$\begin{array}{c} \text{Programing guide} \\ Web \ presentation \ checker \end{array}$

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1 Introduction

This guide schould help programmers that want to continue working on this tool. This tool is build upon Java EE technology.

2 Development environment

As a team you schould have the most similar development environment as possible. It's up to you which tools you use, because you can't work with our team these days. But for inspiration we used **Netbeans** as our programing environment, **Git** as version control system and **Redmine** for task distribution and monitoring spent time.

3 Programing conventions

At first you schould read basic Java conventions.

- You schould write all class names, variable names, etc. in code and all coments in English.
- Use logger for important steps. Write short and meaningful messages.
- Remove logging messages that you used just for debugging.
- Don't use redundant imports.
- Format your code (press ALT+SHIFT+F in NetBeans).

3.1 JavaDoc

- Use the JavaDoc comments for every class and method except setters and getters. You schould comment also unprivate variables.
- It is better to comment definitions rather than implementations.
- Use link within the comments ({@link class#method}).

4 Used tools and libraries

4.1 Graphviz

Graphviz is open source graph visualization software. Graph visualization is a way of representing structural information as diagrams of abstract graphs and networks. We use it for drawing web presentation graphs.

4.2 CSSBox

CSSBox is a Java library which brings the ability of applying CSS rules on HTML DOM. It is strongly bonded to JStyleParser which is CSS rules parser. Without using it, it would be much more difficult to implement our famous CSS Redundancy Checker.

5 Tool extension

This tool was designed as easy extendable by using interfaces.