Clean JavaScript

my experiences writing Clean Code in the language Uncle Bob doesn't talk about (too much)

Dirty JavaScript

we all have seen it



Ong-next-example/gulpfile.js ×								
← → (C 🔒 GitHub, Inc. [U	US] https://github.com/ng-next/ng-next-example/blob/6d2e5b0c20221 🔍 🏠 🚺 🎇 🎜 🤹 🦗	¢ ≡					
0	This repository	Search Pull requests Issues Gist	1					
ng-next / ng-next-example								
Tree:	6d2e5b0c20 -	ng-next-example / gulpfile.js						
andreasgrimm remove set-gh-pages-base-href from gh-pages-build task because moving								
1 contributor								
611 lines (506 sloc) 15.9 KB								
	/* jshint no	ode: true */						
2	var gulp	<pre>= require('gulp');</pre>						
4	var args	<pre>= require('yargs').argv;</pre>						
5	var config	<pre>= require('./gulp.config')();</pre>						
6	var \$	<pre>= require('gulp-load-plugins')({ lazy : true });</pre>						
7	var del	<pre>= require('del');</pre>						
0		ance = require('run-sequence').						

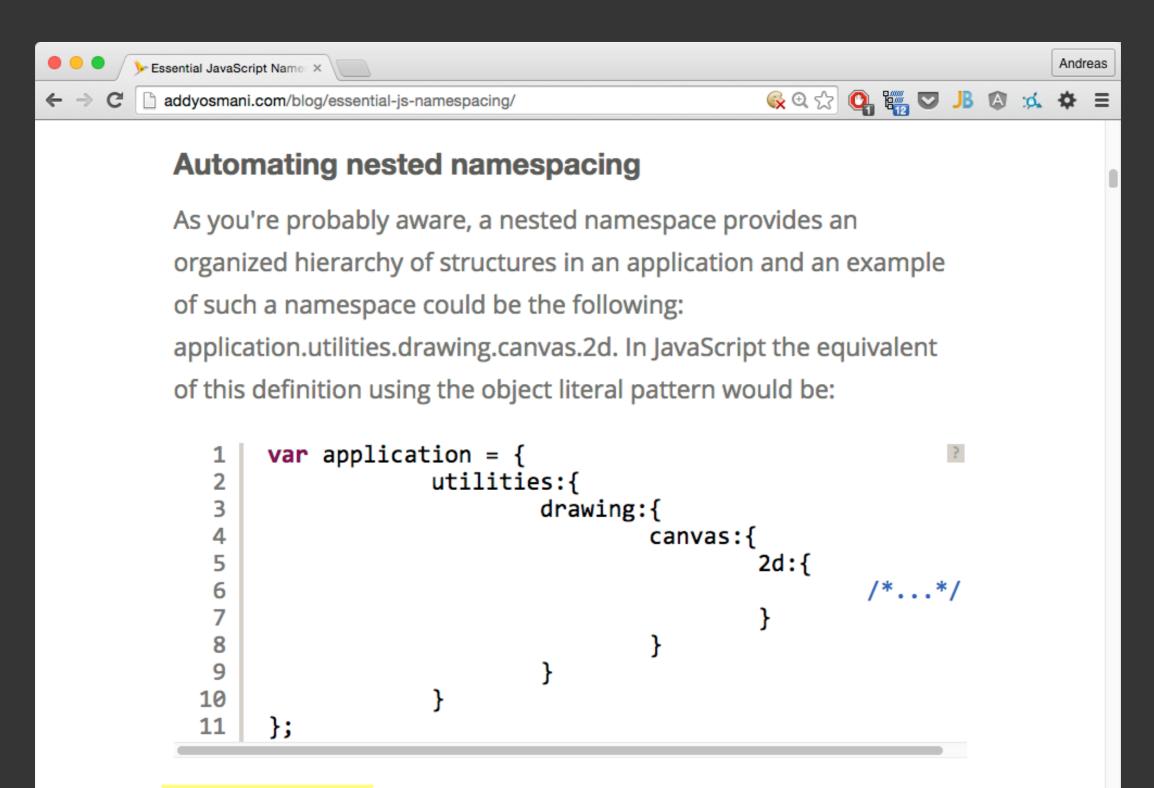
One Single Big File



this = that

this = self

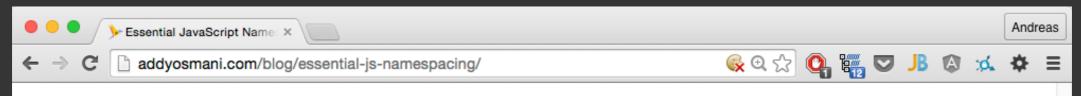
No Namespace Concept, Only Globals



Wow, that's ugly.

IIFE

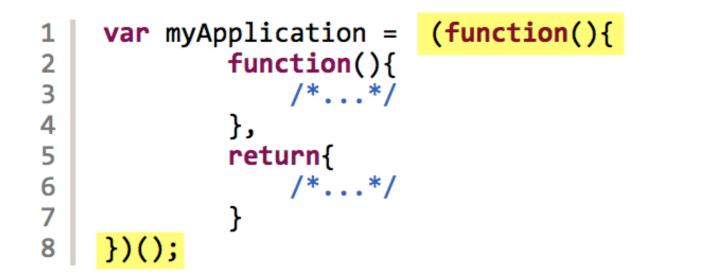
Immediately-invoked function expression



1.Single global variables

One popular pattern for namespacing in JavaScript is opting for a single global variable as your primary object of reference. A skeleton implementation of this where we return an object with functions and properties can be found below:

?



Although this works for certain situations, the biggest challenge with the single global variable pattern is

Bad JavaScript Parts

with void eval

type coersion

continue/switch

ES5 sloppy mode

Clean JavaScript

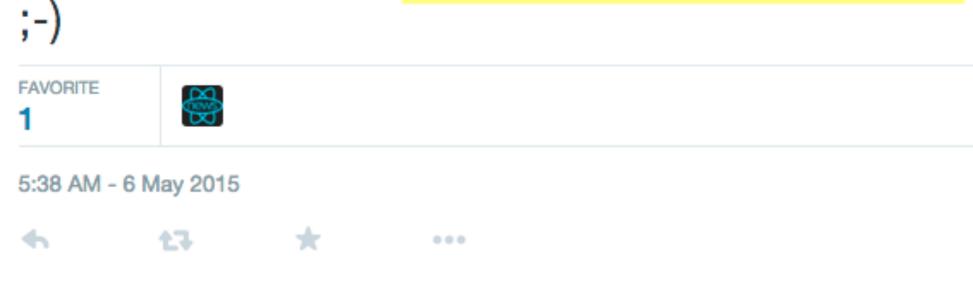
Is it possible?

