



JS Best Practices

My Goal

Higher code quality. Pragmatic solutions.
No fancy stuff.

Know Your MS Tools



Visual Studio 2010/2012
JScript Editor Extensions
Resharper 7.1
JSHint
Chutzpah
Firebug / F12

Know the pitfalls



Implied globals

Forgetting var

```
var foo = function() {  
  bar = 1;  
};
```

Boolean type conversion

To Truthy or to Falsy. That is the only question!

```
var el = document.getElementById('does_not_exist');  
  
if(el == false) {  
    alert("shouldn't we see this message?!");  
}
```

Trailing comma

works on my machine!

```
var foo = {  
  bar: "bar",  
  baz: "baz",  
};
```


Return undefined

señor developers wear mustaches



```
var foo = function() {  
  return  
  {  
    x : "looks like C# now!"  
  };  
}
```

Associative arrays

they don't exist

```
var x = [];  
x['foo'] = "bar";
```

try .. catch .. finally

who cares about the reason?

```
var foo = function() {  
  try {  
    doCrazyStuff;  
  } catch (e) {  
    return false;  
  }  
  return true;  
};
```

for .. in

use a framework

```
var data = {  
  foo: "oh",  
  bar: "my"  
}  
  
for (var d in data) {  
  console.log(data[d]);  
}
```

for .. in

& never touch Object.prototype

```
Object.prototype.yetAnotherToString = function() {  
    return "god";  
}
```

Hoisting

declare upfront all variables

```
var foo = "global";

var bar = function() {
  alert(foo);
  var foo = "local";
  alert(foo);
};
```

Eval

... and the job is done

```
function poorMansJsonParser(text) {  
    return eval("(" + text + ")");  
}  
  
var text = ' { "hello" : "world" } '  
var json = poorMansJsonParser(text);
```

Eval is evil!

Never ever!

```
var text = 'function() { alert("hacked!"); }>(';
```


Globals

the mother of all antipatterns

```
function foo() {  
    return "bar";  
}  
  
console.log(this['foo']());
```



Every time you clutter the global namespace,
somewhere in the world a helpless kitten dies!

Pretty Code



Coding conventions

1. indentation (4 spaces!)
2. curly braces everywhere
3. semicolons everywhere
4. constructor functions: UpperCamelCase
5. all other: lowerCamelCase

Globals

reduce, minimize, delete or kill them

```
(function() { "wtf?" })();
```

The switch-case syndrome

a functional language wants functions!

```
switch (something) {  
  
    case 1:  
        doFirst();  
        break;  
  
    case 2:  
        doSecond();  
        break;  
  
    case 3:  
        doThird();  
        break;  
  
}
```

Lookup tables

avoid the switch-case syndrome

```
var methods = {  
  1: doFirst,  
  2: doSecond,  
  3: doThird  
};  
if (methods[something]) {  
  methods[something]();  
}
```

Inheritance

favour composition over inheritance (FCoI)

“ Because inheritance exposes a subclass to details of its parent's implementation, it's often said that 'inheritance breaks encapsulation'. ”

(Gang of Four 1995:19)

Revealing Module Pattern

```
var myRevealingModule = function () {  
  
    var _name = "Johannes";  
  
    function greetings() {  
        console.log("Hello " + _name);  
    }  
  
    function setName(name) {  
        _name = name;  
    }  
  
    return {  
        setName: setName,  
        greetings: greetings  
    };  
}();
```

» Documentation

Modul loaders

use AMD (require.js)

```
define('test', ['jquery'], function() {  
    return {  
        saySomething : function() { alert("hello!"); }  
    }  
});  
  
require(['test'], function(t) {  
    t.saySomething();  
});
```

Events

Publish/Subscribe Pattern

```
var $events = $({});

$events.bind('somethingHappens', function() {
    alert("Something happened!");
});

$events.trigger('somethingHappens');
```



TDD with Jasmine

Why Jasmine?

BDD-style

similar to JSpec or RSpec,
created by authors of jsUnit and Screw.Unit

independent

from any browser, DOM,
framework or host language

integrates

into continuous build systems

Jasmine Bootstrap

```
<!DOCTYPE html>
<html>
<head>
  <title>Jasmine Spec Runner</title>

  <link rel="stylesheet" href="lib/jasmine-1.3.1/jasmine.css" />
  <script src="lib/jasmine-1.3.1/jasmine.js"></script>
  <script src="lib/jasmine-1.3.1/jasmine-html.js"></script>

  <!-- include source files here... -->
  <script src="src/Player.js"></script>
  <script src="src/Song.js"></script>

  <!-- include spec files here... -->
  <script src="spec/SpecHelper.js"></script>
  <script src="spec/PlayerSpec.js"></script>

  <script>

    (function () {

      var htmlReporter = new jasmine.HtmlReporter();
      var jasmineEnv = jasmine.getEnv();

      jasmineEnv.addReporter(htmlReporter);
      jasmineEnv.specFilter = function (spec) {
        return htmlReporter.specFilter(spec);
      };

      var currentWindowOnload = window.onload;

      window.onload = function () {
```

Output

Jasmine 1.3.1 revision 1354556913

finished in 0.018s

•••••

Passing 5 specs

No try/catch

Player

should be able to play a song

when song has been paused

should indicate that the song is currently paused

should be possible to resume

tells the current song if the user has made it a favorite

#resume

should throw an exception if song is already playing

Hello World

```
var helloWorld = function() {  
  return "Hello World!";  
};  
  
describe('helloWorld', function() {  
  it('says hello', function() {  
  
    expect(helloWorld()).toEqual("Hello World!");  
  });  
});  
  
jasmine.getEnv().execute();
```

hint: press F12 and paste this code!

