

Best Programming Practices

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Ay/Bi 199b

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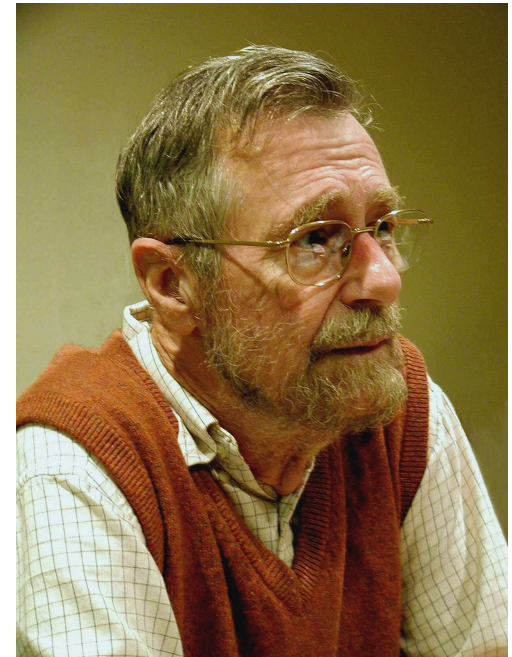
The zen of bug-free programming

- *If debugging is the process of removing bugs, programming must be the process of introducing them.*

- Edsger W. Dijkstra (1930-2002)

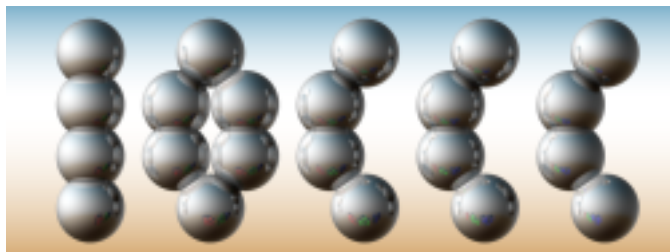


Don't program!



Obfuscated programming contests

- touch selfreproducingprogram.c
- makefile:
 - cp selfreproducingprogram.c a.out
 - chmod 755 a.out
- ./a.out

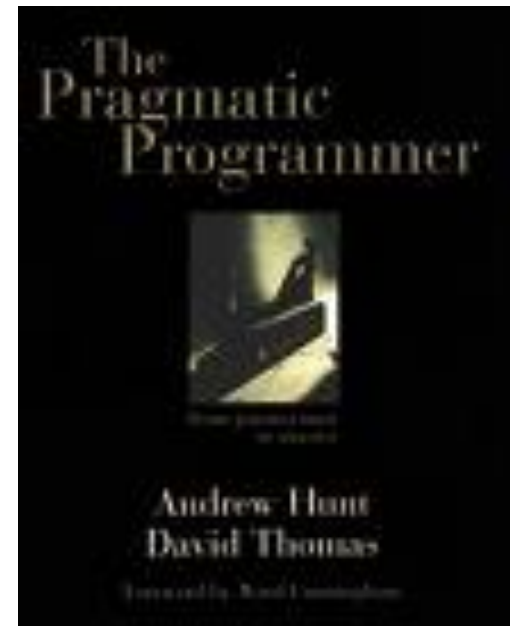


- Programming style
- Programming tools

My own experience/mistakes

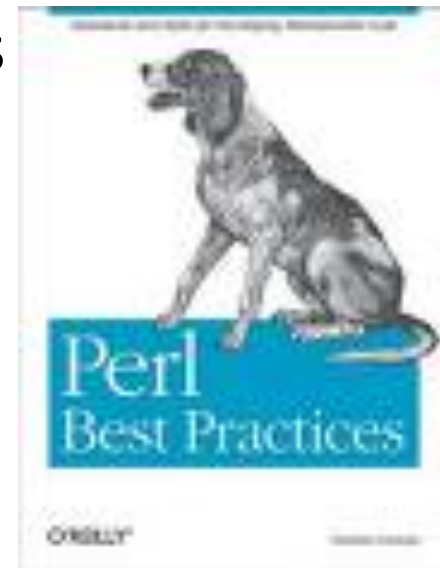
The Pragmatic Programmer

By Andrew Hunt and David Thomas



Perl Best Practices

By Damian Conway



The scene keeps changing

- Drupal <http://drupal.org/node/287350>
- Django <http://www.djangoproject.com/>
- iphone apps
<http://mashable.com/2009/06/10/build-iphone-app/>
- Android apps:
<http://developer.android.com/guide/webapps/best-practices.html>
- Chrome extensions: <http://blog.chromium.org/2010/06/making-chrome-more-accessible-with.html>