Ask Uncle Bob!



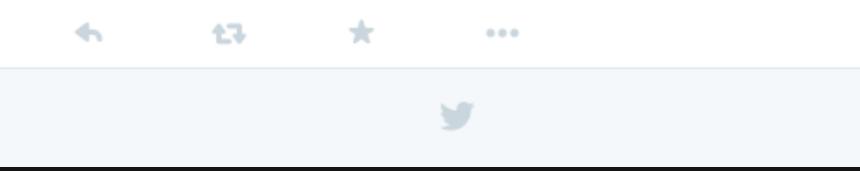


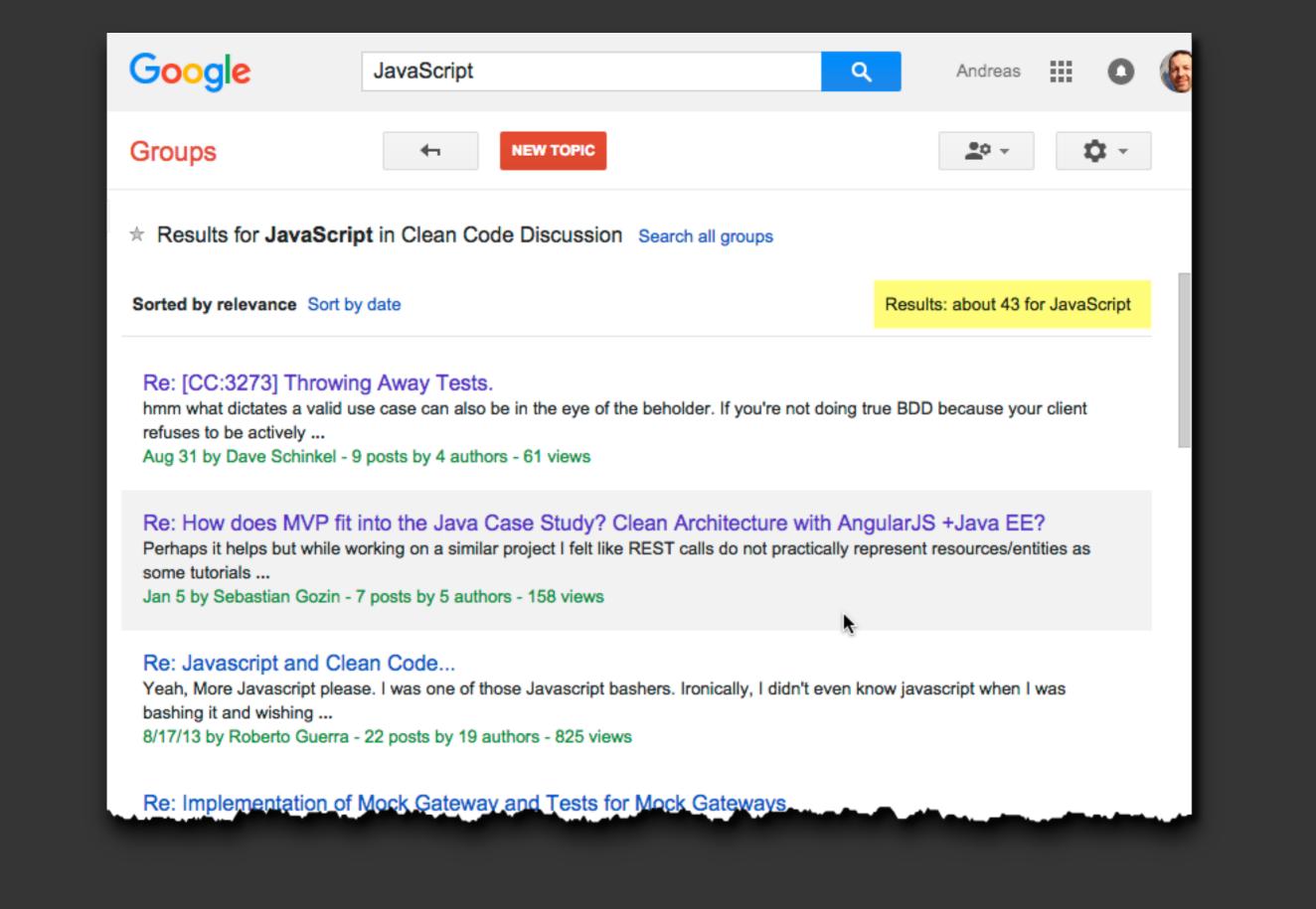
@_AndreasGrimm Javascript? What's that?





Andreas Grimm @_AndreasGrimm · May 6 @unclebobmartin I heared you lough about node. but seriously, any chance to somewhere / somewhen hear your detailed thoughts about it?





<u>groups.google.com/forum/?hl=en#!searchin/clean-code-discussion/Jav</u>

JavaScript can be Clean

JavaScript can be Clean(er)

ES5 "use strict"; mode Browser-native

ES6

ES2015

ES2016

Fat Arrow Functions

```
class RandomuserGatewayService {
  constructor( ctx, $http ) {
    this.ctx = ctx;
    this.$http = <u>$http;</u>
  getUsers () {
    return this.ctx.$q(( resolve, reject ) => {
    this.$http.get( 'http://api.randomuser.me/?results=10' )
       .then( response => {
         let stripSeed = item => item.user;
         let usersWithoutSeed = response.data.results.map( stripSeed );
         resolve( usersWithoutSeed );
      }).catch( error => reject( error ));
    });
 }
```

export default RandomuserGatewayService;

this = this

Classes

```
class MovieService {
  constructor ( ctx, DataStore ) {
    this.ctx = ctx;
    this.DataStore = <u>DataStore;</u>
  }
  createMovie ( newMovie ) {...}
  deleteMovie ( movie ) {...}
  updateMovie ( movie ) {...}
  getDefaultImage () {...}
  getAll () {...}
 getOne ( <u>id</u> ) {...}
```

