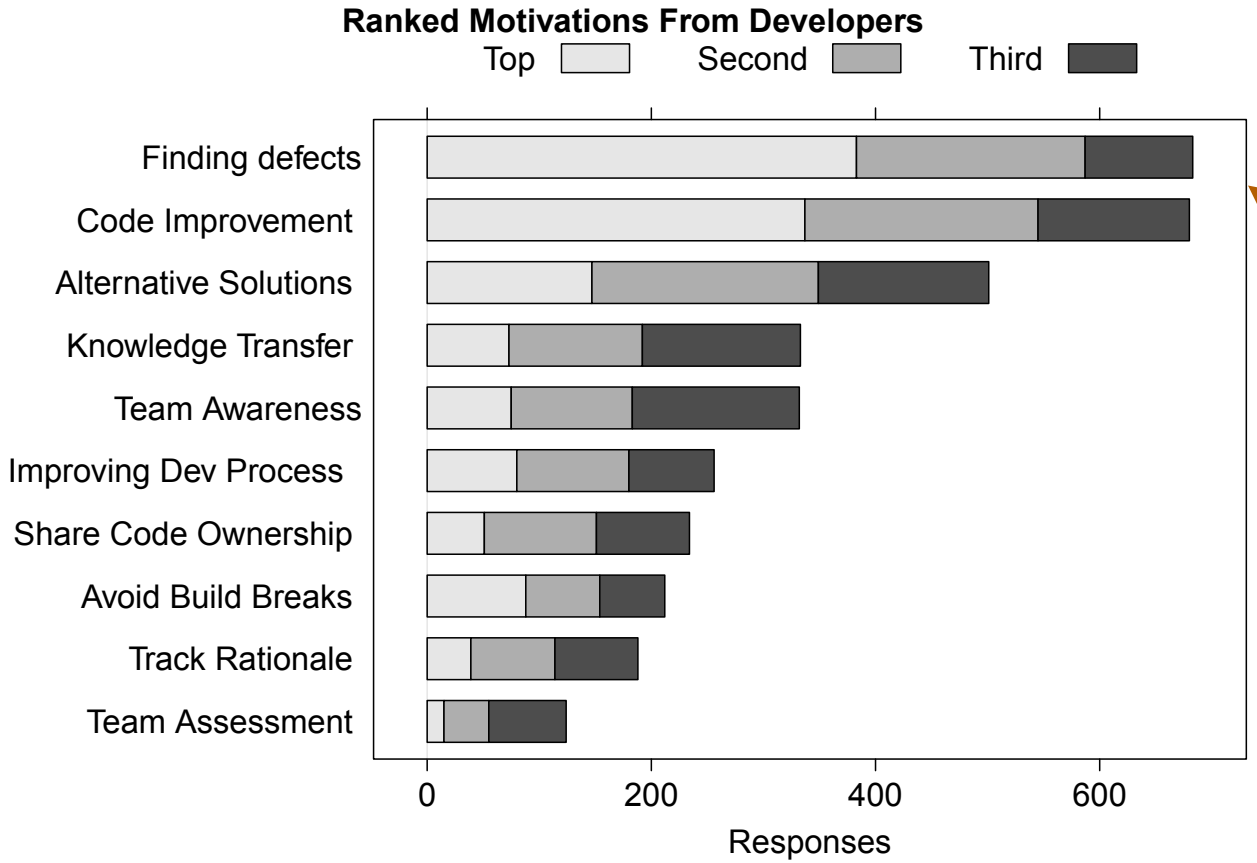
Testing has Limitations

- Costly to get 100% coverage (all code / behaviors)
  - 80/20 rule!
- Not all properties can be checked at runtime
  - Good design?
  - Simple implementation? Understandable code?
  - Follows coding conventions?
  - UI looks as intended? Follows UI guidelines?
  - Are the tests adequate (coverage, kind)?

Code Review

- *Systematic* reading or examination of the code
- Focused on what can't be tested (cost-benefit)
- Often done in pairs or groups, often asynchronous
  - at least one is non-author
    (authors are blind to flaws in their code)
  - find & work through more complex problems (e.g., design)
  - promote learning and knowledge transfer (not just QA!)
  - super valuable for "onboarding" new devs
  - ***pair programming is instantaneous code review***

Motivations and Benefits (Bacchelli et al.)