... and yet the basics stay the same

Coding by instinct

- Variable names (caps, underscores, ...)
- Types of loops (for, while, ...)
- Formatting
 - Indents, brackets, braces, semicolons
- Procedural versus object oriented approach

Conscious and consistent programming style

Necessary ingredients

- Robustness
- Efficiency
- Maintainability



Robustness

- Introducing errors
 - checking for existence (uniform style)
- Edge cases
 - 0? 1? last?
- Error handling
 - exceptions? Verifying terminal input
- Reporting failure
 - Traces? Errors don't get quietly ignored

Efficiency

- Working with strength
- Proper data structures
- Avoiding weaknesses
- Dealing with version changes (backward compatibility)



Maintainability

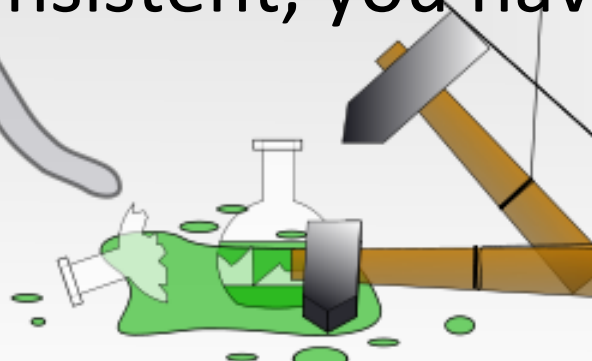
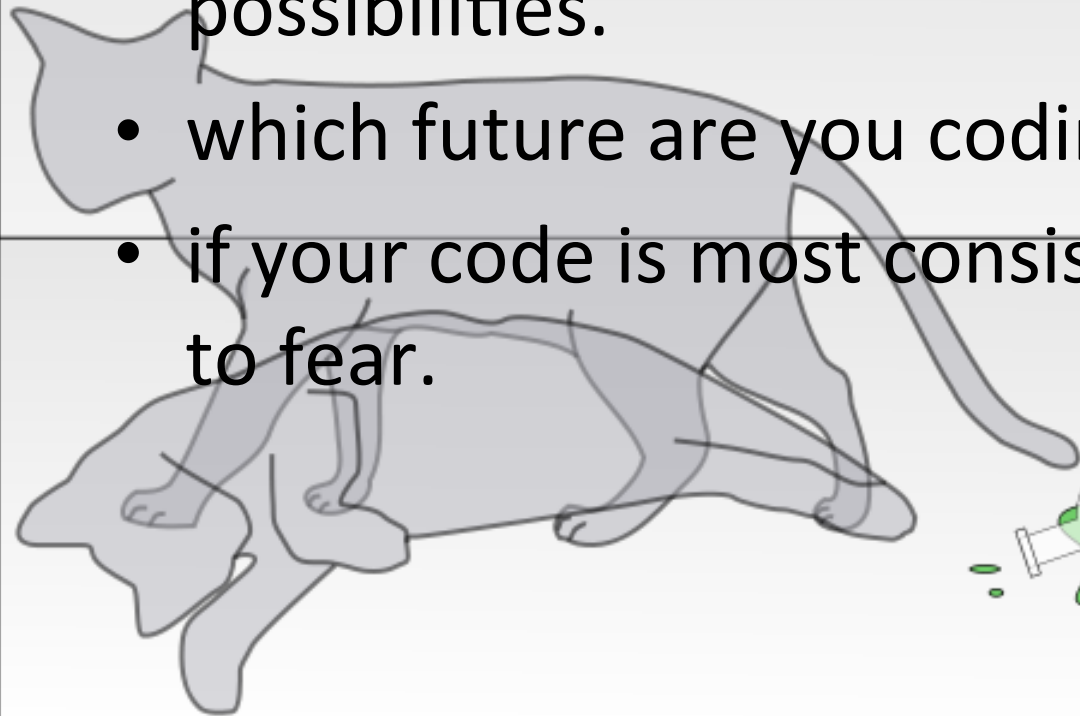
- More time than writing
- You don't understand your own code
- You yourself will maintain it
- Consistent practices
 - Braces, brackets, spaces
 - Semicolon (after last statement)
 - Trailing , in lists
 - Linelengths, tabs, blank lines
- `cb`, `bcpp`, `perltidy`, `jacobe`, `Jxbeauty`

- my @countries = (
USA,
UK,
UAE,
Ukraine
);

- my @countries = (
USA,
UK,
UAE,
Ukraine,
);



- every piece of code splits the universe in two possibilities.
- which future are you coding for?
- if your code is most consistent, you have least to fear.



