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pedro-c/atom

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## Write Short Units of Code



## Guideline

- > Small units are easier to understand, reuse, and test.
- > When writing new units, don't let them grow above 15 lines of code.
- > When a unit grows beyond 15 lines of code, you need to shorten it by splitting it in smaller units of no longer than 15 lines of code.
- > The list on the right side contains the top 30 of units that violate this guideline, sorted by severity. The severity is indicated by the colors of the checkboxes.
- > Further reading: Chapter 2 of [Building Maintainable Software](#)

## Refactoring candidates

✓ Unit

- ☐ text-editor-component-spec.js:DefaultUnit
- ☐ deprecated-syntax-selectors.js:DefaultUnit
- ☐ text-editor-registry-spec.js:DefaultUnit
- ☐ config-schema.js:DefaultUnit
- ☐ atom-application.test.js:DefaultUnit
- ☐ jasmine.js:DefaultUnit
- ☐ buffered-process.js:DefaultUnit
- ☐ update-process-env-spec.js:DefaultUnit
- ☐ reopen-project-menu-manager-spec.js:DefaultUnit

- ☐ at most 15 lines of code
- ☐ more than 30 lines of code
- ☐ more than 15 lines of code
- ☐ more than 60 lines of code



## Write Simple Units of Code



## Guideline

- > Keeping the number of branch points (if, for, while, etc.) low makes units easier to modify and test.
- > Try to limit the McCabe complexity, that is number of branch points minus 1, in a unit to at most 5.

You can reduce complexity by extracting

## Refactoring candidates

✓ Unit

- ☐ atom.sh:\$default
- ☐ jasmine.js:Env.equals\_
- ☐ text-editor-component-spec.js:DefaultUnit
- ☐ atom-application.test.js:DefaultUnit

- › sub-branches to separate units of no more than 4 branch points.
- › The list on the right side contains the top 30 of units that violate this guideline, sorted by severity. The severity is indicated by the colors of the checkboxes.

› Further reading: Chapter 3 of [Building Maintainable Software](#)

## Better Code Hub

- ☐ jasmine.js:DefaultUnit
- ☐ parse-command-line.js:parseCommandLine
- ☐ create-debian-package.js:exports
- ☐ install-application.js:exports

- ☐ McCabe of at most 5
- ☐ McCabe above 5
- ☐ McCabe above 10
- ☐ McCabe above 25



## Write Code Once



## Guideline

- › When code is copied, bugs need to be fixed in multiple places. This is both inefficient and error-prone.
- › Avoid duplication by never copy/pasting blocks of code.
- › Reduce duplication by extracting shared code, either to a new unit or to a superclass.
- › The list on the right side contains the top 30 sets of modules (grouped by highlighting) which contain the same duplicated code block.
- › Further reading: Chapter 4 of [Building Maintainable Software](#)

## Refactoring candidates

✓ Module

- ☐ text-editor-component-spec.js
- ☐ text-editor-component-spec.js
- ☐ update-process-env-spec.js
- ☐ update-process-env-spec.js
- ☐ text-editor-component-spec.js
- ☐ text-editor-component-spec.js
- ☐ text-editor-component-spec.js
- ☐ text-editor-component-spec.js
- ☐ text-editor-component-spec.js
- ☐ atom-application-test.js

- ☐ non-duplicated code
- ☐ duplicated code



## Keep Unit Interfaces Small



## Guideline

- › Keeping the number of parameters low makes units easier to understand and reuse.
- › Limit the number of parameters per unit to at most 4.
- › The number of parameters can be reduced by grouping related parameters into objects.
- › The list on the right side contains the top 30 of units that violate this guideline, sorted by severity. The severity is

## Refactoring candidates

✓ Unit

- ☐ lines-tile-component.js:LinesTileComponent.constru...
- ☐ buffered-node-process.js:BufferedNodeProcess.const...
- ☐ reopen-project-menu-manager.js:ReopenProjectMenuMa...
- ☐ buffered-process.js:constructor
- ☐ jasmine.js:jasmine.WaitsForBlock
- ☐ jasmine.js:Env.equals\_
- ☐ jasmine.js:Env.compareObjects\_
- ☐ tooltip.js:Tooltip.getViewportAdjustedDelta

indicated by the colors of the checkboxes.

➤ Further reading: Chapter 5 of [Building Maintainable Software](#)

- ☐ at most 2 parameters
- ☐ more than 4 parameters
- ☐ more than 2 parameters
- ☐ more than 6 parameters



## Separate Concerns in Modules



### Guideline

- Keep the codebase loosely coupled, as it makes it easier to minimize the consequences of changes.
- Identify and extract responsibilities of large modules to separate modules and hide implementation details behind interfaces.
- Strive to get modules to have no more than 10 incoming calls.
- The list on the right side contains the top 30 of modules that violate this guideline, sorted by severity. The severity is indicated by the colors of the checkboxes.
- Further reading: Chapter 6 of [Building Maintainable Software](#)

### Refactoring candidates

✓ Module

- ☐ initialize-benchmark-window.js
- ☐ color.js
- ☐ electron-shims.js



- ☐ at most 10 incoming calls
- ☐ more than 20 incoming calls
- ☐ more than 10 incoming calls
- ☐ more than 50 incoming calls



## Couple Architecture Components Loosely



### Guideline

- Having loose coupling between top-level components makes it easier to maintain components in isolation.
- Do this by minimising the amount of interface code; that is, code in modules that are both called from and call modules of other components (throughput), and code in modules that are called from modules of other components (incoming).
- You can hide a component's implementation details through various means, e.g. using the "abstract factory" design pattern.
- The list on the right side contains the top 30 of modules that violate this guideline, starting with the modules that contain throughput code.