(ES6) Modules

```
class MovieService {
  constructor ( ctx, DataStore ) {
    this. ctx = ctx;
    this.DataStore = <u>DataStore</u>;
  }
  createMovie ( <u>newMovie</u> ) {...}
  deleteMovie ( <u>movie</u> ) {...}
  updateMovie ( movie ) {...}
  getDefaultImage () {...}
  getAll () {...}
  getOne ( <u>id</u> ) {...}
}
```

export default MovieService;

(ES6) Modules

import Service from './movie-service';

```
describe( 'MovieService', () => {
    let service;
    const defaultImage = 'data:image/png;base64,iVB0...';
```

```
it( 'should provide a default movie image', done => {
    service = new Service();
```

```
main.js
```

bootstrap();

```
const APP NAME = 'app';
import angular from 'angular';
import 'angular-ui-router';
import 'angular-cookies';
import 'angular_animate';
import 'angular_messages';
import 'angular_aria';
import 'angular-material';
import 'angular-material/angular-material.css!css';
import { nnNgModules as angularModuleNameContainer } from 'nn-ng-utils';
import 'js-data';
import 'js-data-angular';
import 'app/cross-cutting/index';
import 'app/layout/index';
import 'app/authentication/index';
import 'app/ngnext/index';
import 'app/randomuser/index';
import 'app/formsdemo/index';
import 'app/reddit/index';
import 'app/movie/index';
import 'app.css!css';
import configureAngular from 'app/config/index';
registerAngularCoreModules();
configureAngular( getInitializedAppModule() );
```

```
function registerAngularCoreModules () {
    angularModuleNameContainer.registerCore( [ 'ui.router', 'ngCookies',
        'ngAnimate', 'ngMaterial', 'ngMessages', 'ngAria', 'js-data'
    ] );
}
function getInitializedAppModule () {
    return angular.module( APP_NAME, angularModuleNameContainer.getAll() );
}
function bootstrap () {
    angular.element( document ).ready(
        () => angular.bootstrap( document, [ APP_NAME ], { strictDi : false })
    );
}
```

TypeScript

superset of JavaScript (ES6)



import {Character} from './character';

```
export class CharacterService {
  getCharacters() { return Promise.resolve(CHARACTERS); }
  getCharacter(id: number) {
    return Promise.resolve(CHARACTERS)
      .then((characters) => { return characters.filter((c) => {
        return c.id === id;
      })[0]});
  }
}
var CHARACTERS : Character[] = [
  {
    "id": 11,
    "name": "Aragorn"
  },
```



export interface Character { id: number; name: string; }

```
Types
   import {Character} from './character';
2
3
   export class CharacterService {
     getCharacters() { return Promise.resolve(CHARACTERS); }
5
     getCharacter(id: number) {
6
Type '({ "id": string; "name": string; } | { "id": number; "name": string; })
[]' is not assignable to type 'Character[]'. Type '{ "id": string; "name":
string; } | { "id": number; "name": string; }' is not assignable to type
'Character'. Type '{ "id": string; "name": string; }' is not assignable to type
'Character'. Types of property 'id' are incompatible. Type 'string' is not
assignable to type 'number'.
var CHARACTERS: Character[]
14 var CHARACTERS : Character[] = [
     {
15
    "id": "11"
16
17 "name": "Aragorn"
```



export interface Character { id: number; name: string; }

Refactoring (e.g. Renaming)

IDE Tooling

import {Person} from './character';

```
export class CharacterService {
  getCharacters() { return Promise.resolve(CHARACTERS); }
  getCharacter(id: number) {
    return Promise.resolve(CHARACTERS)
      .then((characters) => { return characters.filter((c) => {
        return c.id === id;
      })[0]});
var CHARACTERS : Person[] = [
```

Refactoring (e.g. Renaming)

🖆 iTerm Shell Edit View Profiles Toolbelt Window Help	금 🛄 🦳 A 🛄 🛛 🗱 🛄 🗢 🎎 🛄 🚺 100% Charged 08:59 ;☴ •••
🔍 🔍 🔍 2. andreas@mbp-andy: -/dev/johnpapa_angular2-go (zs	sh)
-/dev/di-node (zsh)a_angular2-go (zsh) 🔔/node_modules (zsh) 🥼next-example (zsh)next-example (zsh) -/dev (zsh)
~/dev/johnpapa_angular2-go 🤰 🖊 master (+0)	<pre>♪ origin/master (-15)</pre>
johnpapa_angular2-go>	

Task Runner

Gulp



Gulp Task

var gulp = require('gulp');
var ts = require('gulp-typescript');

Compile TypeScript

Running a Gulp Task

> gulp typescript

Static Code Analysis

JSHint, ESLint, TSLint

JSHint

• •	About JSHint	×		🚔
← -	C ishint.com/abou	t/		😪 Q 🏠 🚍
	JSHint About	Docs Install Co	ntribute Blog	
	Option name	Jump to docs		

This page's content is sourced from the JSHint project repository. If you spot an error, please open an issue or (better yet) make a pull request!

JSHint, A Static Code Analysis Tool for JavaScript

[Use it online • About • Docs • FAQ • Install • Hack • Blog • Twitter]



JSHint is a community-driven tool to detect errors and potential problems in JavaScript code. It is very flexible so you can easily adjust it to your particular coding guidelines and the environment you expect your code to execute in.

