Productive Coder

Dr Heinz M. Kabutz

The Java Specialists' Newsletter

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Productive Coder

How you can have more fun interacting with your machine ...

... and make your computer less frustrated with having you as operator

Background

Heinz Kabutz

- Lives in Greece on the Island of Crete
- Java Programmer
- The Java Specialists' Newsletter
 - 50 000 readers in 121 countries
 - http://www.javaspecialists.eu
- Java Champion





Two Events in Crete

Java Specialists Symposium Crete 29 Aug - 1 Sep

- "Open Spaces" conference
- Title "Making Java Fun Again"
- Free entry, but seats are limited

Java Specialists Master Course Crete 5-8 Sep

- Advanced Java Course for Java experts
- €2500 per seat
- You may also attend this remotely



Become One With Your Machine

Typical programmer works 60 hours per week

- We all want maximum of 40 hours

Programmer and machine should be one

- Feel the machine
- Understand the machine
- Speak nicely to the machine :-)

Human Computer Interaction is progressing slowly

- You should be able to type this whilst at the same time watching TV.
- When you make a typing error, you should know that you have made it without looking at the screen

Keyboard Skills

- Not all programmers can touch type
- But it is so easy:
 - Each keyboard has dimple for index fingers on "F" and "J"
 - From there, each finger controls the buttons above and below it
- Initial investment of about 20 hours
- Try to mainly use the keyboard minimize mouse use
 - Menu driven copy & paste …
- European keyboard layouts bad for coding
 - Semicolon and curly braces
 - Use Dvorak or US keyboard layouts and type blindly

Keyboard Magic

- Back to the basics of working with computers
- Applies to any language, not just Java
- But, Java's IDEs make this approach even more productive

Keyboard Shortcuts

- Memorise as many as possible
- Use them frequently
- Try to minimize mouse usage
- Every IDE is different
 - Sometimes on purpose it seems
 - CTRL+D in IntelliJ & Eclipse
- Learn vim
 - Productive for small jobs
 - Good discipline in keyboard use

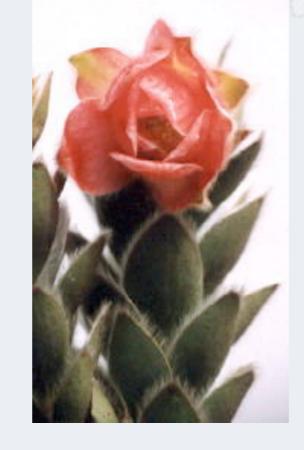
Keyboard Stickers

	A	в	С	D	E	F	G	н	1	J	к	L	м
	Find Action	Goto Deci Goto Impl	Extr Const Wew Changes	Duplicate	View Recent	Extr Field Find	Goto Line	Type Hier Call Hier	Indent	Templatu Surround	VES Commit	Petormat	Extr Mitth Scriel to Center
	N	0	Р	Q	R	S	т	U	V	W	x	Y	z
is.e	Goto class Goto file	Override Meth	Extr Param Param Info	Quick Docs Context Info	Replace Repl Struct	Search Struct Project Struct	Sumound VCS Upd	Goto Super Tpgl Case	Intr Var Paste Recent	Sel Succ Desel Succ	Cut	Delete Line Sylic	Undo Redo
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Javaspecialists.eu	Misg Win	Proj Win	Comm Win	Find Win	Run Win	Debug Win	Todo Win	Sinct Win	Her Win	Changes Win	Generale	Nav Bar	Del to End Sale Delete
dsp	Esc Goto Editor	F1 Queck Date	F2 Next Error	F3 Find Next	F4 Gato Source	F5 Copy	F6 Move	F7 Step Into	F8 Step Over	F9 Resume	F10 Run	F11 Bookmark	F12 Prev Win
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				Backspace									
			Code Complete	Smart Complete C	Xans Complete								10 10 10

Know Your IDE

Currently using IntelliJ 7.0.5 and 10.5

- Eclipse and Netbeans also excellent nowadays
- Short demo of how to create three classes:
 - Flower, RarityStatus,
 FynbosFan



Orothamnus zeyheri (Marsh Rose)

Which IDE ? – Does Not Matter!

