

Write Less Code! Trends in Programming Style

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Which Solution?

- Write Less Code?
- Write Code that can be Understood?

[hint: I tricked you to come today]

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Today's Thesis

- A. A large code base is hard to understand.
- B. You are likely to introduce bugs in a hard-to-understand piece of code.

implication?

Large code bases are likely buggy.

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Defects per KLOC

- Industry Average: "about 15 50 errors per KLOC."
- Microsoft Applications: "about 10 20 defects per 1000 lines of code during in-house testing, and 0.5 defect per KLOC in released product (Moore 1992)."
- "Harlan Mills pioneered 'cleanroom development', a technique that has been able to achieve rates as low as 3 defects per 1000 lines of code during in-house testing and 0.1 defect per 1000 lines of code in released product" (Cobb and Mills 1990).

Check this

#!per1 -p1 s!.!y\$IVCXL426(-:\$XLMCDIVX\$dfor\$\$_.=5x\$&*8%29628;\$\$\$_=\$_!egfor-4e3..y/iul-}/-\$+ /%s''\$';*_=eval

```
#!perl -pl
s!.!y$IVCXL426(-:$XLMCDIVX
$dfor$$_.=5x$&*8%29628;$$$_=
$_!egfor-4e3..y/iul-}/-$+ /
%s''$';* =eval
```

perlmonks.org

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Which really means...

And this...

http://www.google.com/search?q="(0/:l)(_%2B_)"

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Which really means...

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Which really means...

list.foldLeft(0)(_+_)

Which really means...

list.foldLeft(0)($x,y \Rightarrow x+y$)

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Which really means...

still convinced?

Writing fewer lines of code is not in itself a means to improve quality

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... understandable code is

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Write Code that can be Understood!
Trends in Programming Style

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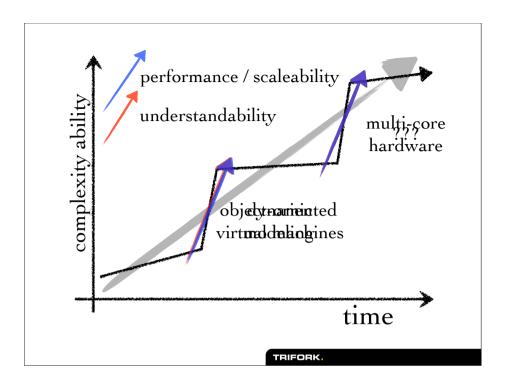


I'm no expert

I'm on a out to figure out how to improve software quality

by means of

improving software understandability



Meeting Richard Stallman

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Trends on Understandability

- Software Craftsmanship
- Clean Code [Bob Martin], Implementation Patterns [Kent Beck]
- Shared Code Ownership / Code Review
- Automated Build & Test
- Domain Specific Languages
- Domain Driven Design DDD / Modeling

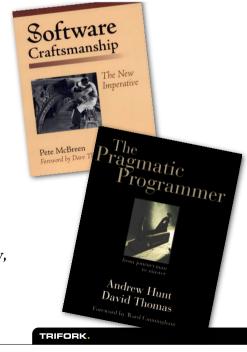
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Software Craftmanship

• Being a "Software Professional"

Apprentice ⇒
Journeyman ⇒
Master

 Taking responsibility, Learning-by-doing, long time customer relationships, ...



Implementation Patterns / Clean Code

- Simple, statement-level little rules for how to structure code.
- Gives you some vocabulary to talk about code quality at the detail level.

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"Implementation Patterns"

If's are evil... ALLOW THEM WHEN

Condition is about a local field

```
if (this.isVisible) {
  // ...
}
```

"Implementation Patterns"

If's are evil... ALLOW THEM WHEN

Condition can be expressed without AND, OR, operators

```
if (myContainer.hasItems()) {
   // ...
}
```

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"Implementation Patterns"

If's are evil... ALLOW THEM WHEN

Condition is is a non-float comparison, i.e.

```
if (myCertificates.count() < 3) {
  // ...
}</pre>
```

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"Implementation Patterns"

If's are evil... BE CAUTIOUS

When there is more than one AND/OR operators, i.e.

```
if (isVisible && !isParent) {
   // ...
}
```

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"Implementatin Patterns"

Good to read, because they give you an awareness of "what good code is".

More than a "coding convention"

It's an invitation to have your own opinion!