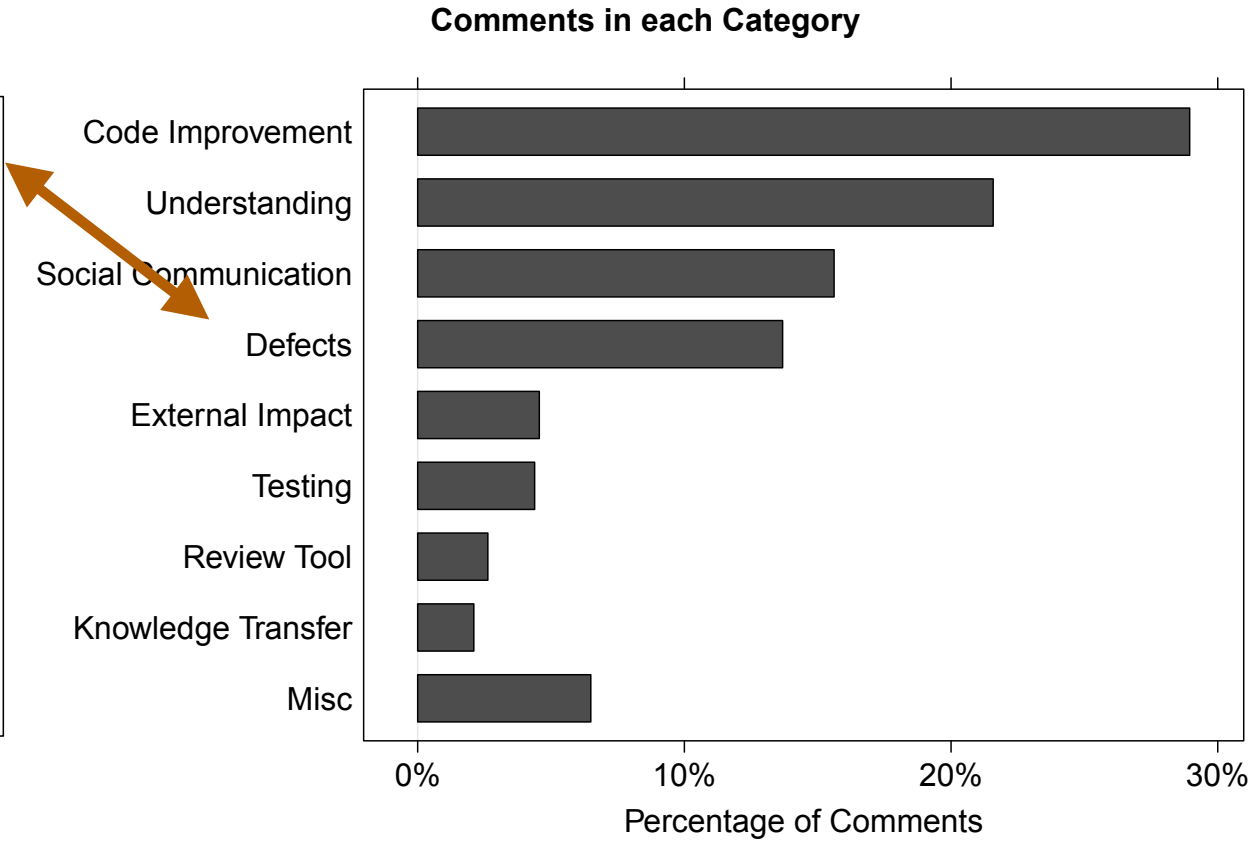


Fig. 3. Developers' motivations for code review.

Benefits of code review (according to analysis of 200 code threads)

Alberto Bacchelli and Christian Bird. 2013. Expectations, outcomes, and challenges of modern code review. In Proceedings of the 2013 International Conference on Software Engineering (ICSE '13). IEEE Press, 712–721.

Code Review at Google

- Each directory is owned by certain people
  - An owner must review and approve changes
- "Readability": ensure consistent style
  - Developers can be certified for individual languages
  - Every change must be written or reviewed by someone with "readability" certification in the appropriate language

Caitlin Sadowski, Emma Söderberg, Luke Church, Michal Sipko, and Alberto Bacchelli. 2018. Modern code review: a case study at google. In Proceedings of the 40th International Conference on Software Engineering: Software Engineering in Practice (ICSE-SEIP '18). https://doi.org/10.1145/3183519.3183525

Google Process

1. Create a change
2. Authors preview results of static analyzers
3. Reviewers write comments; *unresolved* comments must be addressed
4. Addressing feedback: author changes code or replies to comments
5. Approving: reviewers mark "LGTM"

Stats

- Median developer authors about 3 changes a week
- 80 percent of authors make fewer than 7 changes a week
- Median is 4 reviewers/developer
- 80 percent of reviewers review fewer than 10 changes a week.
- Median time: < 1 hour for small changes, about 5 hours for very large changes. All changes: 4 hours.