Some simple recommendations

- Use underscores
 - `$tax_form` rather than `$taxForm`
- Don't use abbrvs
 - don't drop all vowels if you do
- Don't use single letter variable names
 - Except perhaps in trivial small loops
- Don't use too common words as variable names
 - e.g. `no`, `yes`, `count`, `left`, `okay`
- Empty strings: name and use them
 - `my $empty_string = "";`
- Constants: use `Readonly`
 - `my Readonly $PI = 3;`

- easy development versus easy maintenance
 - projects live much longer than intended
 - adopt more complex and readable language
- check requirements
- design, implement, integrate
- validate

- Don't trust the work of others
 - Validate data (numbers, chars etc.)
 - Put constraints ($-90 \leq \text{dec} \leq 90$)
 - Check consistency

- Don't trust the work of others
 - Validate data
 - Put constraints
 - Check consistency
- Don't trust yourself
 - Do all the above to your code too

Design by contract (Eiffel, Meyer '97)

- Preconditions
- Postconditions
- Class invariants

Be strict in what you accept
Promise as little as possible
Be lazy



Inheritance and polymorphism result

- Crash early
 - Sqrt of negative numbers (require, ensure, NaN)
- Crash, don't trash
 - Die
 - Croak (blaming the caller)
 - Confess (more details)
 - Try/catch (own error handlers e.g. HTML 404)
- Exceptions – when to raise them
 - should it have existed?
 - Don't know?

```
sub locate_and_open {
    open my $fh,'<',"filename";
    return $fh;
}
sub load_header_from {
    TRY TO READ HEADER HERE
}
my $fh = locate_and_open($filename);
my $head = load_header_from($fh);
```

```
sub locate_and_open {  
    open my $fh,'<',"filename" or croak "cant";  
    return $fh;  
}  
  
my $fh = locate_and_open($filename);  
my $head = load_header_from($fh);
```

```
If(my $fh = eval { locate_and_open($filename)}){  
    my $head = load_header_from($fh);  
}  
else{  
    carp "Couldn't access $filename.\n";  
}
```

- Tests
- Comments
- Arguments
- Debugging

Tests

- Test against contract
 - Sqrt: negative, zero, string
 - Testvalue(0,0)
 - Testvalue(4,2)
 - Testvalue(-4,0)
 - Testvalue(1.e12,1000000)
- Test harness
 - Standardize logs and errors
- Test templates
- Write tests that fail



<http://ib.ptb.de/8/85/851/sps/swq/graphix>

All software will be tested

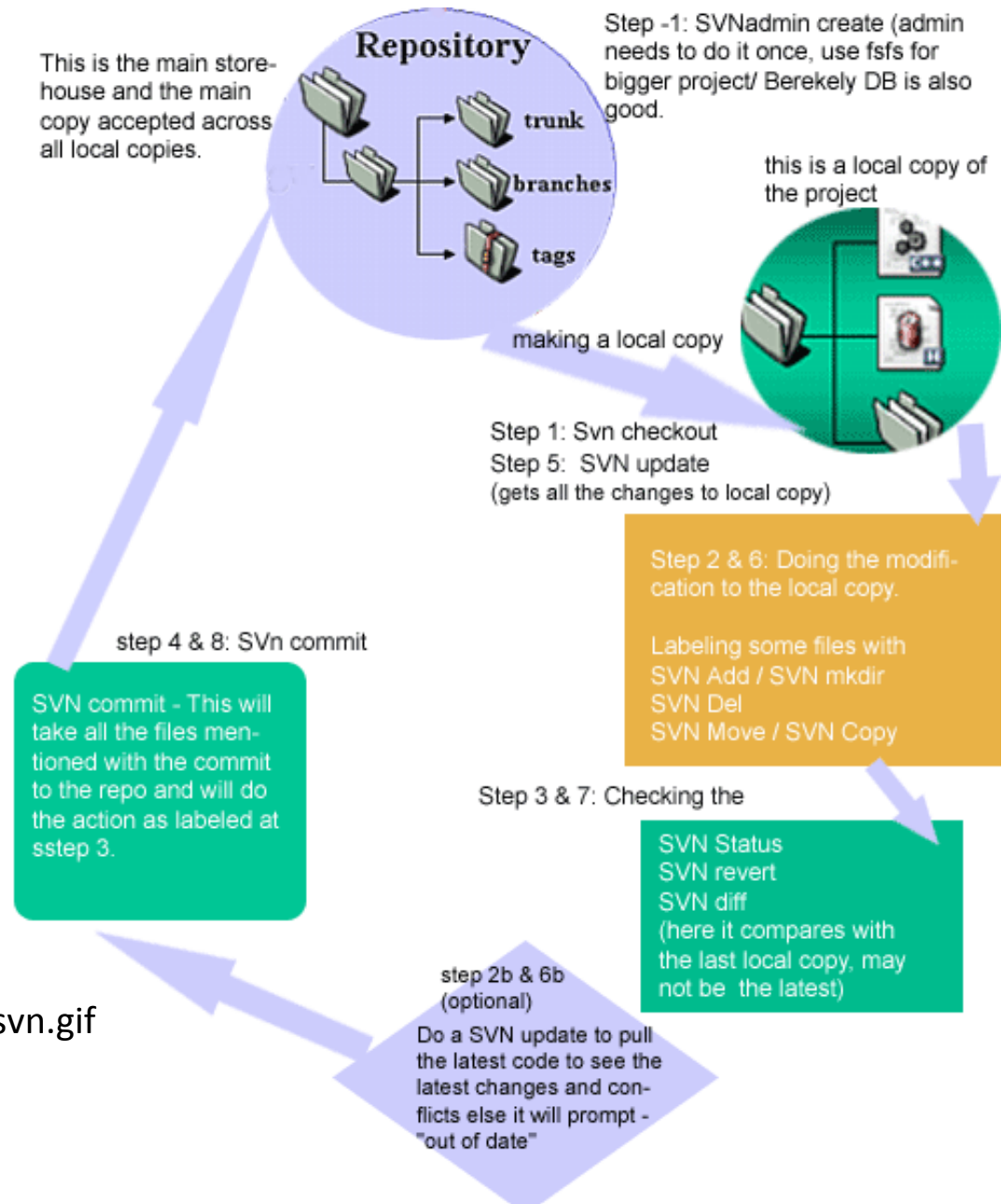
- If not by you, by other users!
 - perl Makefile.pl
 - make
 - make test
 - make install
- Don't use code you do not understand

