

# Code Style

YEGOR BUGAYENKO

Lecture #22 out of 24

80 minutes

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## Which One Looks Better for You?

C:

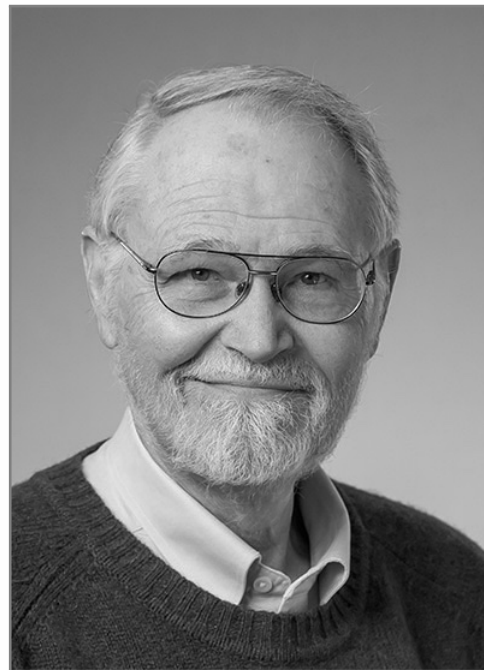
```
1 int f(int n)
2 {
3     if (n == 1 || n < 2)
4         return 1;
5     int r = f (n-1);
6     int r2 = f(n - 2);
7     return r +r2;
8 }
```

Java:

```
1 int fibonacci(int n) {
2     if (n <= 2) {
3         return 1;
4     }
5     return fibonacci(n - 1)
6         + fibonacci(n - 2);
7 }
```

Ruby:

```
1 def fibonacci(int n)
2     return 1 if n <= 2
3     fibonacci(n - 1)
4     + fibonacci(n - 2)
5 end
```



BRIAN KERNIGHAN

“The harder it is for people to grasp the intent of any given section, the longer it will be before the program becomes operational. Trying to outsmart a compiler defeats much of the purpose of using one. Write clearly — don’t sacrifice clarity for ‘efficiency.’”

— Brian W. Kernighan and Phillip James Plauger. *The Elements of Programming Style*. McGraw-Hill, Inc, 1974. doi:[10.5555/601121](https://doi.org/10.5555/601121)



DAVID MARCA

“The effective utilization of extra spaces, blank lines, or special characters can illuminate the logical structure of a program. So we should not be afraid to: indent, indent consistently (3 is a readable minimum), start each statement on a new line, put only one word on a line, use extra pages to visually collect code, put blank lines between code, align keywords, separate code from comments with white space.”

— David Marca. Some Pascal Style Guidelines. *ACM SIGPLAN Notices*, 16(4): 70–80, 1981. doi:[10.1145/988131.988140](https://doi.org/10.1145/988131.988140)

```

PROCEDURE GETLINE(
    PROMPT : STRING
    VAR LINE : STRING
    VAR MORELINES : BOOLEAN
)
:
BEGIN
    WRITE(PROMPT);
    READLN(LINE);

    IF EMPTY(LINE)
    THEN
        MORELINES := FALSE
    ELSE
        BEGIN
            LINE := CONCAT(LINE, BLANK);
            MORELINES := TRUE
        END
    END
    (*FI*)
END (*GETLINE*)

```

“The best style enforcer is the computer ... but only if we can easily cope with its ever-present restrictions.”

Source: David Marca. Some Pascal Style Guidelines.  
*ACM SIGPLAN Notices*, 16(4):70–80, 1981.  
[doi:10.1145/988131.988140](https://doi.org/10.1145/988131.988140)