More Google stats

- > 35% of changes only modify one file
- 90% modify < 10 files
- 10% modify one line of code
- Median number of lines: 24

Review breakdowns (what *not* to do)

- Tone (people are sensitive)
- Power (use reviews to induce unrelated behavior)
- Subject: is this the right place to do design?
- Context: why are we doing this?

Newbies write more comments

- Newbies ask more questions
- But questions are considered unhelpful

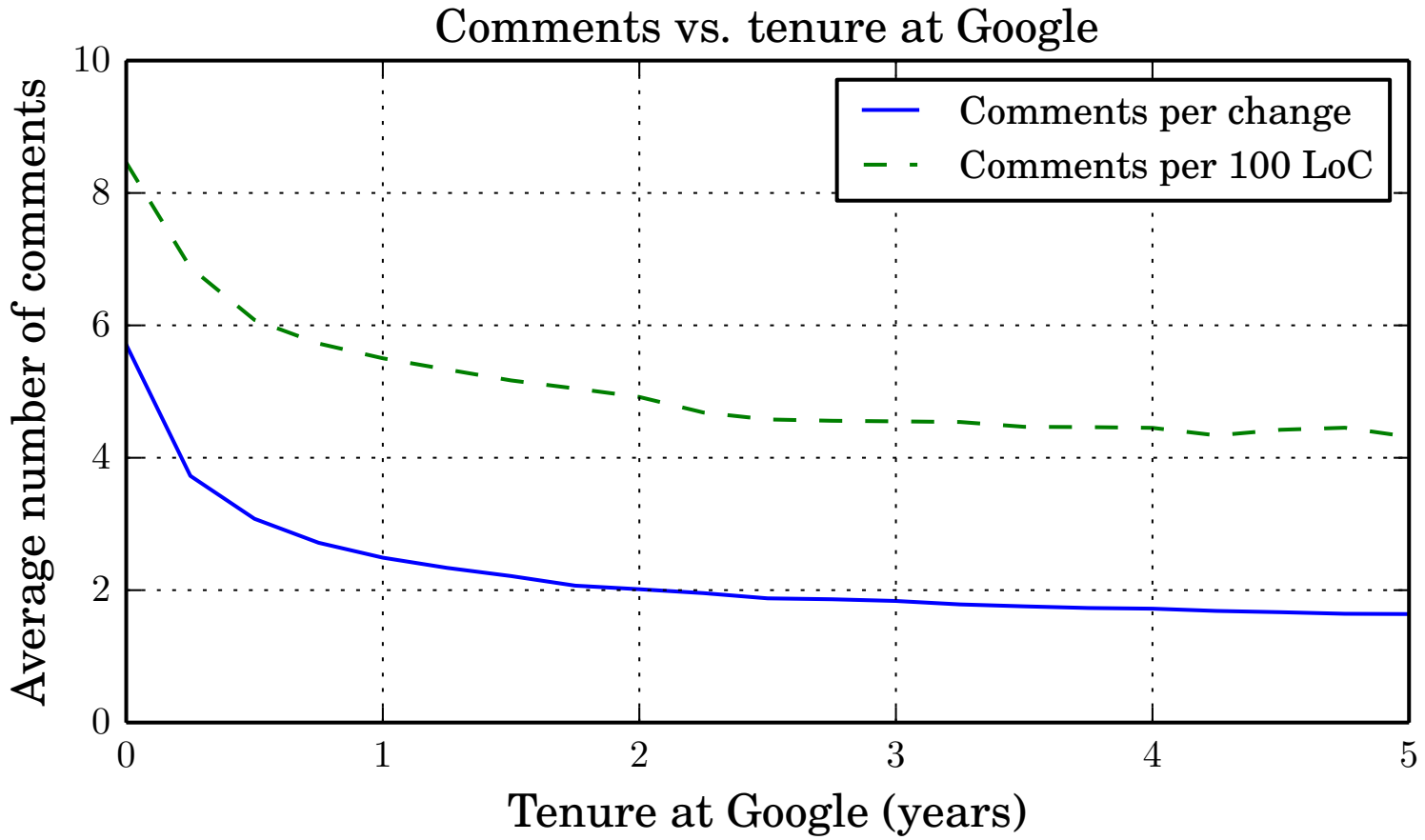
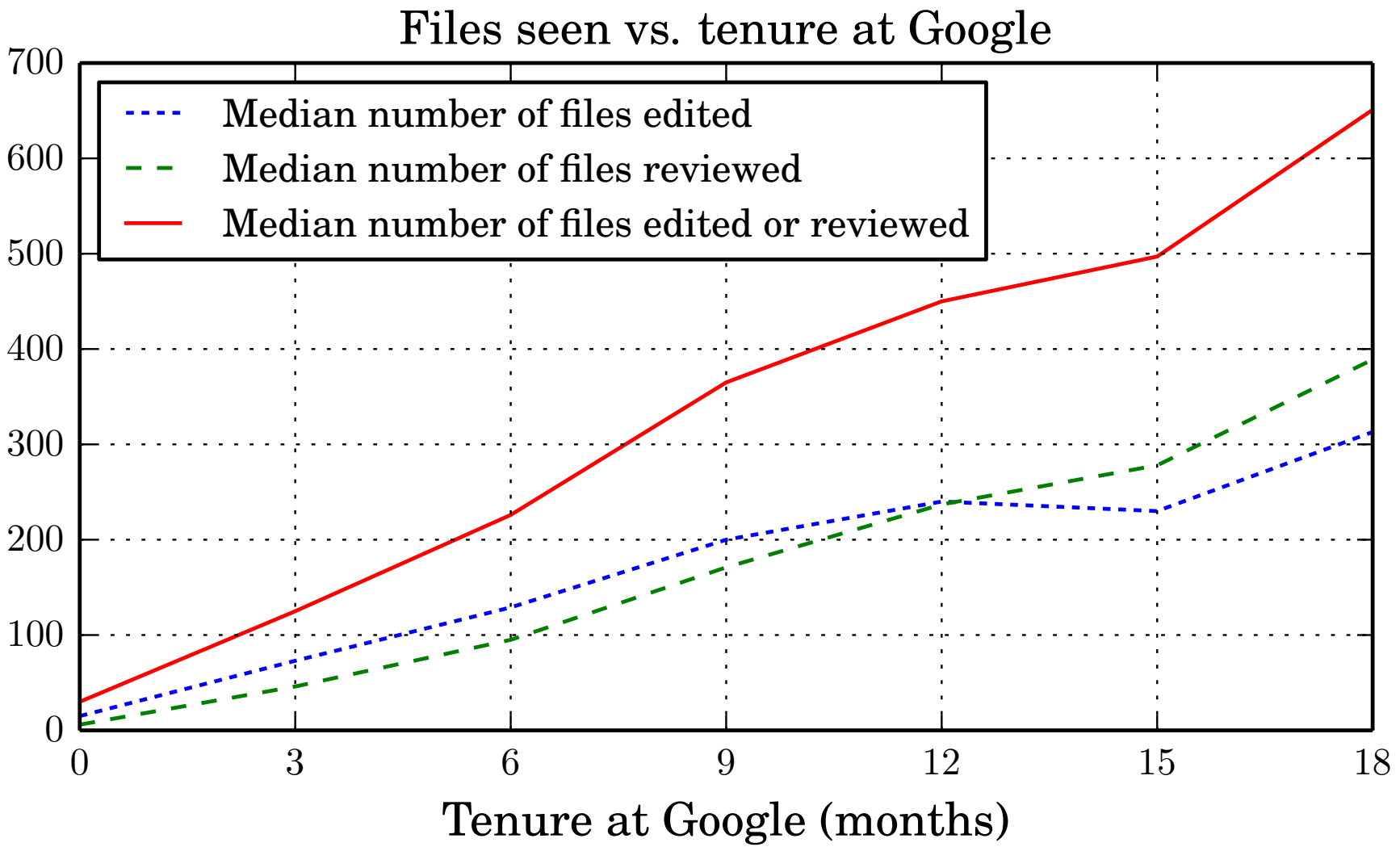


Figure 2: Reviewer comments vs. author's tenure at Google

Files vs. time



Systematic Review: How

- **Use checklists** to remind reviewers what to look for
  - E.g., expanded list of properties from slide #1
- Specific techniques for specific issues
  - Design is reviewed by working through likely change(s) (Is the code OCP for likely changes?)
- Use tools in GitHub or IDE
  - List of changed files
  - Textual diff between old and new files (linked to files)
  - Line-level code commenting support
  - work-flow support for choosing/assigning reviewers
  - protecting main branch

GitHub Issue/Review Workflow Screenshot

Fixed issue 147.