Source Code Control

- SVN
 - Checkin
 - Checkout
 - Comment
 - Merge

Git, google docs, wiki, trac

<http://img.idealwebtools.com/blog/svn.gif>



Modification cycle

- write test
- run and make sure it fails
- Checkout
- change, comment, edit readme etc.
- Compile
- run: make sure test passes
- checkin

Comments

- If it was difficult to write, it must be difficult to understand
- bad code requires more comments
- tying documentation and code
- use Euclid;

Documentation/comments in code

- List of functions exported
- Revision history
- List of other files used
- Name of the file

Documentation

- Algorithmic:
full line comments to explain the algorithm
- Elucidating: # end of line comments
- Defensive: # Has puzzled me before. Do this.
- Indicative: # This should rather be rewritten
- Discursive: # Details in POD

Arguments

- Don't let your subroutines have too many arguments
 - `universe(G,e,h,c,phi,nu)`
- Look for missing arguments
- Set default argument values
- Use explicit return values

Needing/demanding arguments

- `unless(@ARGV==4){exit;}`
- `my ($a,$b,$c,$d) = @ARGV;`

`use Getopt::Euclid;` `# not just demands arguments`

`# but provides constraints`

```
PROMPT> pq_images.pl
```

```
Missing required arguments:
```

```
-r[a] [=] <RA>
```

```
-d[ec] [=] <Dec>
```

```
(Try: pq_images.pl --help)
```

```
PROMPT>
```


PROMPT> pq_images.pl --help

Usage:

pq_images.pl -r <RA> -d <Dec> [options]

Required arguments:

-r[a] [=] <RA>

Specify RA in degrees [0 <= RA <= 360]

-d[ec] [=] <Dec>

Specify Dec in degrees [PQ: -25 <= Dec <= 25]

Options:

-i[d] [=] <id> [string]

ID of the object

-c[leanup] [=] <cleanup>

Level of cleanup after the program is done [default: 2] 0: Do not remove anything 1: Remove everything except individual mosiacs (and final product) 2: Leave only final coadded image

-v

--verbose

Print all warnings

--version

--usage

--help

--man

Print the usual program information

PROMPT>

PROMPT>pq_images.pl --man

AUTHOR

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BUGS

There are undoubtedly serious bugs lurking somewhere in this code. Bug reports and other feedback are most welcome.

COPYRIGHT

Copyright (c) 2007, Ashish Mahabal. All Rights Reserved. This module is free software. It may be used, redistributed and/or modified under the terms of the Perl Artistic License (see <http://www.perl.com/perl/misc/Artistic.html>)

use Getopt::Euclid;

...