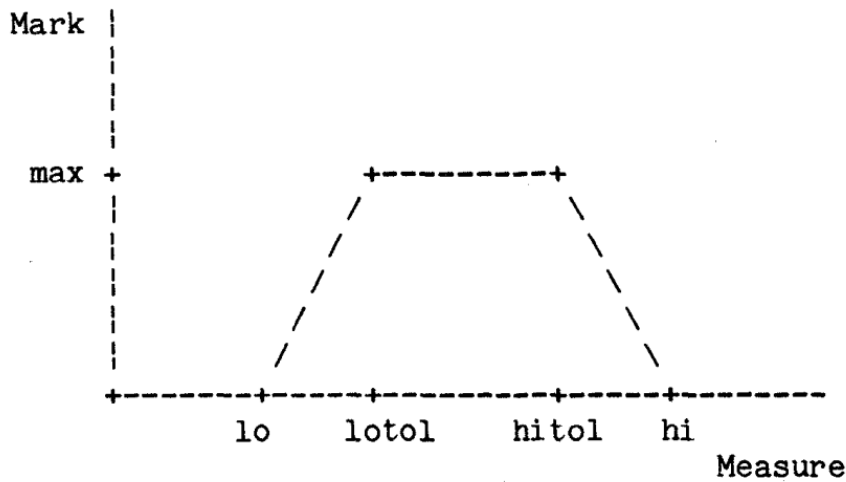
MICHAEL J. REES

“STYLE was designed to input the source of a syntactically correct Pascal program, make simple measurements on a one-pass line-by-line basis, and yield a style mark out of 100%.”

— Michael J. Rees. Automatic Assessment Aids for Pascal Programs. *ACM SIGPLAN Notices*, 17(10):33–42, 1982. doi:[10.1145/948086.948088](https://doi.org/10.1145/948086.948088)

## Rees Score, for Pascal

Measure	max	lo	hi	lotol	hitol
chars/line	15	12	30	15	25
% comments	10	15	35	20	25
% indent	12	60	90	70	80
% blank lines	5	8	20	10	15
% spaces	8	8	20	12	18
proc/fn length	20	10	50	20	35
# res. words	10	22	41	26	40
id. length	20	7	16	9	15
# ids	0	0	0	0	0
-----					
labels & gotos	20	1	200	3	199



Source: Michael J. Rees. Automatic Assessment Aids for Pascal Programs. *ACM SIGPLAN Notices*, 17(10): 33–42, 1982. doi:[10.1145/948086.948088](https://doi.org/10.1145/948086.948088)



“The ‘elegance’ or ‘style’ of a program is sometimes considered a nebulous attribute that is somehow unquantifiable; a programmer has an instinctive feel for a ‘good’ or a ‘bad’ program in much the same way as an artist distinguishes good and bad paintings.”

— R. E. Berry and B. A. E. Meekings. A Style Analysis of C Programs. *Communications of the ACM*, 28(1):80–88, 1985. doi:[10.1145/2465.2469](https://doi.org/10.1145/2465.2469)



## Berry-Meekings Score, for C Programs

TABLE I. Metric Boundary Values

Metric	%	L	S	F	H
Module length	15	4	10	25	35
Identifier length	14	4	5	10	14
Comment lines (%)	12	8	15	25	35
Indentation (%)	12	8	24	48	60
Blank lines (%)	11	8	15	30	35
Characters per line	9	8	12	25	30
Spaces per line	8	1	4	10	12
Defines (%)	8	10	15	25	30
Reserved words	6	4	16	30	36
Include files	5	0	3	3	4
Gotos	-20	1	3	99	99

Source: R. E. Berry and B. A. E. Meekings. A Style Analysis of C Programs. *Communications of the ACM*, 28(1):80–88, 1985. doi:[10.1145/2465.2469](https://doi.org/10.1145/2465.2469)

“An individual score for each metric is determined by reference to the value in this table for

1. the point  $L$ , below which no score is obtained;
2. the point  $S$ , the start of the “ideal” range for the metric;
3. the point  $F$ , the end of the ideal range;
4. the point  $H$ , above which no score is obtained.”



WARREN HARRISON

“To determine the relationship (if any) between the style metric and error proneness of each module, we performed a simple correlation analysis. The results were discouraging in the sense that a correlation of only -0.052 existed between the observed error frequency and the style metric, suggesting that the style metric bore little relationship to the error frequency encountered in our data.”