"Implementation Patterns"

If's are evil... BE CAUTIOUS

When there is negative logic

```
if (!isSenior) {
   // ...
}
```

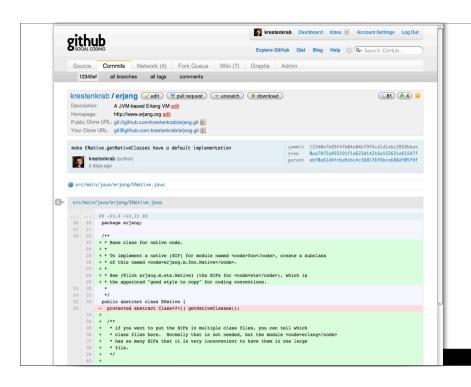
positive statements are easier to understand

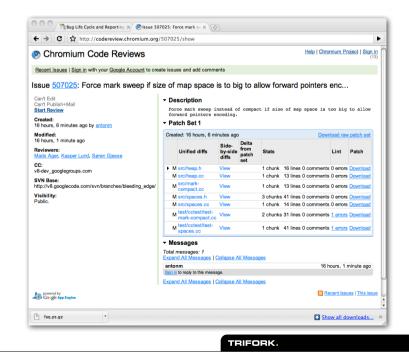
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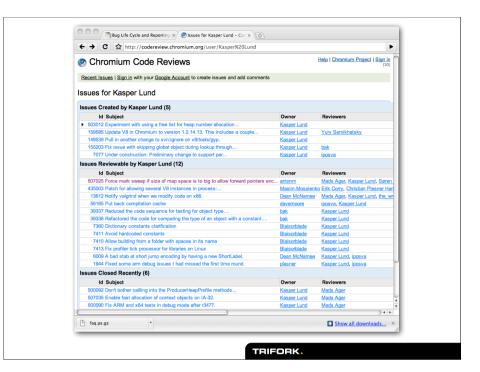
Sharing Code

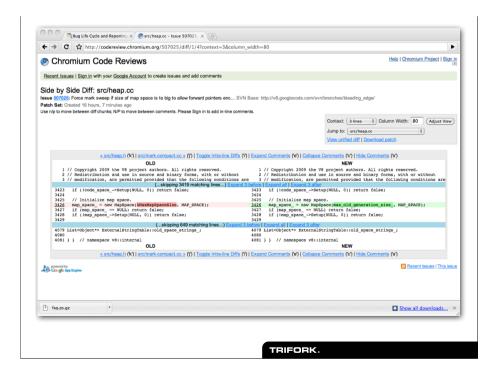
- We have a lot to learn from open source projects> Distributed Collaboration
 - In the late 80's the GNU project developed the style of cooperation that is main stream today.
- XP/practices for "pairing" when writing production code.

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Using Version Control

- First we used file-oriented version control
- Then repository-oriented CVS, SVN, ...
- The new kids in town:GIT, Mercurial & Darcs

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Automated Build

- Atlassian, Australian maker of developer tools, measures <u>project performance</u> by timing
 - Compile-run cycle [short]
 - Checkout-build-deploy [from scratch]
- Imagine what this does to make a codebase accessible to a new developer joining the project.

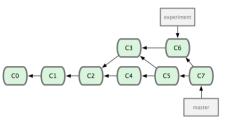
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GIT [github] & Mercurial [google code]

No central repository

Edit history is a DAG of deltas

Each revision identified by strong hash of all edits included.



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Continuous Integration

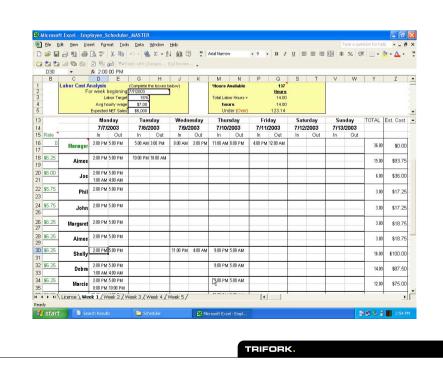
• Upon every "commit" to the source code repository, run automated build and test.



Continuous Delivery

- Deploy to production upon Commit
- The Developer's responsibility
- Bugs are much cheaper to fix right away
 - Suitable for online systems;
 - Need infrastructure to automatically track issues
 - Jez Humble's new book.

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Domain Err

- The worst kind of "bug" is if your program does not do what the customer wants!
- Ideal: Make your program, such that the customer can read it; or even better: so he can write it.
 - End-user programming
 - Domain Specific Languages
 - Domain Driven Design
 - Short development cycles \Rightarrow feedback



End-User Participation

- Domain Specific Languages
 - User's typically write business-logic or test cases in specialized languages
- Intentional "Domain Workbench"
 - Excel on steroids, still being proven

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Expert "Domain Specific Languages"

- ERP systems (SAP, Maconomy, Navision) typically embody a language specifically for "application programming".
- Trifork Athene uses a DSL for doctors to describe procedures for determining diseases.
- There needs to be a good number of usages, before a DSL makes sense. One use case is seldom enough.

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Technical "Domain Specific Languages"

- Rails is a domain specific language for the "domain" of creating database backed web applications.
- FIT is a test framework, that allows endusers to write tests/specifications in a tabular format in Excel or Microsoft Word.
- In dynamic languages (Ruby, Smalltalk, Javascript, Groovy, **Ioke**, ...) it is quite easy to create your own.

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DSLs: create your own

- Internal DSLs
 - Use the language you already use (Java, C#, Ruby) to express things more concisely
- External DSLs
 - Write a parser/graphical editor specifically for your domain.

DDD

- Focus on understanding the customer's domain.
- Design [code] guide lines for how to make this successful.
- OOA&D popularized by an american.