Matchers

```
expect(x).toEqual(y);  
expect(x).toBe(y);  
expect(x).toMatch(pattern);  
expect(x).toBeDefined();  
expect(x).toBeUndefined();  
expect(x).toBeNull();  
expect(x).toBeTruthy();  
expect(x).toBeFalsy();  
expect(x).toContain(y);  
expect(x).toBeLessThan(y);  
expect(x).toBeGreaterThan(y);  
expect(function() {fn();}).toThrow(e);
```

Own matchers

```
beforeEach(function () {
  this.addMatchers({
    isACat: function () {
      return this.actual.isFluffy() && this.actual.isLazy();
    }
  });
});

describe('Garfield', function () {
  it('is a cat', function () {
    expect(new Garfield()).isACat();
  });
});
```

» [Documentation](#)

Test-Driven Development

1. Write your tests
2. Watch them fail
3. Make them pass
4. Refactor
5. Repeat

see [Growing Object-Oriented Software, Guided by Tests](#), page 6
see [Working Effectively with Legacy Code](#), page 62 or many other

1. Write your test

```
describe("saveFormat", function () {  
  
    var original = '{0} - {1} - {2}';  
  
    it("should replace placeholders", function () {  
        var expected = 'A - B - C';  
        var formatted = saveFormat(original, 'A', 'B', 'C');  
        expect(formatted).toEqual(expected);  
    });  
  
    it("should encode injected content", function () {  
        var expected = 'A - &lt;b&gt;TEST&lt;/b&gt; - C';  
        var formatted = saveFormat(original, 'A', '<b>TEST</b>', 'C');  
        expect(formatted).toEqual(expected);  
    });  
});
```

2. Watch them fail

```
var saveFormat = function() {  
    return "boo!";  
};  
jasmine.getEnv().execute();
```

Demo

3. Make them pass

```
var saveFormat = function(txt) {  
  
    $(arguments).each(function (i, item) {  
        if (i > 0) {  
            item = $('<div/>').text(item).html();  
            txt = txt.replace("{}" + (i - 1) + "{}", item);  
        }  
    });  
    return txt;  
};  
jasmine.getEnv().execute();
```

Demo

4. Refactor

```
function htmlEncode(input) {
    return $('<div/>').text(input).html();
}

var saveFormat = function(txt) {

    $.each(arguments, function (i, item) {
        if (i > 0) {
            item = htmlEncode(item);
            txt = txt.replace("{ " + (i - 1) + " }", item);
        }
    });
    return txt;
};

jasmine.getEnv().execute();
```

Demo

5. Repeat

```
function htmlEncode(input) {
  return $('<div/>').text(input).html();
}

var saveFormat = function() {

  var args = Array.prototype.slice.call(arguments);
  var txt = args.shift();

  $.each(args, function (i, item) {
    item = htmlEncode(item);
    txt = txt.replace("{ " + i + " }", item);
  });
  return txt;
};
jasmine.getEnv().execute();
```

Demo

Testing HTML

Jasmine is DOM agnostic
comes without tools to set up HTML fixtures

Definition:

A test fixture is a fixed state of a set of objects used as a baseline for running tests.

First Solution

in memory fixture with jQuery

```
describe('trivial jQuery plugin', function () {  
  
    var fixture;  
    beforeEach(function () {  
        fixture = $('<div>some HTML code here</div>');  
    });  
  
    it('should do something', function () {  
        fixture.myPlugin();  
        expect(fixture).toHaveClass("newClass");  
    });  
});  
jasmine.getEnv().execute();
```

... only works for trivial plugins!

Clumsy Solution

directly append to/remove from DOM

```
describe('my jQuery plugin', function () {  
  
    beforeEach(function () {  
        $('#fixture').remove();  
        $('body').append('<div id="fixture">HTML</div>');  
    });  
  
    it('should do something', function () {  
        $('#fixture').myPlugin();  
        expect($('#fixture')).toHaveClass("newClass");  
    });  
});  
jasmine.getEnv().execute();
```

jasmine-jquery

custom matchers, HTML/style/JSON fixtures, event spies

```
describe('my jQuery plugin', function () {  
  
  beforeEach(function () {  
    jasmine.getFixtures().fixturesPath='js/5_jasmine-demo_jquery';  
    jasmine.getFixtures().load('jquery.myPlugin.spec.html');  
  });  
  
  it('should do something', function() {  
  
    var $div = $('#helloWorld').myPlugin();  
    expect($div).toHaveClass("newClass");  
  
  });  
});  
jasmine.getEnv().execute();
```

Demo

TDD → BDD

Spies

test behaviour

```
describe('Garfield', function () {
  describe('when told to be nice', function() {

    var garfield;
    beforeEach(function() {
      garfield = new Garfield();
      spyOn(garfield, 'goToFridgeAndEatPizza').andCallThrough();
    });

    it('should answer with ok', function() {
      var answer = garfield.beNice();
      expect(answer).toEqual("ok");
    });

    it('should steal pizza', function () {
      garfield.beNice();
      expect(garfield.goToFridgeAndEatPizza).toHaveBeenCalled();
    });
  });
});
jasmine.getEnv().execute();
```

A spy can stub any function and tracks calls to it and all arguments.

Demo

Danke!