### Refactoring candidates

✓ Module

- ☐ times-etc-component.js
- ☐ style-manager.js
- ☐ compile-cache.js
- ☐ file-system-blob-store.js
- ☐ color.js
- ☐ reopen-project-menu-manager.js
- ☐ initialize-benchmark-window.js
- ☐ native-compile-cache.js
- ☐ electron-shims.js



- ☐ hidden code
- ☐ interface code

- > Further reading: Chapter 7 of [Building Maintainable Software](#)



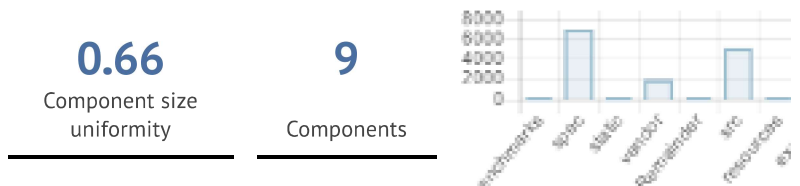
## Keep Architecture Components Balanced



### Guideline

- > Balancing the number and relative size of components makes it easier to locate code.
- > Organize source code in a way that the number of components is between 2 and 12, and ensure the components are of approximately equal size (keep component size uniformity less than 0.71).
- > Organising components based on functionality makes it easier to divide your code into components.
- > Further reading: Chapter 8 of [Building Maintainable Software](#)

### Components overview



## Keep Your Codebase Small



### Guideline

- > Keeping your codebase small improves maintainability, as it's less work to make structural changes in a smaller codebase.
- > Avoid codebase growth by actively reducing system size.
- > Refactor existing code to achieve the same functionality using less volume, and prefer libraries and frameworks over "homegrown" implementations of standard functionality.
- > Strive to keep volume below 20 Man-years.
- > Further reading: Chapter 9 of [Building Maintainable Software](#)

### Volume overview



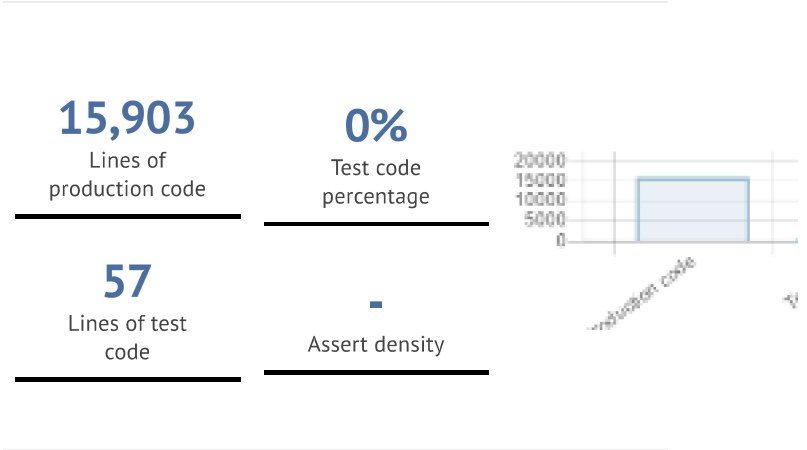
## Automate Tests



### Guideline

### Testing overview

- > Automating tests for your codebase makes development more predictable and less risky.
- > Add tests for existing code every time you change it.
- > For small systems (less than 1,000 lines of code), you should have at least some test code and one assertion (currently only checked for Java and C# systems).
- > For medium systems (less than 10,000 lines of code), the total lines of test code should be at least 50% of the total lines of production code, and the assert density (percentage of lines of test code containing assertions) should be at least 1% (currently only checked for Java and C# systems).
- > For large systems (more than 10,000 lines of code), the total lines of test code should be at least 50% of the total lines of production code, and the assert density should be at least 5% (currently only checked for Java and C# systems).
- > Further reading: Chapter 10 of [Building Maintainable Software](#)



## Write Clean Code



### Guideline

- > Clean code is more maintainable.
- > Proactively search and remove code smells.
- > Remove useless comments, commented code blocks, and dead code. Refactor poorly handled exceptions, magic constants, and poorly names units or variables.
- > The list on the right side contains a selection of violations for this guideline.
- > Further reading: Chapter 11 of [Building Maintainable Software](#)

### Refactoring candidates

✓ Module

- ☐ create-windows-installer.js
- ☐ create-windows-installer.js
- ☐ create-windows-installer.js
- ☐ download-chromedriver.js
- ☐ package-application.js
- ☐ auto-update-manager.js
- ☐ text-editor-registry.js
- ☐ jasmine.js
- ☐ jasmine.js



☐ clean code ☐ code smell

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