

## Clean Code Shopware Community Day 2015

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# Hi, I'm Toby!



- Consulting
- Training
- Coaching

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#### Clean Code?

- How much time do you spend writing code?
- How much time do you spend reading code?
- Clean Code
  - Established rules for better programming
  - Made famous by Robert C. Martin (Uncle Bob)
  - https://www.amazon.de/dp/B001GSTOAM/



## A Matter of Attitude

- ► Feel responsible
- Work together
- Share common rules



### Outline

## Naming

Coding Style

Code Structure

Comments

And More ...



## Good Names?

```
<?php
class Data
    // ...
    public function get()
        fp = array();
        foreach ($this->data as $p) {
            if (p-bAct == 1) { // Product active?
                fp[] = p;
        return $fp;
```



### **Better Names!**

```
<?php
class ProductList
    public function getActiveProducts()
        $filteredProducts = array();
        foreach ($this->products as $product) {
            if ($product->isActive()) {
                $filteredProducts[] = $product;
        return $filteredProducts;
```



#### Rules of Thumb

- Don't abbreviate
- Class
  - Most likely a noun
  - Avoid: Manager, Processor, Handler, Data, Info, ...
- Method
  - Should contain a verb
  - Nice: deleteProduct(), postComment(), hasWarranty()
- Variable
  - Don't encode (e.g. type, usage, etc.)
  - 3 chars is typically too short
- A name requiring a comment is bad



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## Consistent Coding Style

- Eases code reading
- Allows faster navigation
- Supports collective code ownership
- Makes developers feel at home



## Standards

- PHP Standardization Requests (http://www.php-fig.org/)
  - PSR-0: http://qa.fo/psr-0
  - PSR-1: http://qa.fo/psr-1
  - PSR-2: http://qa.fo/psr-2
- Shopware Style
  - http://qa.fo/shopware-style
- PHP CodeSniffer http://qa.fo/phpcs



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## **Code Complexity**

How much time do you need to understand code?



#### Goals

- Short methods
  - Few arguments
  - Few control structures
- Slim classes
  - Few methods
  - Few dependencies
- Encapsulate complex conditions
- Encapsulate side-effects
- Avoid global state



## Guidelines

- Functions should be short
  - max. 20 lines of code
  - max. 2-3 control structures
- Classes should be slim
  - max. 5-10 methods



## Code like Newspaper

- Discriptive, short headline (naming)
- Most important facts first (state)
- Important explainations (main methods)
- Details (private methods)
- Visual structure of paragraphs (blank lines)



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## Comments?

The more comments, the better?



```
class CoffeeMachine extends CoffeeMaker

{
    /**
    * Fills the cup given as parameter
    */

public function in($c)

{
    8
    }
}
```



```
class CoffeeMachine extends CoffeeMaker
    /**
     * Fills the $cup
     * The cup is filled until it's full. Cup size is detected for
         certain
     * brands. If no brand is detected, 0.25 liter is asumed.
     * @param Vessel $vessel
     * @return void
     * @author Bob
    public function fill (Cup $cup)
```



```
class CoffeeMachine extends CoffeeMaker

{
    /**
    * Detects the fill size
    *
    @param Cup $cup The cup to detect fill size for
    * @return float Fill size in liter
    */
    private function detectFillSize(Cup $cup)
    {
    }
}
```



```
class CoffeeMachine extends CoffeeMaker
    private function detectFillSize(Cup $cup)
        // Match "senseo" or "melitta" no matter in what case
        if (preg_match('(senseo|melitta)i', $cup->brand, $matches))
            // Map the brand to a size
            // Should become a map as further brands are added
            switch(strtolower($matches[0])) {
                case 'senseo':
                    return 0.33;
                case 'melitta':
                    return 0.2;
        return 0.25;
```



## **Bad Comments**

- Explain unexpressive code
- Repeat the code
- Clutter the code
- Are outdated



### **Good Comments**

- Advice the future reader
- Are clear, straight forward and short
- Help understand complex situations, e.g.
  - Regular expressions
  - Unusual implementations (for a purpose)
- Warn of danger
- PHP: Support your IDE!



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## And More ...

- Encapsulation of side effects
- Loose coupling / high cohesion
- Inversion of Control (IcC)
- Test Driven Development (TDD)

**•** 



### How to Get There?

- Clean Code means constant improvement!
- Boyscout rule
  - "Always leave the campground cleaner than you found it."
  - Don't try everything at once
  - Tackle one topic after another
  - Use tools for validation
- Code reviews help



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# THANK YOU

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