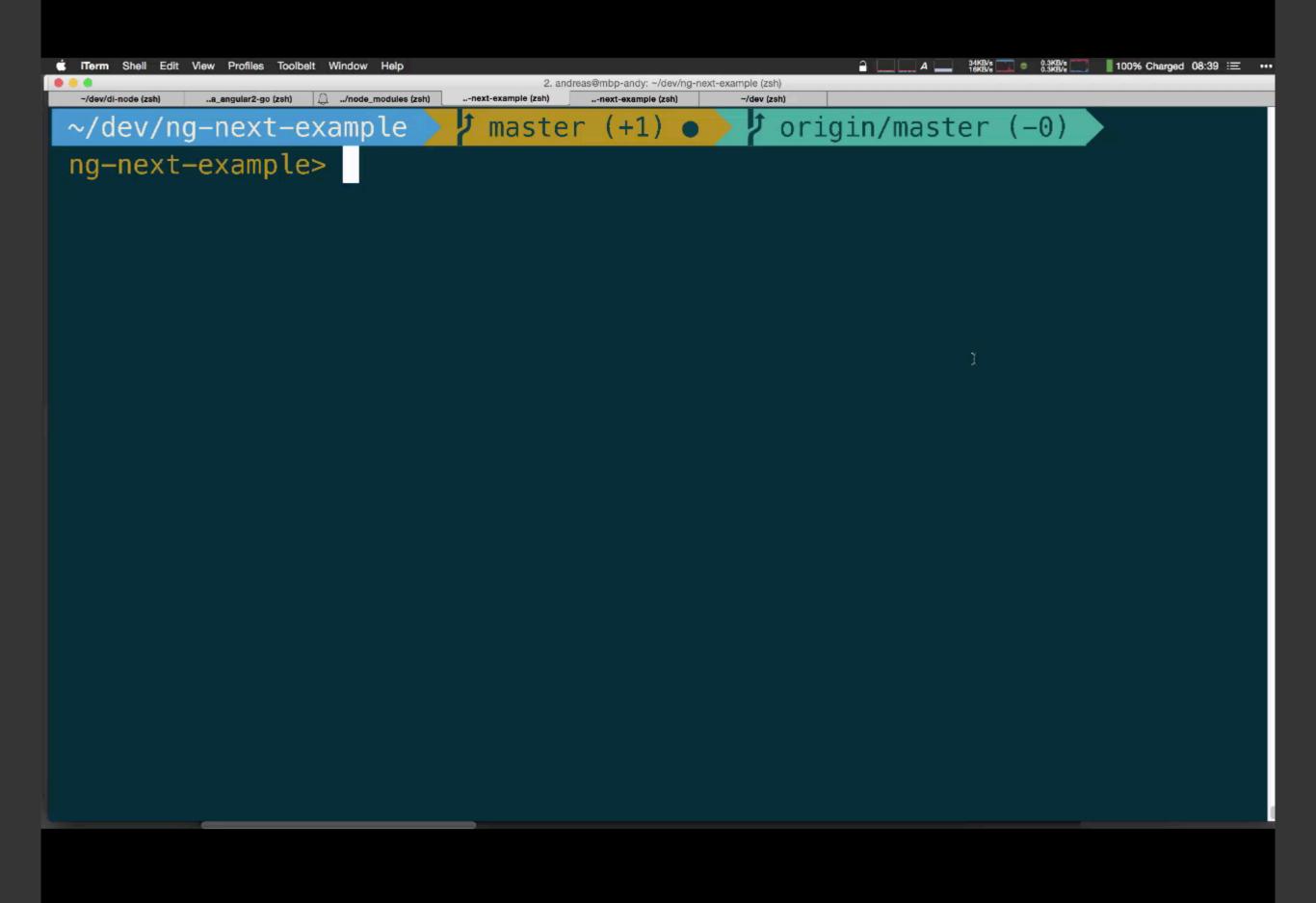
Reporting a bug

To report a bug simply create a new GitHub Issue and describe your problem or suggestion. We welcome all kinds of feedback regarding JSHint including but not limited to:

.jshintrc

"bitwise" "curly" "eqeqeq" "forin" "latedef" "esnext" : true

: true, : true, : true, : true, : false,



JSHint Gulp Task

gulp.task('jshint', function () { log('Analyzing source with JSHint');

return gulp.src(config.jsToVet) .pipe(\$.jshint('.jshintrc')) .pipe(\$.jshint.reporter('jshint-stylish')) .pipe(\$.jshint.reporter('fail')); });

Pre Commit Hook

EXIT=0

if git status --porcelain | grep '^AM\|^MM' >
then
 echo 'COMMIT REJECTED. Found files that were
 'again. Please add these files to stage and
 exit 1
fi

./node_modules/.bin/gulp jshint | EXIT=\$?

exit \$EXIT

Executes Specific (Gulp) Tasks on a Commit

Naming

Functions

Form / Style



.jscsrc

```
"maxErrors": 10,
"esnext": true,
"excludeFiles": [
  "node modules/**"
"validateIndentation": 2,
"validateParameterSeparator": "
"requireSpaceAfterKeywords": [
  "for",
  "if",
  "else"
  "switch",
  "case"
```

JSCS IDE Support

25

26

27

28

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38

main.js

<u>1</u>: Project

🚭 <u>7</u>: Structure

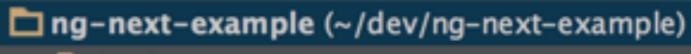
🛅 ng-next-example 🔪 🛅 front 🔪 🛅 main 🔪 📠 main.js import 'app/reddit/index'; import 'app/movie/index'; import 'app.css!css'; configureAngular from import 5'

> registerAngularCoreModules(); configureAngular(getInitialize bootstrap();

> **function** registerAngularCoreMoc angularModuleNameContainer.re 'ngAnimate', 'ngMaterial',