- Whatever your choice, it's your choice
- Spend 10 hours getting to know keyboard shortcuts

Fingers Overtaking the Brain

- You still need to plan
 - Stop & think before you start
 - When shortcuts & fingers are too fast:
 - Increase speed of your brain
 - Think in higher level concepts, such as Design Patterns



Design Patterns

Mainstream of OO landscape, offering us:

- View into brains of OO experts
- Quicker understanding of existing designs
 - e.g. Visitor pattern used by Annotation Processing Tool
- Improved communication between developers
- Readjusting of "thinking mistakes" by developers



Vintage Wines

Design Patterns are like good red wine

- You cannot appreciate them at first
- As you study them you learn the difference between plonk and vintage, or bad and good designs
- As you become a connoisseur you experience the various textures you didn't notice before
- Warning: Once you are hooked, you will no longer be satisfied with inferior designs

News: Design Patterns Course self-paced learning TBA



"Houston, We Have a Problem"

- "Our lead developer has left"
 - Software works most of the time
 - We have to fix it, and add some features ...

How do you start?

- What code is dead?
 - Stories of whole teams working on dead code for years
- Where are the unit test?
- Where could access control be tighter?
- What portion of code is commented?
- How can I find bad code? Copy & paste code?





Initial Investigation

Check where comments are missing

 Doclet that checks that all elements are documented http://www.javaspecialists.eu/archive/lssue049.html

Find fields that are not private

 Doclet that runs through your code and finds non-private fields http://www.javaspecialists.eu/archive/Issue035.html

Count number of classes, lines of code per class

- Aim is for average of less than 100 lines per class
- One of my customers had one Java class > 30000 LOC
- Run code coverage tool against unit tests

What are Realistic Values?

	# Classes	Total LOC AVG/STDEV	Uncommented Elements			
Project 1	1359	263790	24291			
South Africa		194 / 337	18 per class			
Project 2	442	62393	7298			
Germany		141 / 149	17 per class			
Ideal	1000	80260	1000 max			
		80 / 61	1 per class			

Beware, LOC is only a rough measurement

Comments Should Explain "Why"

- Should not just be: Method getName returns the name.
- Switch off automatic comment generation
- Either fill in comments properly, or leave them out
- Method names and parameters should be descriptive
- "Why I don't read your code comments ..."
 - Most misunderstood newsletter
 - http://www.javaspecialists.eu/archive/Issue039.html
 - I do write my own comments, but about "why" not "what"
 - But, I seldom find projects with well-written comments

Rather insightful comment in JDK 1.3:

/**

```
* Returns the name of the component given the
* component index
```

```
*/
public String getName (int idx) {
    /* REMIND - handle common cases here */
    return new String(
        "Unnamed color component("+idx+")");
}
```

```
What is "REMIND" supposed to tell us?
```

In JDK 1.4, more comments, but still the question /**

- * Returns the name of the component given the
- * component index.
- * @param idx The component index.
- * @return The name of the component at the
- * specified index.

public String getName (int idx) {
 /* REMIND - handle common cases here */
 return new String(

"Unnamed color component("+idx+")");

*/

Java 5

/** Returns the name of the component given the

- * component index.
- * @param idx The component index.
- * @return The name of the component at the
- * specified index.
- * @throws IllegalArgumentException if idx is less
- * than 0 or greater than numComponents 1 */

public String getName (int idx) {

```
/* REMIND - handle common cases here */
```

if ((idx < 0) || (idx > numComponents - 1)) {
 throw new IllegalArgumentException(

```
"Component index out of range: " + idx);
```

return new String(

```
"Unnamed color component("+idx+")");
```

Javaspecialists.eu

Java 6

/** Returns the name of the component given the

- * component index.
- * @param idx The component index.
- * @return The name of the component at the
- * specified index.
- * @throws IllegalArgumentException if idx is less

```
* than 0 or greater than numComponents - 1 */
```

```
public String getName (int idx) {
```

```
/* REMIND - handle common cases here */
```

```
if ((idx < 0) || (idx > numComponents - 1)) {
```

```
throw new IllegalArgumentException(
```

```
"Component index out of range: " + idx);
```

```
if (compName == null) {
```

```
switch (type) {
```

```
case ColorSpace.TYPE_XYZ:
```

```
compName = new String[] {"X", "Y", "Z"}; break;
```

Commenting Out Code

- Source Control Systems
 - Have been around for decades
- Don't duplicate work done by source control
- If code is dead, delete it, don't comment it out

Funny Comments

Shouldn't that be ObjectInputStream?

```
• JDK 1.3: java.io.ObjectStreamClass
private final static Class[] NULL_ARGS = {};
//WORKAROUND compiler bug with following code.
//static final Class[]OIS_ARGS={ObjectInpuStream.class};
//static final Class[]OOS_ARGS={ObjectOutpuStream.class};
private static Class[] OIS_ARGS = null;
private static Class[] OOS_ARGS = null;
private static void initStaticMethodArgs() {
    OOS_ARGS = new Class[1];
    OOS_ARGS[0] = ObjectOutputStream.class;
    OIS_ARGS = new Class[1];
    OIS_ARGS = new Class[1];
    OIS_ARGS[0] = ObjectInputStream.class;
    OIS_ARGS[0] = ObjectInputStream.class;
```

"" "The compiler team is writing useless code again ..."