=head1 REQUIRED ARGUMENTS

=over

=item -r[a] [=] <RA>

Specify RA in degrees [0 <= RA <= 360]

=for Euclid:

RA.type: number >= 0

RA.type: number <= 360

=item -d[ec] [=] <Dec>

Specify Dec in degrees [PQ: -25 <= Dec <= 25]

=for Euclid:

Dec.type: number >= -25

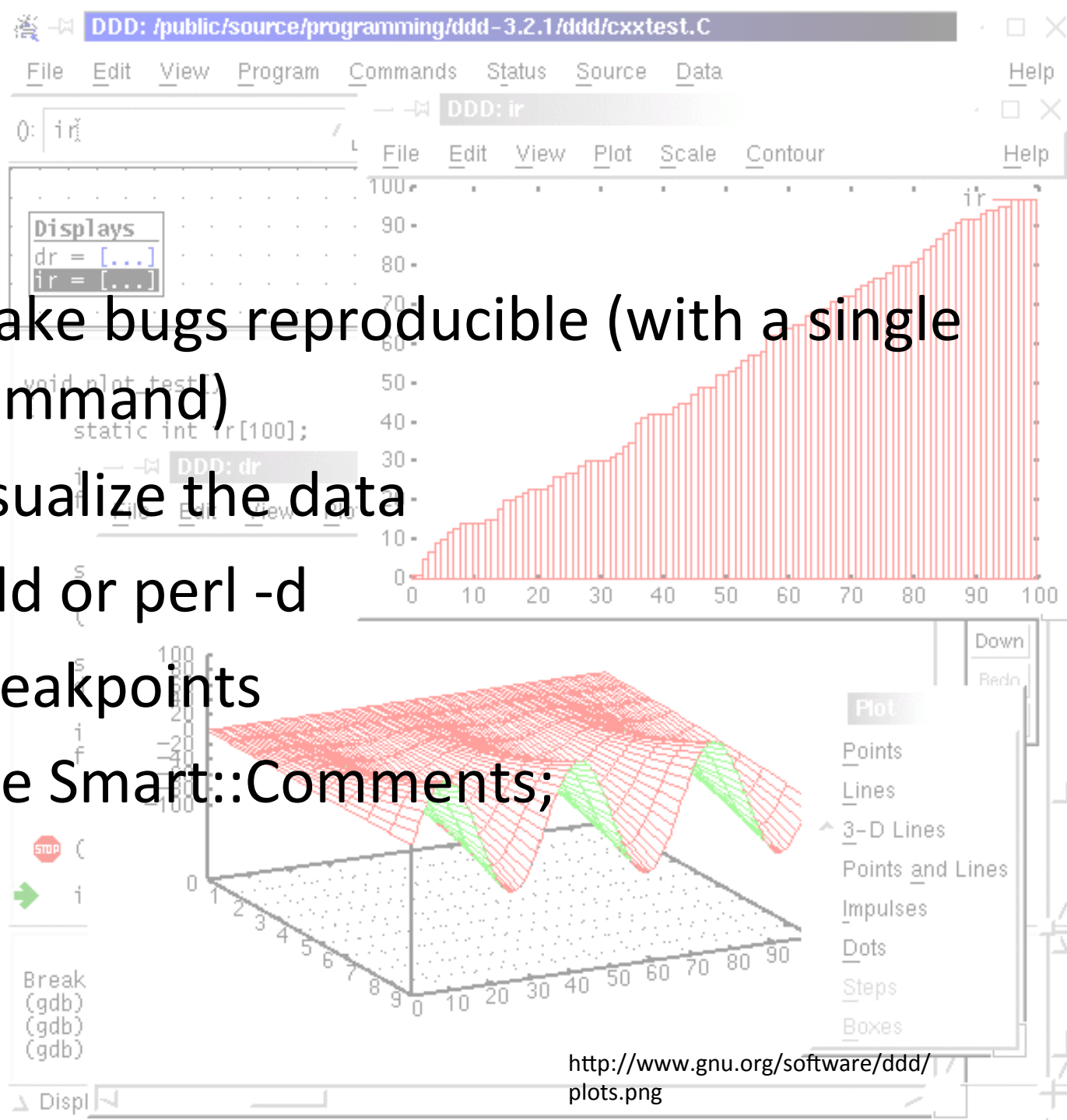
Dec.type: number <= 25

=back

Debugging



- there will be bugs!
- the only bugfree program is one that does not do anything
- tests: write unit tests first
- make sure the program compiles without warnings (`perl -c`)



- make bugs reproducible (with a single command)
- visualize the data
- ddd or perl -d
- Breakpoints
- use Smart::Comments;

```
use Smart::Comments;
```

```
### seeing: $seeing
```

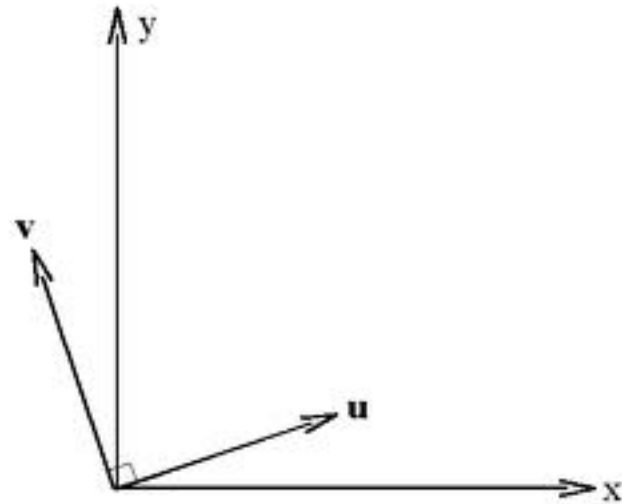
```
### calcmag: $cmag
```

```
### calcmag2: $cmag2;
```

When you find a bug ...