Browse file

```
Integral values (byte, short, integer, long, BigInteger) are now comparable to each other.
Floating point values (float, double, BigDecimal) are now comparable to each other.
```

master gson-parent-2.8.2 ... gson-2.4

inder123 committed on Sep 23, 2009 1 parent 50eb582 commit fdcd3945c53c4a1c921ea8097cbecbbf154fa

Showing 2 changed files with **134 additions** and **1 deletion**. Unified

gson/src/main/java/com/google/gson/JsonPrimitive.java +43 −1

gson/src/test/java/com/google/gson/JsonPrimitiveTest.java +91 −0

44 gson/src/main/java/com/google/gson/JsonPrimitive.java View

```
@@ -344,7 +344,19 @@ private static boolean isPrimitiveOrString(Object target) {
```

```
344
345     @Override
346     public int hashCode() {
347 -     return (value == null) ? 31 : value.hashCode();
```

```
344
345     @Override
346     public int hashCode() {
347 +     if (value == null) {
348 +       return 31;
349 +     }
350 +     // Using recommended hashing algorithm from Effective Java for longs and
doubles
351 +     if (isIntegral(this)) {
352 +       long value = getAsNumber().longValue();
```

A Checklist for Your Project

1. Good design?
   - Isomorphic to requirements
   - Sound like the requirements
   - SRP
   - Open-closed principle (OCP) for likely changes
2. Straightforward implementation?
   - Understandable code
   - Good choice of data structures
3. Follows coding conventions?
   - formatting (indents, spacing, line breaks)
   - naming conventions (sound like behavior)
4. UI looks as intended, fits guidelines
5. Code look correct?
   - Omitted cases (e.g., boundary/edge cases)
   - Off-by-one errors (e.g., "<" instead of "<=")
6. Are the tests adequate (coverage)?
   - Unit, Story tests

- Not strictly ordered by importance
- If fail at a step, *can* skip less impt. steps (low cost/benefit to continue)
- E.g., Hard to debug complex code

Review this new code* (no diff)

```
1   public static boolean leap(int y) {
2     String t = String.valueOf(y);
3     if (t.charAt(2) == '1' || t.charAt(2) == '3’ || t.charAt(2)
4   == 5 || t.charAt(2) == '7' || t.charAt(2) == '9') {
5       if (t.charAt(3)=='2'||t.charAt(3)=='6') return true;
6       else
7         return false;
8     }else{
9       if (t.charAt(2) == '0' && t.charAt(3) == '0') {
10        return false;
11      }
12      if (t.charAt(3)=='0'||t.charAt(3)=='4'||
13  t.charAt(3)=='8')return true;
14    }
15    return false;
16  }
```

*http://web.mit.edu/6.005/www/fa15/classes/04-code-review/

Feedback for your teammate?

- variable naming – horrible
- hard to read – formatting/indentation
- call same functions multiple times with same numbers
  - name temp vars, extract functions (make code sound like what it's doing)
- uses strings; should use integer calculations
  - maybe could use shift…really modulus
- assumes 4 digit number…future dates, historical dates
  - we don't know the context of use
- use of "true" and "false" rather than returning boolean
- 5 is not a character, bad quote (repaired ;)

Worst problem? Unnecessarily complex.

Google

how to calculate leap year

All Videos News Maps Images More Settings Tools

About 8,500,000 results (0.66 seconds)

In the Gregorian calendar three criteria must be taken into account to identify leap years:

1. The **year** can be evenly divided by 4;
2. If the **year** can be evenly divided by 100, it is NOT a **leap year**, unless;
3. The **year** is also evenly divisible by 400. Then it is a **leap year**.

Feb 29, 2016

Leap Year Nearly Every four years - TimeAndDate.com

https://www.timeanddate.com/date/leapyear.html

Revised code responding to code review

```
// https://www.timeanddate.com/date/leapyear.html
public static boolean isLeapYear(int year) {
   return year % 4 == 0 &&
          (year % 100 !== 0 || year % 400 == 0);
}
```

- Found a simpler approach
- Method name and parameter sound like the requirements
- Comment citing approach
- Formatted for readability