– http://www.javaspecialists.eu/archive/Issue046.html

"Wonderfully Disgusting Hack"

JDK 1.4: java.awt.Toolkit

static boolean enabledOnToolkit(long eventMask) {
// Wonderfully disgusting hack for Solaris 9

This made me think:

- All software contains hacks.
- I would prefer to know about them.
- Only a real developer would write "hack" into his comments.
- Rather use Java than black-box proprietary solution with hundreds of undocumented hacks

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"Wonderfully Disgusting Hack"

– http://www.javaspecialists.eu/archive/Issue077.html

Before You Change Any Code...

- Refactoring is dangerous!
- You must have good unit tests
 - And great skill if you don't have unit tests...

Also system tests

In troubled projects, unit tests often absent

Real-Life Case Study

- Customer has kindly agreed for you to see his code
- Domains, names, etc. have been altered
- This is not the worst I have had to work with

Real-Life Example

- Company someone.com has Java application
- Single programmer has left
- Features must be added and bugs fixed
- Initial stats:

	# Classes	Total LOC AVG / STDEV	Uncommented Elements
Someone.com	97	19478 201 / 181	2461 25 per class

Fanout (FO)

- Number of other classes used in
 - Fields
 - Parameters
 - Local variables
 - Return
 - Throws
- Primitives and supertypes not counted
- Recommended maximum of 15
- Warning sign: Large number of "import" statements

Halstead Program Length (HPLen)

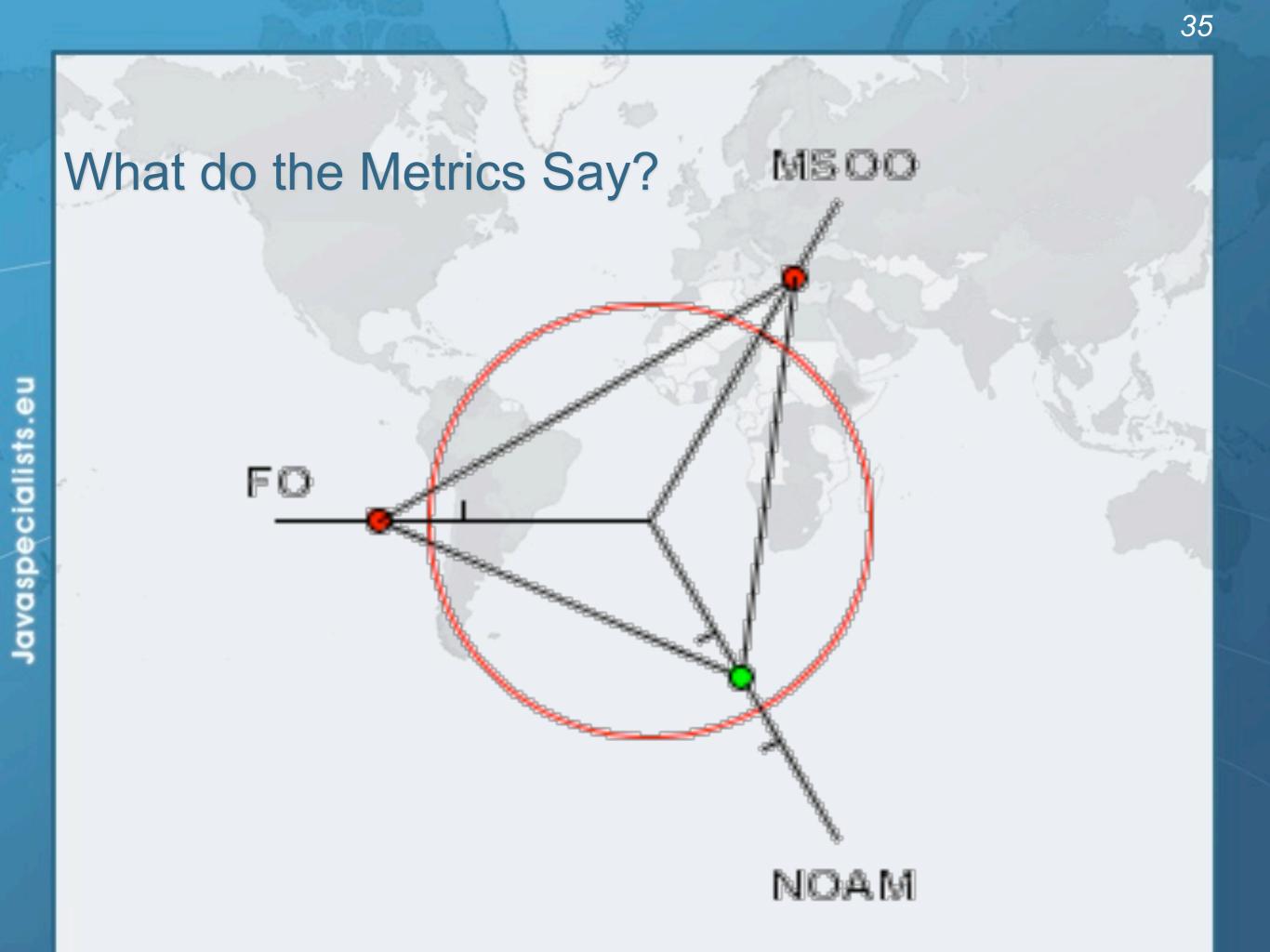
- Halstead Software Science metric
 - Calculated per class
 - 'Number of Operators' + 'Number of Operands'
- Maximum of 2000
- Average should be much less