Folder Structure

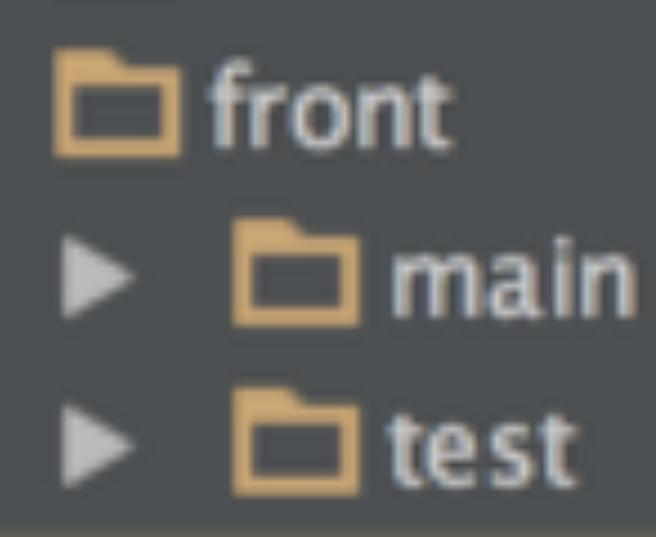
Should Reveal the Domain



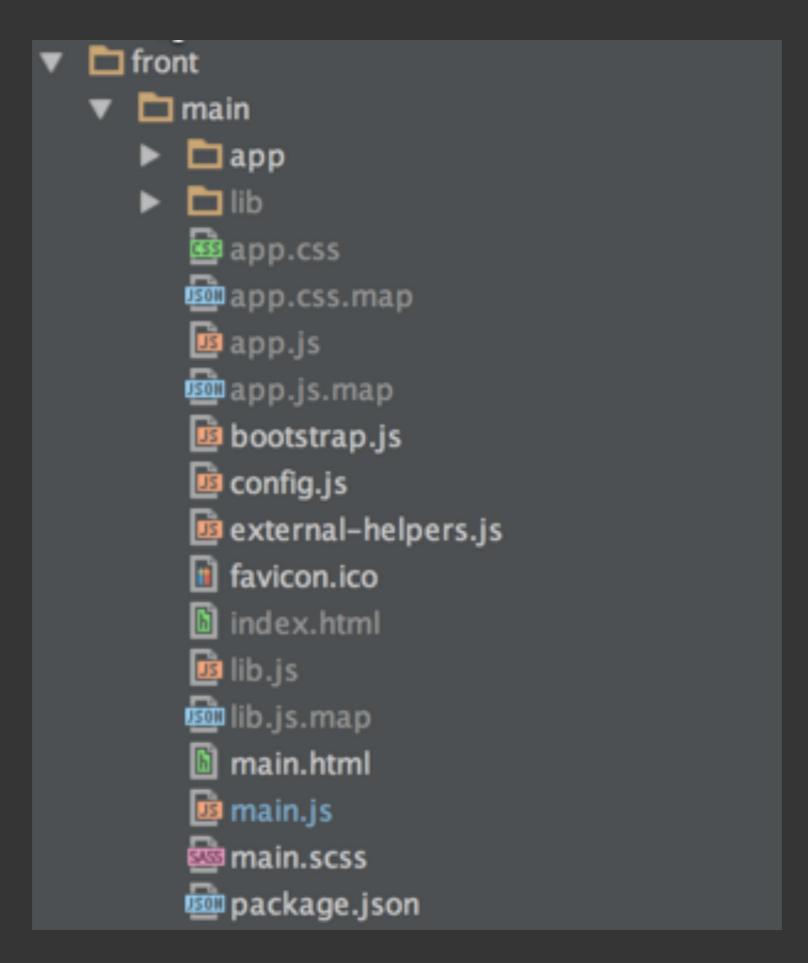
- back
- docs
- front
- node_modules (library home)
- tasks
- 🕨 🖿 test
- tilities
 - 🔝 .codeclimate.yml
 - 🖹 .editorconfig
 - 🚸 .gitignore
 - 📠 .jscsrc
 - Js .jshintignore
 - Js .jshintrc
 - 🏢 .travis.yml
 - 📠 gulpfile.js
 - LICENSE
 - 📠 package.json
 - M README.md
- 🏥 External Libraries

