

DWA_04.3 Knowledge Check_DWA4

1. Select three rules from the Airbnb Style Guide that you find **useful** and explain why.

a) [7.5](#) Never name a parameter `arguments`. This will take precedence over the `arguments` object that is given to every function scope.

```
// bad
function foo(name, options, arguments) {
  // ...
}
```

```
// good
function foo(name, options, args) {
  // ...
}
```

The guideline of not naming a parameter "argument" is a convention to improve code clarity and avoid confusion. In JavaScript, a function's parameters are essentially the placeholders for values that will be passed into the function when it is called. On the other hand, an argument refers to the actual values that are passed into a function.

b) [7.11](#) Spacing in a function signature. eslint: `space-before-function-paren`
`space-before-blocks`

Why? Consistency is good, and you shouldn't have to add or remove a space when adding or removing a name.

```
// bad
const f = function(){};
const g = function (){};
const h = function() {};
```

```
// good
const x = function () {};
const y = function a() {};
```

When formatting a function, whitespace is allowed between the function name or `function` keyword and the opening paren. Named functions also require a space between the `function` keyword and the function name, but anonymous functions require no whitespace. For example:

```
function withoutSpace(x) {
  // ...
}
```

```
function withSpace (x) {  
  // ...  
}
```

```
var anonymousWithoutSpace = function() {};
```

```
var anonymousWithSpace = function () {};
```

c) **8.3** In case the expression spans over multiple lines, wrap it in parentheses for better readability.

Why? It shows clearly where the function starts and ends.

```
// bad  
['get', 'post', 'put'].map((httpMethod) =>  
Object.prototype.hasOwnProperty.call(  
  httpMagicObjectWithAVeryLongName,  
  httpMethod,  
)  
);
```

```
// good  
['get', 'post', 'put'].map((httpMethod) => (  
  Object.prototype.hasOwnProperty.call(  
    httpMagicObjectWithAVeryLongName,  
    httpMethod,  
  )  
));
```

2. Select three rules from the Airbnb Style Guide that you find **confusing** and explain why.

a) **6.4** Never use `eval()` on a string, it opens too many vulnerabilities. eslint: `no-eval`

JavaScript's `eval()` function is potentially dangerous and is often misused. Using `eval()` on untrusted code can open a program up to several different injection attacks. The use of `eval()` in most contexts can be substituted for a better, alternative approach to a problem.

```
var obj = { x: "foo" },  
    key = "x",  
    value = eval("obj." + key);
```

b) **7.9** Always put default parameters last. eslint: `default-param-last`

```
// bad
```

```
function handleThings(opts = {}, name) {  
    // ...  
}
```

```
// good
```

```
function handleThings(name, opts = {}) {  
    // ...  
}
```

Putting default parameter at last allows function calls to omit optional tail arguments.

```
// Correct: optional argument can be omitted
```

```
function createUser(id, isAdmin = false) {}
```

```
createUser("tabby")
```

```
// Incorrect: optional argument can **not** be omitted
```

```
function createUser(isAdmin = false, id) {}
```

```
createUser(undefined, "tabby")
```

c) [9.3](#) Methods can return `this` to help with method chaining.

```
// bad
```

```
Jedi.prototype.jump = function () {
```

```
    this.jumping = true;
```

```
    return true;
```

```
};
```

```
Jedi.prototype.setHeight = function (height) {
```

```
    this.height = height;
```

```
};
```

```
const luke = new Jedi();
```

```
luke.jump(); // => true
```

```
luke.setHeight(20); // => undefined
```

```
// good
```

```
class Jedi {
```

```
jump() {  
  
  this.jumping = true;  
  
  return this;  
  
}
```

```
setHeight(height) {  
  
  this.height = height;  
  
  return this;  
  
}  
  
}
```

```
const luke = new Jedi();
```

```
luke.jump()  
  
  .setHeight(20);
```