— Warren Harrison and Curtis R. Cook. A Note on the Berry-Meekings Style Metric. *Communications of the ACM*, 29(2):123–125, 1986. doi:[10.1145/5657.5660](https://doi.org/10.1145/5657.5660)

## My Favorite Style Checkers

- ESLint (2013) for JavaScript
- Clang-Tidy (2007?) for C++
- Pylint (2006) for Python
- Rubocop (2012) for Ruby
- PHP\_CodeSniffer (2011) for PHP
- rustfmt (2015) for Rust
- Qulice by Bugayenko [2014] for Java: Checkstyle (2001) + PMD (2022)

## How Many Rules in Style Checkers?

- 690+ in Clang-Tidy (C++)
- 550+ in Rubocop (Ruby)
- 400+ in PMD (Java)
- 130+ in Checkstyle (Java)
- 120+ in Pylint (Python)

Some/most of the rules no only check style, but also find bugs.

## Some Exotic Style Checkers

- Shellcheck for Bash
- markdownlint for Markdown
- Checkmake for Makefile
- xcop for XML



CHRISTIAN COLLBERG

“Code obfuscation means one user runs an application through an obfuscator, a program that transforms the application into one that is functionally identical to the original but which is much more difficult for another user to understand.”

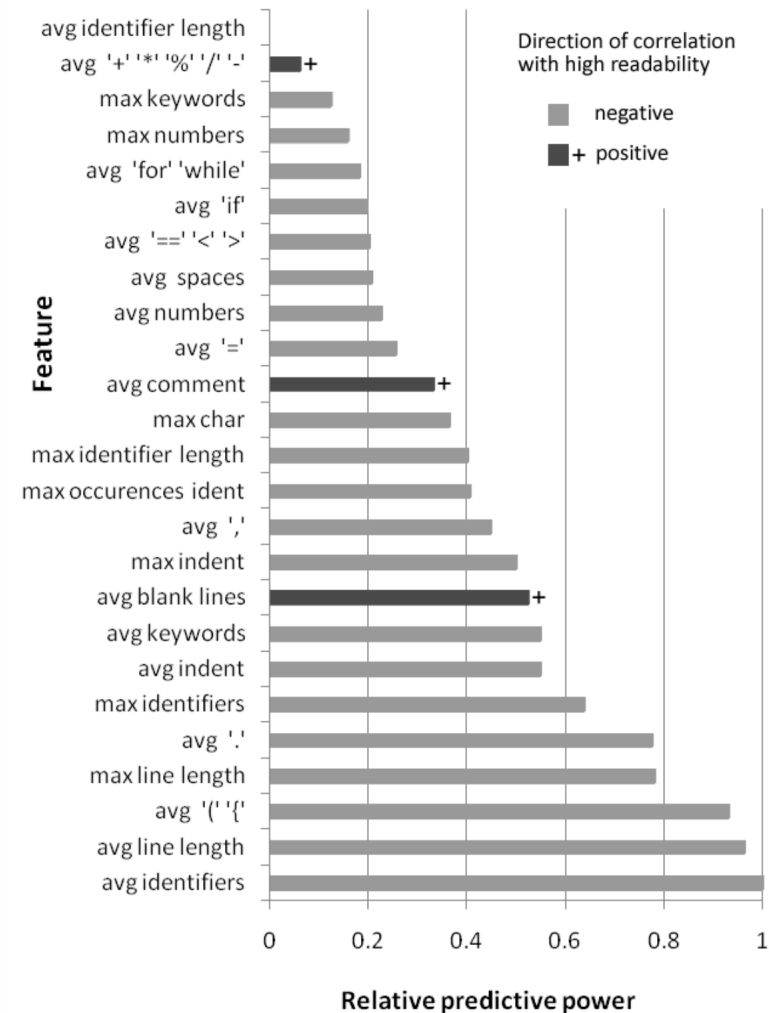
— Christian Collberg, Clark Thomborson, and Douglas Low. *A Taxonomy of Obfuscating Transformations*, 1997



RAYMOND BUSE

“Formally, we can characterize software readability as a mapping from a code sample to a finite score domain. We presented human annotators with a sequence of short code selections, called snippets. The annotators were asked to individually score each snippet based on their personal estimation of readability. Our metric for readability is derived (using ML) from these judgments.”