Maximum Size Of Operation (MSOO)

- Counts maximum size of operations for a class
- Method size determined by cyclomatic complexity
 - number of if, for and while statements
- Finds overly complex, badly factored methods

Number Of Added Methods (NOAM)

- Counts the number of operations added by a class
 - Inherited and overridden operations are not counted
- Absolute maximum is 50
 - Maybe too generous?
- Large value means subclass is too different to superclass



Encapsulation

Encapsulation is more than private fields

- Though all non-constant fields should be private
- Getters and Setters often break encapsulation
 - What is the difference between public getName() and setName() methods and making field public?
 - Yes, you can check input values
 - Fundamental problem we are not delegating responsibility
 - E.g. Entity Beans History

Non-private Fields

- Search with Doclet
 - http://www.javaspecialists.eu/archive/lssue035.html

• Output:

- Non-private data members:
 - public com.someone.gui.InfoFrame: java.lang.StringBuffer buffer public com.someone.gui.TableMap:

Found 203 non-private non-constant fields

protected javax.swing.table.TableModel model
public com.someone.io.DelimitedFileDataSource:
 protected java.lang.String[][] data
 protected int index
public com.someone.io.DelimitedFileReader:
 protected java.lang.String fileName
 protected java.lang.String[] headers
 protected int numberOfFields

Fixing the Code

• Either make them all private and see what breaks

– Kind of tedious

Or use a tool to tighten field access control

- Made me into an IntelliJ convert
- Short demonstration …
- Rerun the doclet: 104 non-private fields
 - An improvement from 203!
- Now real work begins why are they not private?

Immutable Fields

Fields should be marked "final" where possible

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- http://www.javaspecialists.eu/archive/lssue025.html
- Immutable objects are easier to work with
 - Helps discover bugs
 - Synchronization is easier
- Garbage collector copes well with short-lived objects
- A class with descriptive long names

public class SessionConnectorWithRetryAtLeastThreeTimes {
 private String connectionNameReceivedFromInternet;
 private int numberOfTimesThatWeShouldRetryAtLeast;

Add a Constructor

public class SessionConnectorWithRetryAtLeastThreeTimes {
 private String connectionNameReceivedFromInternet;
 private int numberOfTimesThatWeShouldRetryAtLeast;
 public SessionConnectorWithRetryAtLeastThreeTimes(
 String c, int n) {
 connectionNameReceivedFromInternet = c;
 numberOfTimesThatWeShouldRetryAtLeast = n;
 }
}