- check boundary conditions
 - first and last elements of lists
- describe the problem to someone else
- why wasn't it caught before
- could it be lurking elsewhere (orthogonality!)
- if tests ran fine, are the tests bad?

- (non)Duplication
- Orthogonality
- Refactoring



Duplication

- Don't repeat yourself
- Impatience
- Reinventing wheels

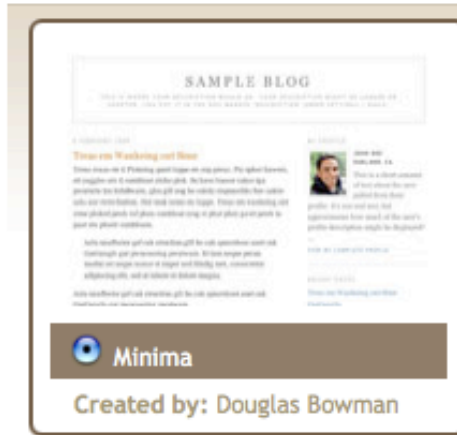


Orthogonality

- Decouple routines
- Make them independent
- Change in one should not affect the other
- Changes are localized
- Unit testing is easy
- Reuse is easy
- If requirements change for one function, how many modules should be affected? 1
- Configurable

```
sub line{  
  my ($startpoint, $endpoint, $length);  
  ...  
}
```

2 Choose a template



Created by: Douglas Bowman

[preview template](#)



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Choose a custom look for your blog.

You can easily **change the template later**, or even create your own custom template design once your blog is set up.



- if while entertaining libraries you need to write/handle special code, it is not good.
- avoid global data
- avoid similar functions
- even if you are coding for a particular flavor of a particular OS, be flexible

Refactoring

- Early and often
 - Duplication
 - Non-orthogonal design
 - Outdated knowledge
 - Performance
- Don't add functionality at the same time
- Good tests
- Short deliberate steps

Portfolio building

- learn general tools, invest in different ones
 - plain text
 - easier to test (config files, for instance)
 - Shells
 - find, sed, awk, grep, locate
 - .tcshrc, .Xdefaults
 - learn different (types of) languages
 - Editor
 - if you know emacs, learn just a little bit of vi
 - Configurable, extensible, programmable (cheat sheet)
 - syntax highlighting
 - auto completion
 - auto indentation
 - Boilerplates
 - built-in help