— Raymond P. L. Buse and Westley R. Weimer. Learning a Metric for Code Readability. *IEEE Transactions on Software Engineering*, 36(4):546–558, 2009. doi:[10.1109/TSE.2009.70](https://doi.org/10.1109/TSE.2009.70)



“We find, for example, that factors like ‘average line length’ and ‘average number of identifiers per line’ are very important to readability. Conversely, ‘average identifier length’ is not, in itself, a very predictive factor,”

Source: Raymond P. L. Buse and Westley R. Weimer. Learning a Metric for Code Readability. *IEEE Transactions on Software Engineering*, 36(4):546–558, 2009. doi:[10.1109/TSE.2009.70](https://doi.org/10.1109/TSE.2009.70)





CATHAL BOOGERD

“First, there are 9 out of 72 rules for which violations were observed that perform significantly better than a random predictor at locating fault-related lines. Second, we observed a negative correlation between MISRA rule violations and observed faults. In addition, 29 out of 72 rules had a zero true positive rate. This makes it possible that adherence to the MISRA standard as a whole would have made the software less reliable.”

— Cathal Boogerd and Leon Moonen. Assessing the Value of Coding Standards: An Empirical Study. In *Proceedings of the International Conference on Software Maintenance*, pages 277–286. IEEE, 2008. doi:[10.1109/icsm.2008.4658076](https://doi.org/10.1109/icsm.2008.4658076)



HENRY LEDGARD

“An individual’s body language helps clarify the spoken word. In a similar sense, the programmer relies on white space—what is not said directly—in the code to communicate logic, intent, and understanding.”

— Robert Green and Henry Ledgard. Coding Guidelines: Finding the Art in the Science. *Communications of the ACM*, 54(12):57–63, 2011.  
doi:[10.1145/2043174.2043191](https://doi.org/10.1145/2043174.2043191)

**Figure 9. Examples of K&R, ANSI, and Whitesmiths coding styles.**

<pre>if (expression) {     statements }</pre>	<pre>if (expression) {     statements }</pre>	<pre>if (expression) {     statements }</pre>
---	---	---

Source: Robert Green and Henry Ledgard. Coding Guidelines: Finding the Art in the Science. *Communications of the ACM*, 54(12):57–63, 2011. doi:[10.1145/2043174.2043191](https://doi.org/10.1145/2043174.2043191)



PETER C. RIGBY

“We list the reasons why our interviewees rejected a patch or required further modification before accepting it: Poor quality, Violation of style, Gratuitous changes mixed with ‘true’ changes, Code does not do or fix what it claims to or introduces new bugs, Fix conflicts with existing code, Use of incorrect API or library.”

— Peter C. Rigby and Margaret-Anne Storey. Understanding Broadcast Based Peer Review on Open Source Software Projects. In *Proceedings of the 33rd International Conference on Software Engineering*, pages 541–550, 2011. doi:[10.1145/1985793.1985867](https://doi.org/10.1145/1985793.1985867)



VIPIN BALACHANDRAN

“Through a user study, we show that integrating static analysis tools (Checkstyle, PMD, and FindBugs) with code review process can improve the quality of code review. The developer feedback for a subset of comments from automatic reviews shows that the developers agree to fix 93% of all the automatically generated comments.”

— Vipin Balachandran. Reducing Human Effort and Improving Quality in Peer Code Reviews Using Automatic Static Analysis and Reviewer Recommendation. In *Proceedings of the 35th International Conference on Software Engineering (ICSE)*, pages 931–940. IEEE, 2013. doi:[10.1109/ICSE.2013.6606642](https://doi.org/10.1109/ICSE.2013.6606642)



MORITZ BELLER

“Most Automated Static Analysis Tools configurations deviate slightly from the default, but hardly any introduce new custom analyses. ”

— Moritz Beller, Radjino Bholanath, Shane McIntosh, and Andy Zaidman. Analyzing the State of Static Analysis: A Large-Scale Evaluation in Open Source Software. In *Proceedings of the 23rd International Conference on Software Analysis, Evolution, and Reengineering (SANER)*, volume 1, pages 470–481. IEEE, 2016. doi:[10.1109/saner.2016.105](https://doi.org/10.1109/saner.2016.105)

TABLE V  
SUMMARY OF RULE CHANGES FROM DEFAULT CONFIGURATIONS.