Repository Root

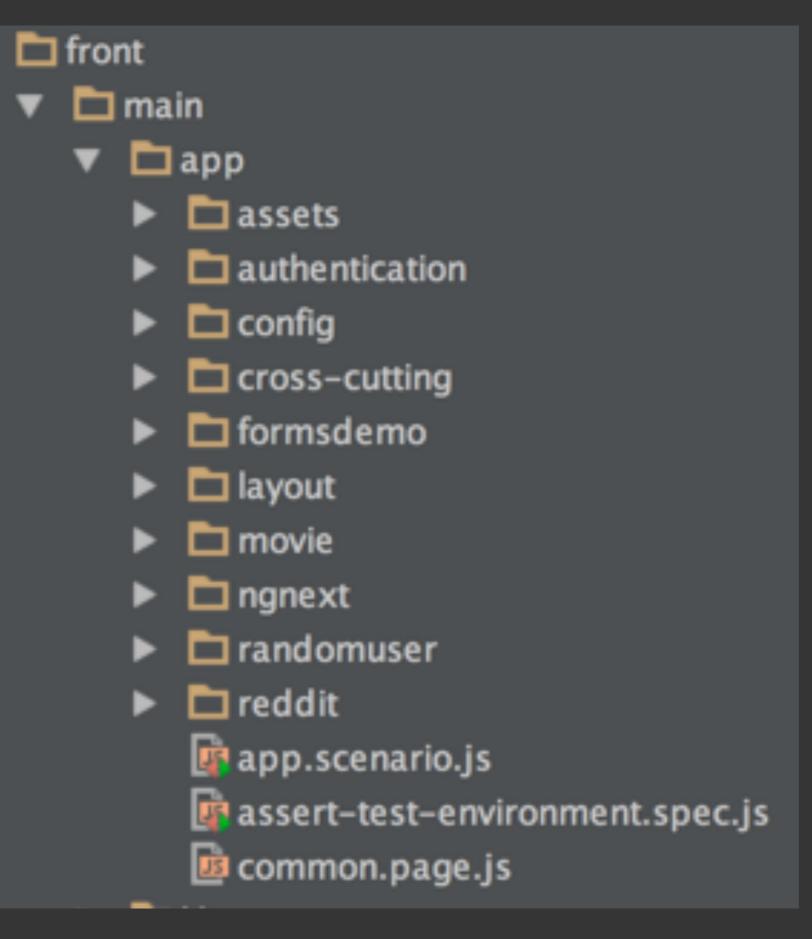
Δ



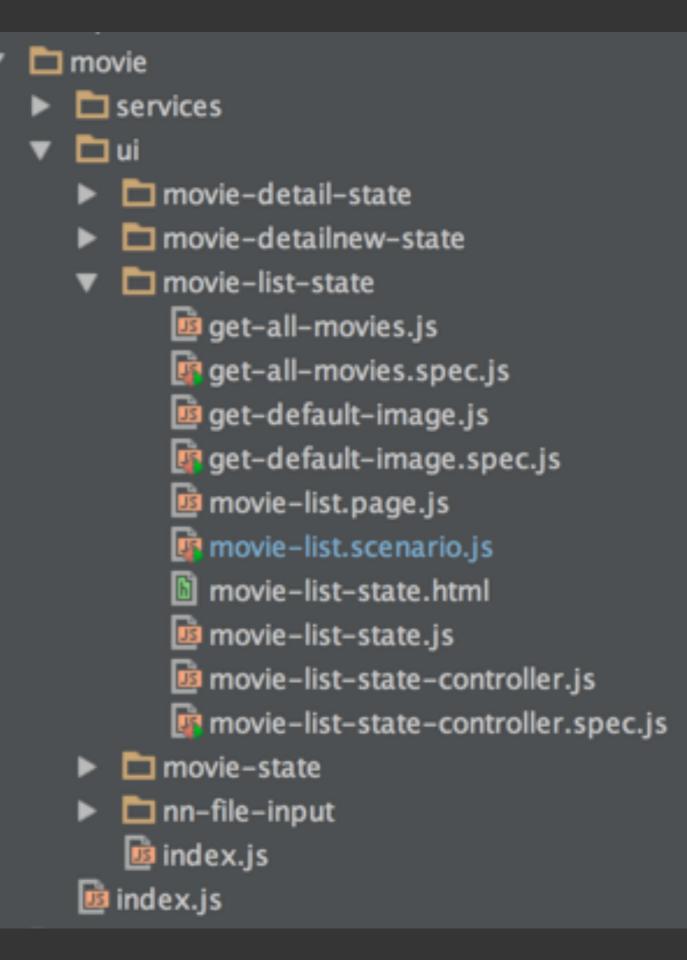
Front-End



Main Partition (most concrete)



Components



Main Partition (most concrete)

Testing

Unit Testing

Jasmine, Mocha

```
describe( 'MovieDetailStateController', () => {
  let controller;
  let stateDummy;
  let logDummy;
  let movieServiceDummy;
  let ctxStub;
  beforeEach(() => {
    stateDummy = new StateDummy();
    logDummy = new LogDummy();
    movieServiceDummy = new MovieServiceDummy();
    ctxStub = new CtxStub();
  });
  describe( 'given a movie', () => {
    let movie;
    beforeEach(() => {
      movie = { id : 1337, images : [] };
    });
    describe( 'when instatiating', () => {
      let ctxDummy;
      beforeEach(() => {
        ctxDummy = new CtxDummy();
        controller = new Controller( ctxDummy, stateDummy, logDummy,
          movieServiceDummy, movie );
      });
      it( 'should keep a reference to the movie', () => {
        expect( controller.data )
          .to.deep.equal( movie, 'must keep a reference to the movie' );
      });|
```

Mocking Libraries Sinon.js, DYI

```
describe( 'MovieDetailStateController', () => {
  let controller;
  let stateDummy;
  let logDummy;
  let movieServiceDummy;
 let ctxStub;
  beforeEach(() => {
    stateDummy = new StateDummy();
    logDummy = new LogDummy();
   movieServiceDummy = new MovieServiceDummy();
   ctxStub = new CtxStub();
  }7;
  describe( 'given a movie', () => {
    let movie;
    beforeEach(() => {
      movie = { id : 1337, images : [] };
    });
    describe( 'when instatiating', () => {
      let ctxDummy;
      beforeEach(() => {
        ctxDummy = new CtxDummy();
        controller = new Controller( ctxDummy, stateDummy, logDummy,
          movieServiceDummy, movie );
      });
      it( 'should keep a reference to the movie', () => {
        expect( controller.data )
          .to.deep.equal( movie, 'must keep a reference to the movie' );
      });|
```

export default class CtxStub { \$q (resolveRejectCallback) { return new Promise((resolve, reject) => { resolveRejectCallback(resolve, reject); }); }); }

```
export class RejectingMovieServiceSpy {
    constructor ( errorToThrow ) {
        this.errorToThrow = errorToThrow;
    }
```

```
getAll () {
    return Promise.reject( this.errorToThrow );
}
```

```
getOne () {
    return Promise.reject( this.errorToThrow );
}
```

```
createMovie () {
    return Promise.reject( this.errorToThrow );
```

Assertion Libraries Chai

```
describe( 'MovieDetailStateController', () => {
  let controller;
  let stateDummy;
  let logDummy;
  let movieServiceDummy;
  let ctxStub;
  beforeEach(() => {
    stateDummy = new StateDummy();
    logDummy = new LogDummy();
    movieServiceDummy = new MovieServiceDummy();
    ctxStub = new CtxStub();
  });
  describe( 'given a movie', () => {
    let movie;
    beforeEach(() => {
      movie = { id : 1337, images : [] };
    });
    describe( 'when instatiating', () => {
      let ctxDummy;
      beforeEach(() => {
        ctxDummy = new CtxDummy();
        controller = new Controller( ctxDummy, stateDummy, logDummy,
          movieServiceDummy, movie );
      });
      it( 'should keep a reference to the movie', () => {
        expect( controller.data )
          .to.deep.equal movie, 'must keep a reference to the movie' );
      });|
```

End-To-End Testing

Protractor

Home Quick Start - Protractor Setup - Protractor Tests - Reference -





Protractor is an end-to-end test framework for AngularJS applications. Protractor runs tests against your application running in a real browser, interacting with it as a user would.

Test Like a User

Protractor is built on top of WebDriverJS, which uses native events and browser-specific drivers to interact with your application as a user would.

For AngularJS Apps

Protractor supports Angularspecific locator strategies, which allows you to test Angular-specific elements without any setup effort on your part.

