Learning by Inspecting Troubled Code

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Slides uploaded at www.danofer.com/presentations/
bad_ruby

Design Patterns

- Discuss six bad ideas
- Description of problem
- Solution with bad design pattern
- Alternatives with good design pattern

One: Implement Methods on NilClass

- A @doctor has one @office
- office might be nil

Error: @office is Nil

- Imagine we have a @doctor that has one @office
- @office is nil

```
Extracted source (around line #4):

2    strong
3    | Name:
4    = @office.name

5    p
7    strong
```

```
class NilClass
  def name
    'Dr Crusher\'s Medical Office'
  end
end
```

Two: Implement All Methods on NilClass

- Cannot access remaining methods on @office
- Too lazy to implement these remaining methods

```
class NilClass
  def method_missing(symbol, *args)
    "Sick Bay"
  end
end
```

Good solution

- 1. Unstable state if @doctor does not have @office
- 2. Nil Object design pattern

```
class NilOffice
  def name
    'Empty Office'
  end

def address
  'The City of Atlantis'
  end
end
```

Three: Guards Against nil

Reduce:

```
if @doctor != nill
  && @doctor.office != nill
  && @doctor.office.admin && != nil
  && @doctor.office.admin == 'Wesley Crusher'
  @doctor.nepotistic? = :very much true
end
```

To

```
if @doctor.office.admin == 'Wesley Crusher'
    @doctor.nepotistic? = :very_much_true
end
```

```
class NilClass
  def method_missing(symbol, *args)
    nil
  end
end
```

Good Solution

```
    andand by Reg Braithwaite (Old from 2013):
    @doctor.andand.office.andand.admin == 'Wesley Crusher'
    #try, from ActiveSupport (Recent from Rails):
```

@doctor.try(:office).try(:admin) == 'Wesley Crusher'

Continued

• Law of Demeter design pattern: Define method admin on office_admin on doctor

```
class Doctor
  def office_admin
    office != nil && office.admin
  end
end
```

Four: Symbols Use Memory

```
Convert user input into symbols

symbols = []
while ((user_input = gets.strip) != 'exit') do
   symbols << user_input.to_sym
end</pre>
```

Use Ruby version < 2.2.0

Good Solution:

- 1. Never convert user input into symbols!
- 2. Use Ruby version >= 2.2.0

Five: Reduce Non-StandardError Exceptions

```
begin
  raise
rescue Exception => exc
  logger.log('I am logging all exceptions')
end
```

Ruby Core

Ruby Core Exceptions

- NoMemoryError
- ScriptError
 - LoadError
 - $\circ \ \ NotImplementedError$
 - SyntaxError
- SecurityError
- SignalException
 - Interrupt
- · StandardError -- default for rescue
 - ArgumentError
 - UncaughtThrowError
 - EncodingError
 - FiberError
 - o IOError
 - EOFError
 - IndexError
 - KeyError
 - StopIteration

Good Solution

```
begin
  raise
rescue StandardError => exc
  logger.log("Error:\n#{exc.message}\n#{exc.backtrace}")
end
begin
  raise
rescue => exc
  logger.log("Error:\n#{exc.message}\n#{exc.backtrace}")
end
```

Six: Exception Hiding

Hide an exception so that details of error do not bubble up to the user

```
begin
  begin
    raise 'Explanation of critical problem and how it occuered'
  rescue StandardError => exc
    # We hide the original message
    raise ''
  end
rescue StandardError => re raised exception
  # The message is blank :(
  puts re raised exception.message
end
```

Good Solution

- 1. Exceptions help understand problem and why.
- 2. Exceptions allow developers to fix bugs.
- 3. Use bugsnag to log exceptions
 - or just log to a plain file
- 4. In production mode:
 - Never display details of exception to user
 - E.g., <u>5xx</u> error page rather than detailed exception page

Thank you!

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