, below which no score is obtained;
- 2. the point S, the start of the "ideal" range for the metric;
- 3. the point F, the end of the ideal range;
- 4. the point H, above which no score is obtained."



Warren Harrison

"To determine the relationship (if any) between the style metric and error proneness of each module, we performed a simple correlation analysis. The results were discouraging in the sense that a correlation of only -0.052 existed between the observed error frequency and the style metric, suggesting that the style metric bore little relationship to the error frequency encountered in our data."

— Warren Harrison and Curtis R. Cook. A Note on the Berry-Meekings Style Metric. *Communications of the ACM*, 29(2):123–125, 1986

My Favorite Style Checkers

- ESLint (2013) for JavaScript
- Clang-Tidy (2007?) for C++
- Pylint (2006) for Python
- Rubocop (2012) for Ruby
- PHP_CodeSniffer (2011) for PHP
- rustfmt (2015) for Rust
- Qulice by [Bugayenko, 2014] for Java: Checkstyle (2001) + PMD (2022)

How Many Rules in Style Checkers?

- 690+ in Clang-Tidy (C++)
- 550+ in Rubocop (Ruby)
- 400+ in PMD (Java)
- 130+ in Checkstyle (Java)
- 120+ in Pylint (Python)

Some/most of the rules no only check style, but also find bugs.

Some Exotic Style Checkers

- Shellcheck for Bash
- markdownlint for Markdown
- Checkmake for Makefile
- xcop for XML

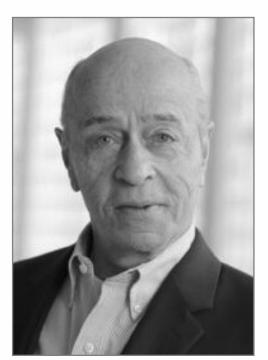
Code Style



CHRISTIAN COLLBERG

"Code obfuscation means one user runs an application through an <u>obfuscator</u>, a program that transforms the application into one that is functionally identical to the original but which is much more difficult for another user to understand."

— Christian Collberg, Clark Thomborson, and Douglas Low. A Taxonomy of Obfuscating Transformations. Technical report, Department of Computer Science, The University of Auckland, New Zealand, 1997



HENRY LEDGARD

"An individual's body language helps clarify the spoken word. In a similar sense, the programmer relies on white space—what is not said directly—in the code to communicate logic, intent, and understanding."

— Robert Green and Henry Ledgard. Coding Guidelines: Finding the Art in the Science. *Communications of the ACM*, 54(12):57–63, 2011

if (expression) {
 statements
}
statements
}
if (expression)
{
 statements
}
statements
}
if (expression)
{
 statements
}
}

Source: Robert Green and Henry Ledgard. Coding Guidelines: Finding the Art in the Science. *Communications of the ACM*, 54(12):57–63, 2011



PETER C. RIGBY

"We list the reasons why our interviewees <u>rejected</u> a patch or required further modification before accepting it: Poor quality, <u>Violation of style</u>, Gratuitous changes mixed with 'true' changes, Code does not do or fix what it claims to or introduces new bugs, Fix conflicts with existing code, Use of incorrect API or library."

— Peter C. Rigby and Margaret-Anne Storey. Understanding Broadcast Based Peer Review on Open Source Software Projects. In *Proceedings of the 33rd International Conference on Software Engineering*, pages 541–550, 2011



Jennifer Bauer

"While the perceptual processing of code is required to understand it, <u>higher level processing</u>, such as understanding its semantics and reasoning about its functionality, affect program comprehensibility more strongly. The influence of indentation could have been masked by these side effects, so it might well be that the effect of indentation comes more into play when the code is longer and more complex."

— Jennifer Bauer, Janet Siegmund, Norman Peitek, Johannes C. Hofmeister, and Sven Apel. Indentation: Simply a Matter of Style or Support for Program Comprehension? In *Proceedings of the 27th International Conference on Program Comprehension (ICPC)*, pages 154–164. IEEE, 2019



WEIQIN ZOU

"A pull request that is <u>consistent</u> with the current code style tends to be merged into the codebase more easily (faster)."

— Jennifer Bauer, Janet Siegmund, Norman Peitek, Johannes C. Hofmeister, and Sven Apel. Indentation: Simply a Matter of Style or Support for Program Comprehension? In *Proceedings of the 27th International Conference on Program Comprehension (ICPC)*, pages 154–164. IEEE, 2019

References

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- Christian Collberg, Clark Thomborson, and Douglas Low. A Taxonomy of Obfuscating Transformations. Technical report, Department of Computer Science, The University of Auckland, New Zealand, 1997.

- Robert Green and Henry Ledgard. Coding Guidelines: Finding the Art in the Science. *Communications of the ACM*, 54(12):57–63, 2011.
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