Automatic Waiting

You no longer need to add waits and sleeps to your test. Protractor can automatically execute the next step in your test the moment the webpage finishes pending tasks, so you don't have to worry about waiting for your test and webpage to sync.

https://angular.github.io/protractor

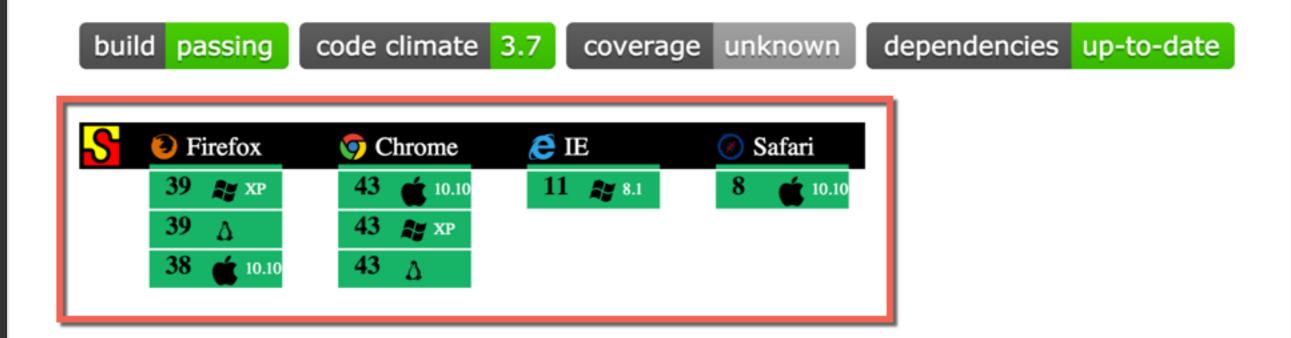
Protractor

```
var common = require( '../../../common.page' );
var movieListPage = require( './movie-list.page' );
var movieCreatePage = require( '../movie-detail-state/movie-detail.page' );
describe( 'movieList' function () {
  beforeEach( function () {
    common.get( '/movies' );
  });
  it( 'should navigate to the new movie page when the add button is ' +
  'clicked', function () {
    movieListPage.goToNewMoviePage();
     expect( browser.getCurrentUrl()).toContain( '/new-movie' );
     expect( common.mainContent.getText()).toContain( 'Add a new movie' );
  });
  it( 'should display an added movie in the list', function () {
    movieListPage.goToNewMoviePage();
    movieCreatePage.setTitle( 'King Kong' );
movieCreatePage.setDirector( 'John Guillermin' );
movieCreatePage.setYear( '1976' );
    movieCreatePage.uploadImage1();
    movieCreatePage.saveData();
     expect( movieListPage.movieTitles.getText()).toContain( 'King Kong' );
     expect( movieListPage.movieDirectors.getText())
       itoContain( 'John Guillermin' );
     expect( movieListPage.movieYears.getText()).toContain( '1976' );
  });
});
```

<form> indexidence (m) indexidence (m) index reample (m) index</form>			2. anureaser	mbp-andy: ~/dev/ng-next	-example (zsn)			
ng-next-example>	~/dev/di-node (zsh)	a_angular2-go (zsh)	/node_modules (zsh)	next-example (zsh)	next-example (zsh)	gulp (node)	~/dev (zsh)	
Полинии и П П				aster (+1) • 2 0	rigin/mast	ter (-0)	
1 Communication of Communication	ng-next-e	example>						
								e
						I		
3 files committed: update to current version of SystemJS/JSPM (yesterday 18:45)								

E2E-Tests in the Cloud

E README.md

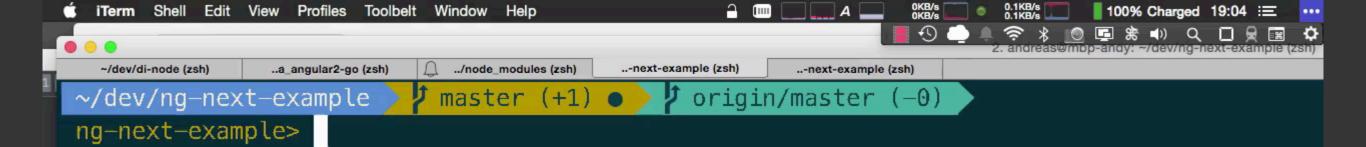


ng-next

angular jspm material-design example



Sequentially / In Parallel / Respect Dependencies



index.html

```
<!DOCTYPE html>
<html>
 <head>
    <meta charset="utf8">
    <meta http-equiv="X-UA-Compatible" content="IE=edge">
    <meta name="viewport" content="width=device-width, initial-scale=1">
    <base href="/">
    <title>ng-next</title>
    <!-- inject:css -->
    <!-- endinject -->
    <!-- inject:js -->
    <!-- endinject -->
  </head>
  <body layout="row">
    <nn-rootstate ui-view
                  layout="column"
                  layout-fill>
    </nn-rootstate>
```

```
<div id="loading-indicator"
    ng-hide="true"
    style="...">
    Loading ...
    </div>
    </body>
</html>
```

SOLID JavaScript

Decorators

(probably) coming in ES7/ES2016

```
@Component { selector: 'my-app' })
@View({
  template:
    <a [router-link]="['./dashboard']">Dashboard</a>
    <a [router-link]="['./characters']">Characters</a>
    <router-outlet></router-outlet>
     ,
  directives: [ROUTER_DIRECTIVES]
})
@RouteConfig([
  { path: '/', as: 'dashboard', component: DashboardCom
  { path: '/characters', as: 'characters', component: C
1)
export class AppComponent { }
```

Dependency Inversion Principle



class Engine {}

```
@Injectable()
class Car {
    engine: Engine;
    constructor(engine: Engine) { this.engine = engine; }
}
```

it('should resolve dependencies based on type information', () => {
 var injector = createInjector([Engine, Car]);
 var car = injector.get(Car);

```
expect(car).toBeAnInstanceOf(Car);
expect(car.engine).toBeAnInstanceOf(Engine);
});
```

Angular 1

```
let name = 'movieService';
import { registerService } from 'nn-ng-utils';
class MovieService {
  constructor ( ctx, DS ) {
    //noinspection BadExpressionStatementJS
    'ngInject';
    this.ctx = ctx;
    this.DS = DS;
   this.defaultImage = 'data:image/png;base64,iVBOR';
  createMovie ( <u>newMovie</u> ) {...}
  deleteMovie ( movie ) {...}
  updateMovie ( movie ) {...}
  getDefaultImage () {...}
  getAll () {...}
  getOne ( <u>id</u> ) {...}
}
registerService( name, MovieService );
```

export default MovieService;

Angular 1

```
export default class MovieListStateController {
    constructor ( ctx, log, movieService, movies, defaultImage ) {
        this.ctx = ctx;
        this.log = log;
        this.movieService = movieService;
        this.data = movies;
        this.defaultImage = defaultImage;
    }
    deleteMovie ( movie ) {...}
}
```