Problem – we need to read the comments to know what c and n are

}

Use the Classic "this." Assignment

It compiles and runs, but one field is not initialised

public class SessionConnectorWithRetryAtLeastThreeTimes {
 private String connectionNameReceivedFromInternet;
 private int numberOfTimesThatWeShouldRetryAtLeast;
 public SessionConnectorWithRetryAtLeastThreeTimes(
 String connectionNameReceivedFromInternet,
 int numberOfTimesThatWeShouldRetryAtLeast) {
 this.connectionNameReceivedFromInternet =
 connectionNameReceivedFromInternet;
 this.numberOfTimesThatWeShouldRetryAtLeast =
 numberOfTimesThatWeShouldRetryAtLeast =
 numberOfTimesThatWeShouldRetryAtLeast;
 }
}

}

Make Fields Final

• Making them final shows the problem:

- Parameter connectionNameReoeivedFromInternet
- So, make all fields as private and final as possible

Search for non-final fields using a Doclet

- Not published, but easy to write
- In our example, 644 fields were non-final
- Again, fix either one class at a time, or use a tool
 - Quick demonstration with IntelliJ by hand takes longer
 - We now have 380 non-final fields left

How Final is "final"?

- Java engineers ambivalent:
 - JDK 1.1:
 - Access control (private, etc.) not checked at runtime
 - Final fields cannot be rebound at runtime
 - JDK 1.2:
 - Access control checked at runtime, setAccessible(true) overrides
 - Final fields could be rebound at runtime with reflection
 - JDK 1.3 + 1.4:
 - Final fields cannot be rebound at runtime
 - JDK 1.5 + 1.6:
 - Final fields can be rebound at runtime with reflection
 - Except when primitive or String fields are set at declaration time

Java Versions: When "final" Was Final

Java versions and lifespans

Version	Code Name	Release Date	Lifespan (months)	Final is final
JDK 1.1.4	Sparkler	1997-09-12	15	Yes
J2SE 1.2	Playground	1998-12-04	18	No
J2SE 1.3	Kestrel	2000-05-08	21	Yes
J2SE 1.4	Merlin	2002-02-13	31	Yes
J2SE 5.0	Tiger	2004-09-29	18	No

- Suggestion: Treat final as if it really was ...
 - http://www.javaspecialists.eu/archive/lssue096.html

Dead Code

- Many times I have fixed bugs in dead code
- Dead code should be pruned
 - Make elements as private as possible
 - Make fields final
 - Search for dead code and delete
 - GOTO 1

After Pruning Dead Code

Rerun the doclets:

- 89 classes (down by 8)
- 16879 LOC (down by 2599)
- 79 non-private fields (down by 25)
- 324 non-final fields (down by 56)

Back to Comments

Strip out useless comments and commented-out code

- Source Control System is doing source control
- Don't duplicate effort!
- Root of problem is fear
- If commented code looks useful, leave a note
 - E.g. // CodeComment removed
 - Coder can look in source control system for CodeComment

Our system now has 14505 LOC

Originally 19478 – reduced by over 25%

Depth of Inheritance Hierarchy

- Complexity of code can be related to hierarchy depth
- Overly deep hierarchies should be avoided
- You can check the depth with this simple tool
 - http://www.javaspecialists.eu/archive/lssue121.html
 - Try beat our record:
 - Proprietary code: hierarchy depth of 10
 - Open Source: Hierarchy depth of 12
 - Rob Mulcahey, Current Inc, Colorado Springs
 - org.apache.batik.dom.svg.SVGOMAltGlyphElement

Exception Handling

Quick manual inspection for bad exception handling

Methods should not throw "Exception"

private void initGui() throws Exception {
 initNorth();
 tabbedPane = new JTabbedPane();
 getContentPane().add(tabbedPane, BorderLayout.CENTER);

And the catch blocks should not be empty

Never Catch RuntimeException

Code should not catch RuntimeException

```
try {
   data = FruitspecTableModel.getColumnData(i);
} catch (RuntimeException e) {
}
```

Replace that with a check on the value of "i"

Implies not catching Exception

```
try {
   data = FruitspecTableModel.getColumnData(i);
} catch (Exception e) {
}
```

Sloppy Exception Handling

Can cause parts of system to stop working

- Gives user false sense of security
- All exceptions need to be noted
 - Either logged to a file or the help desk

With Java 5 you can specify global exception handler

- http://www.javaspecialists.eu/archive/lssue089.html
- Nice, but does not solve the "poor coding" of empty catch blocks