- Text manipulation
 - perl and ruby are very powerful

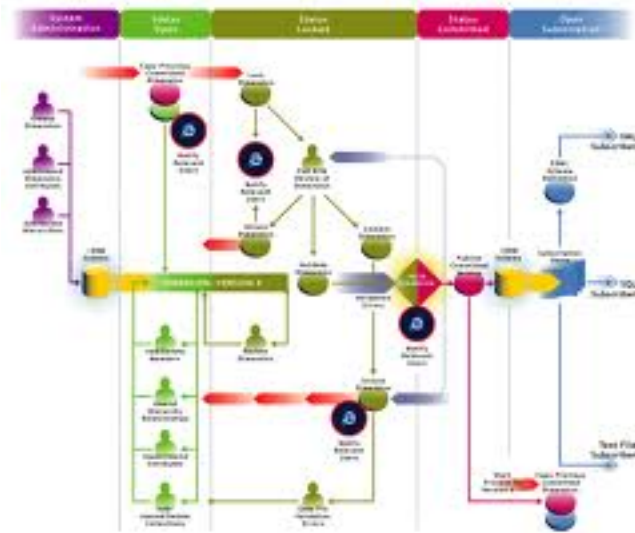
Metaprogramming

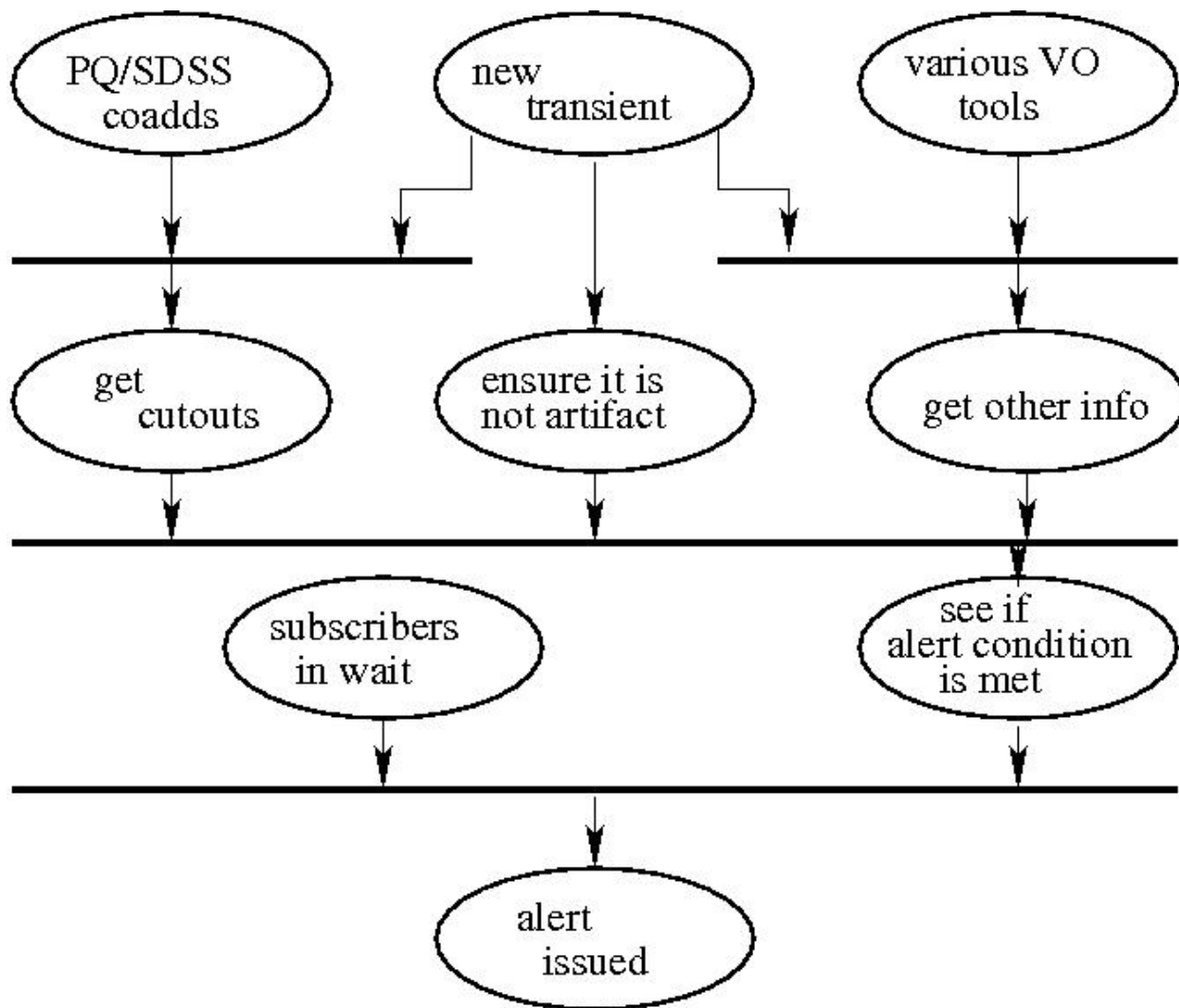
- Configure
- Abstraction in code, details in metadata
 - Decode design
 - Pod files (plain old documentation)

- Code generators
 - make files, config files, shell scripts., ...
- Active code generator:
 - Skyalert (streams)
 - new transient
 - obtain new data
 - incorporate it
 - if certain conditions met,
 - run other programs
 - or raise alerts
 - drive other telescopes
 - and obtain feedback

Workflow

- Improving concurrency
- Unified Modeling Language (UML) diagrams
- Architecture
 - Action
 - Synchronization
 - Connect actions