Tool	Changed	Reconfigured	No Deviations	Total
ESLINT	80.5%	5.7%	13.8%	4,274
FINDBUGS	93.0%	—	7.0%	2,057
JSHINT	89.6%	0.7%	9.7%	104,914
JSL	94.6%	—	5.4%	848
PYLINT	53.3%	—	46.7%	3,951
RUBOCOP	79.1%	3.2%	17.7%	9,579

Source: Moritz Beller, Radjino Bholanath, Shane McIntosh, and Andy Zaidman. Analyzing the State of Static Analysis: A Large-Scale Evaluation in Open Source Software. In *Proceedings of the 23rd International Conference on Software Analysis, Evolution, and Reengineering (SANER)*, volume 1, pages 470–481. IEEE, 2016.  
[doi:10.1109/saner.2016.105](https://doi.org/10.1109/saner.2016.105)

TABLE VI  
AVERAGE MEAN OF CUSTOM RULES IN ASAT CONFIGURATIONS.

Tool	Percentage of Custom Rules
CHECKSTYLE	0.2%
ESLINT	4.1%
FINDBUGS	1.3%
JSCS	4.7%
JSHINT	0.1%
PMD	2.9%
PYLINT	1.1%
RUBOCOP	0.9%

Source: Moritz Beller, Radjino Bholanath, Shane McIntosh, and Andy Zaidman. Analyzing the State of Static Analysis: A Large-Scale Evaluation in Open Source Software. In *Proceedings of the 23rd International Conference on Software Analysis, Evolution, and Reengineering (SANER)*, volume 1, pages 470–481. IEEE, 2016.  
doi:[10.1109/saner.2016.105](https://doi.org/10.1109/saner.2016.105)





FIORELLA ZAMPETTI

“Results indicate that build breakages due to static analysis tools are mainly related to adherence to coding standards, and there is also some attention to missing licenses. Build failures related to tools identifying potential bugs or vulnerabilities occur less frequently, and in some cases such tools are activated in a ‘softer’ mode, without making the build fail.”

— Fiorella Zampetti, Simone Scalabrino, Rocco Oliveto, Gerardo Canfora, and Massimiliano Di Penta. How Open Source Projects Use Static Code Analysis Tools in Continuous Integration Pipelines. In *Proceedings of the 14th International Conference on Mining Software Repositories (MSR)*, pages 334–344. IEEE, 2017. doi:[10.1109/msr.2017.2](https://doi.org/10.1109/msr.2017.2)



JENNIFER BAUER

“While the perceptual processing of code is required to understand it, higher level processing, such as understanding its semantics and reasoning about its functionality, affect program comprehensibility more strongly. The influence of indentation could have been masked by these side effects, so it might well be that the effect of indentation comes more into play when the code is longer and more complex.”

— Jennifer Bauer, Janet Siegmund, Norman Peitek, Johannes C. Hofmeister, and Sven Apel. Indentation: Simply a Matter of Style or Support for Program Comprehension? In *Proceedings of the 27th International Conference on Program Comprehension (ICPC)*, pages 154–164. IEEE, 2019. doi:[10.1109/icpc.2019.00033](https://doi.org/10.1109/icpc.2019.00033)



WEIQIN ZOU

“A pull request that is consistent with the current code style tends to be merged into the codebase more easily (faster).”

— Jennifer Bauer, Janet Siegmund, Norman Peitek, Johannes C. Hofmeister, and Sven Apel. Indentation: Simply a Matter of Style or Support for Program Comprehension? In *Proceedings of the 27th International Conference on Program Comprehension (ICPC)*, pages 154–164. IEEE, 2019. doi:[10.1109/icpc.2019.00033](https://doi.org/10.1109/icpc.2019.00033)

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