Global Exception Handling

public class DefaultExceptionHandler implements
 Thread.UncaughtExceptionHandler {
 public void uncaughtException(Thread t, Throwable e) {
 // You need more robust, permanent record of problems
 JOptionPane.showMessageDialog(findActiveFrame(),
 e.toString(), "Exception Occurred",
 JOptionPane.OK_OPTION);
 e.printStackTrace();

```
private Frame findActiveFrame() {
  for (Frame frame : JFrame.getFrames()) {
    if (frame.isVisible()) return frame;
  }
  return null;
```

}

Register with Class Thread

```
Thread.setDefaultUncaughtExceptionHandler()
public class EvenBetterGui {
    public static void main(String[] args) {
        Thread.setDefaultUncaughtExceptionHandler(
            new DefaultExceptionHandler());
        Gui gui = new Gui();
        gui.pack();
        gui.setDefaultCloseOperation(
            JFrame.EXIT_ON_CLOSE);
        gui.setVisible(true);
     }
```

}

Now Code is More Manageable

Now the real work starts:

- Find and eliminate duplicate code
- Encapsulate fields that are still non-private
- Set up test environment
- From here, you must tread carefully
 - Make sure you can roll back easily
 - Check frequently that code still works

Automatic Tools and Reflection

- Java tools rely on static compilation of classes
- Be careful when using Reflection and Dynamic Proxies

Check your code

Regularly check your own work:

- Elements are properly commented
- Exceptions are handled correctly
- Fields are private
- Fields are final where possible
- Unit tests cover your code base
- Look for copy & paste code
 - Sometimes difficult to eliminate

Develop with Pleasure!

- Make your code a pleasure to work with
- And don't be scared of fixing messy code

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Some Keystroke Hints

The appendix contains some hints on keyboard shortcuts in Eclipse and IntelliJ

Eclipse

- Create new class: Alt+Shift+N, C
- Autocompletion on keywords?
 - Type "in" followed by CTRL+Space ...
 - Reaching Esc is awkward on the keyboard
 - My fingers have to leave the safety of the dimples
- Error or unknown symbols in Eclipse press Ctrl+1
- How do I get back to the previous file without using the mouse?
 - Alt+left and Alt+right

Autogenerating Java Code

Make constructor: Alt+S, A

- Parameters not in same order as fields
 - Though this may be a setting somewhere
- Enter does not work
- Names of parameters not the same as the fields
- Getters / Setters: Alt+S, R
 - Again, not in same order as fields & enter does not work
- Main method: main Ctrl+Space
- Otrl + Shift + Space shows parameters

Eclipse Magic Keys

Ctrl+Space autocompletes

- "syso" generates: System.out.println();
- "for" generates: for (int i = 0; i < args.length; i++) { }</pre>
- Problem is that Ctrl+Space is awkward to type
- Ctrl+1 autofixes code
 - But cursor jumps all over the place ⊗
- An IDE needs to be like a chef's knife, sharp and true

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IntelliJ IDEA

- Intellij IDEA ULTIMATE 10.5
- Create new class: In project window (Alt+1) Alt+Insert
- Autocompletion on keywords?
 - Works a bit better...
 - Type "in" followed by CTRL+Space …
 - Error or unknown symbols in IntelliJ press Ctrl+Enter
 - F2 finds the next problem
- How do I get back to the previous file without using the mouse?
 - Alt+Ctrl+left and Alt+Ctrl+right

Autogenerating Java Code

Make constructor: Alt+Insert

- Parameters same order as fields
- Names of parameters same as the fields

Getters / Setters: Alt+Insert

It does what I expect

equals() & hashCode(): Alt+Insert

- Enter does not work that well
- Ctrl+plus and Ctrl+minus folds & unfolds methods
- Main method: psvm Tab

IntelliJ Magic Keys

Otrl + Shift + Space is intelligent autocomplete

Extremely useful

Tab fills in Live Templates

- "sout" generates: System.out.println();
- "itar" generates: for (int i = 0; i < args.length; i++) { }</pre>
- Alt+Enter autofixes code
 - Cursor stays in the same place ③

Otrl+W selects wider and wider scope

Style and Metrics Tools

MetricsReloaded (IntelliJ IDEA Plugin)

- http://www.sixthandredriver.com/metricsreloaded.html
- Together Control Center
- CheckStyle
 - http://checkstyle.sourceforge.net

FindBugs

- http://findbugs.sourceforge.net
- Java PathFinder (from NASA)
 - http://javapathfinder.sourceforge.net
- Project Mess Detector (PMD)
 - http://pmd.sourceforge.net/

Questions?

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