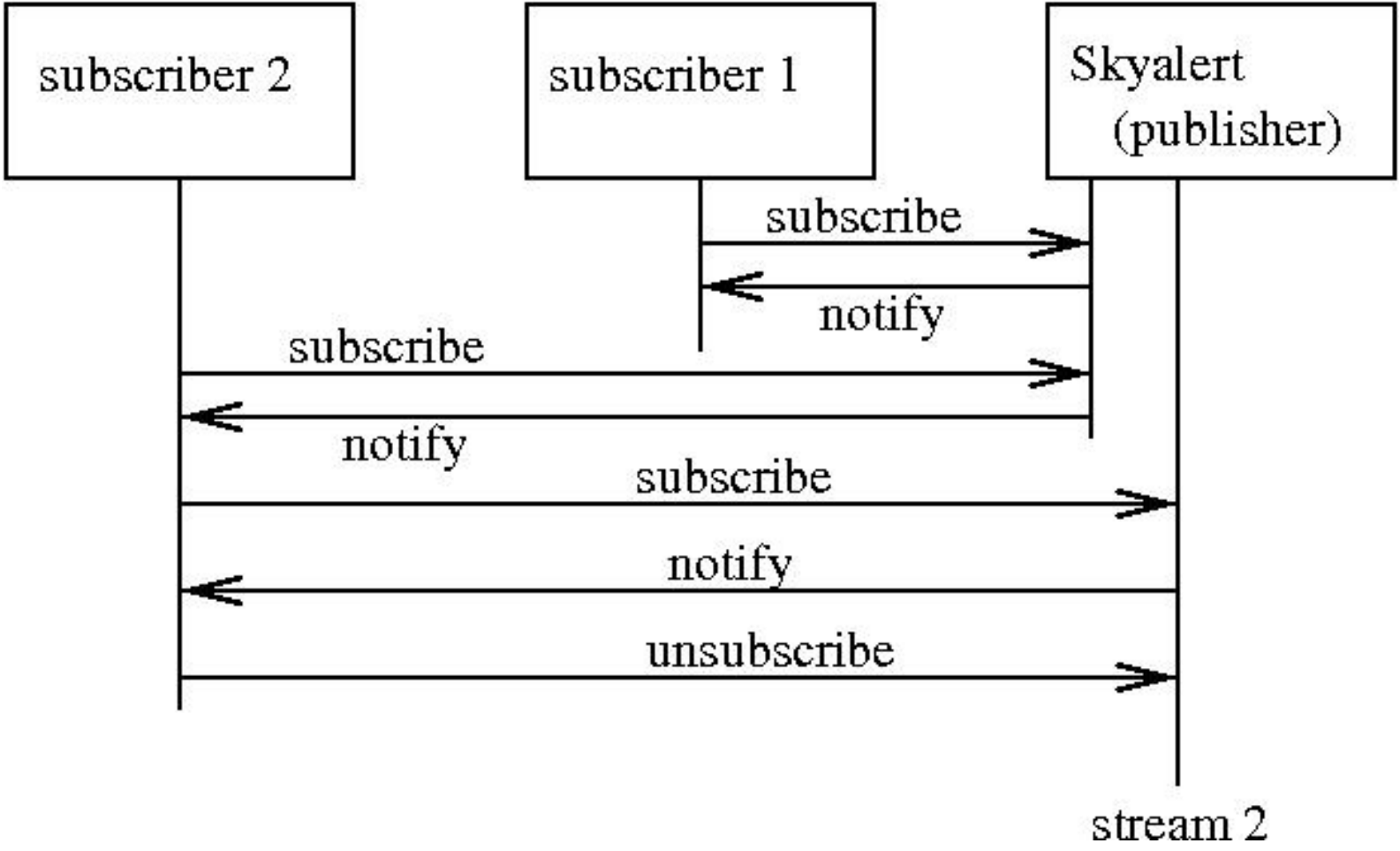




Publish-subscribe rather than push

- Allow people to subscribe
- Let them subselect
- Allows separate view of model

Skyalert <http://www.skyalert.org>



Before the project

- Dig for requirements
- Document requirements
- Make use case diagrams
- Maintain a glossary
- document



- Don't optimize code – benchmark it
- Don't optimize data structures – measure them
- Cache data when you can – use Memoize
- Benchmark caching strategies
- Don't optimize applications – profile them (find where they spend most time)

```
use Benchmark qw( cmpthese );

my @sqrt_of = map {sqrt $_} 0..255;

cmpthese -30, {
    recompute => q{ for my $n (0..255) {
        my $res = sqrt $n    } },
    look_up_array => q{ for my $n (0..255) {
        my $res = $sqrt_of[$n] } },
};
```

Summarizing ...

- Software entropy
 - Fix broken windows
- Know when to stop
 - Don't overperfect
- Widen knowledge portfolio
 - Hotjava
 - Postscript
 - vi/emacs



- Languages/tools/OSes/editors
 - 99 bottles of beer
 - Programming shootout
 - Project Euler
 - Python
 - Perl
 - J
 - Haskell



Whats the lesson?

- Chain as weak as its weakest link
- Comment! For others and for yourself
- Tests!
- Orthogonality
- Don't duplicate
- Designing by contract
- Know the features

- Review/balance
 - Public forums
 - Ask specific things
 - Check FAQs, webresults etc.
 - Maintain your own bookmarks
- Use wikis
- Use SVN, trac
- CHECK REPOSITORIES (like CPAN)

- Law 1: Every program can be optimized to be smaller.
- Law 2: There's always one more bug.
- Corollary: Every program can be reduced to a one-line bug.



From a Bug's life