Decoupling

"Dependency Free" Domain Objects / Entities

Continuous Integration

Travis Cl

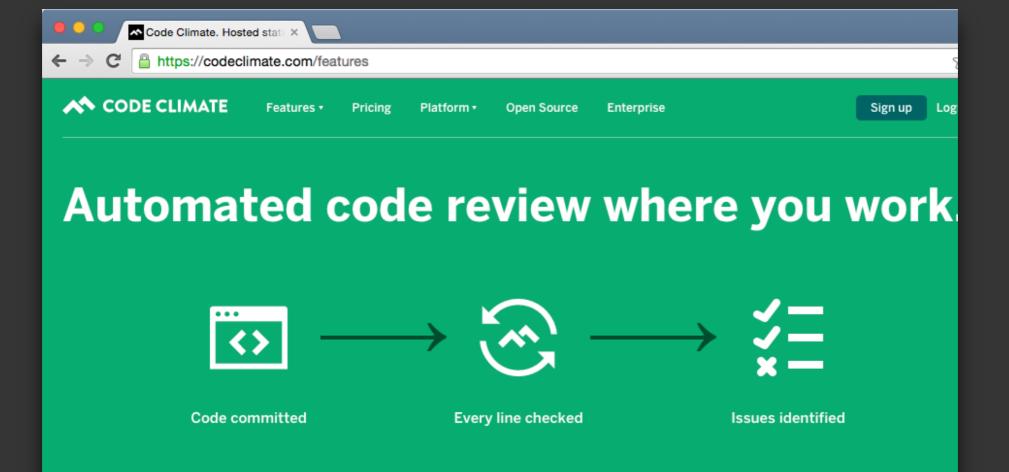
Test and Deploy with Confidence

Easily sync your GitHub projects with Travis CI and you'll be testing your code in minutes!



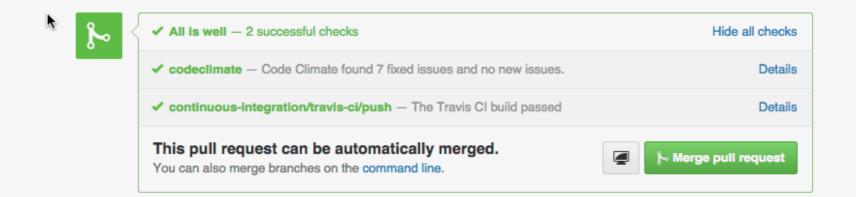
•••		Travis CI - Test and Deploy with Confidence		
Travis Cl Blog Status	s Help			Sam lamm 🗿
Search all repositories My Repositories +	Q	green-eggs/ham 🗭 build passing Current Branches Build History Pull Requests		🗘 Settings 👻
 ✓ green-egg/ham ○ Duration: 30 sec □ Finished: less than a minute ago 	#22	 master adding in Oh the places you'll go! You'll be on y our way up! You'll be seeing great sights! 	 # 209 passed 	9f29
 ✓ one-fish/two-fish ③ Duration: 33 min 46 sec ☐ Finished: 30 minutes ago 	#2686	Sven Fuchs authored and committed	about 2 hours ago	
 ✓ hop-on/pop ○ Duration: 22 min 54 sec ☑ Finished: about an hour ago 	# 7001	1 Using worker: worker-linux-docker-f0db6d19.prod.travis-ci.org:travis-linux-8 2 Build system information 65	K Remove Log	Download Log
 ✓ horton-hears/awho ○ Duration: 53 sec ☑ Finished: about 2 hours ago 	#209	 66 \$ git clonedepth=50branch=sf-scenarios git://github.com/travis-ci/travis- 76 Starting PostgreSQL v9.3 80 81 This job is running on container-based infrastructure, which does not allow use executables. 	post	gresql

More Static Analysis

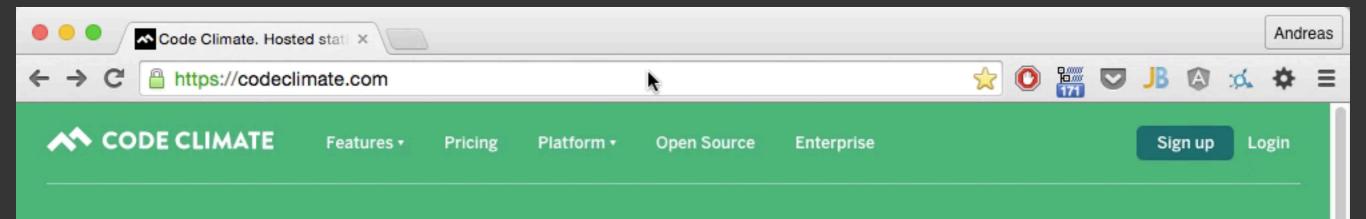


Immediate results, right in your pull requests.

From GitHub to BitBucket to your own hosted solution, our analysis is there to keep you informed.



https://codeclimate.com



Merge with confidence.

Automated code review that analyzes every commit, branch and pull request.

Sign up with Github

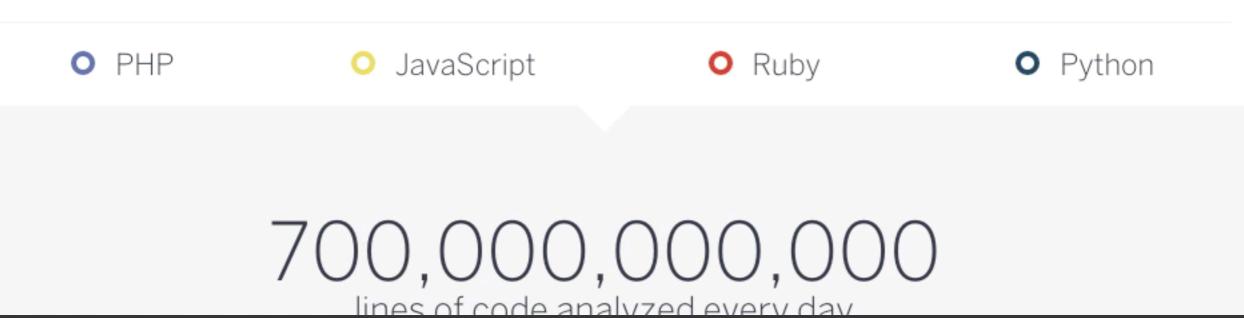
>

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