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ACCU Conference 2017



Previous ACCU Talks

Arjan Leuwen 2013 - The art of reviewing code

Austin Bingham 2015 - Making the Case for Review





Why Review Code?

- Find bugs early
- Improve maintainability
- Share knowledge
- Harmonize code style

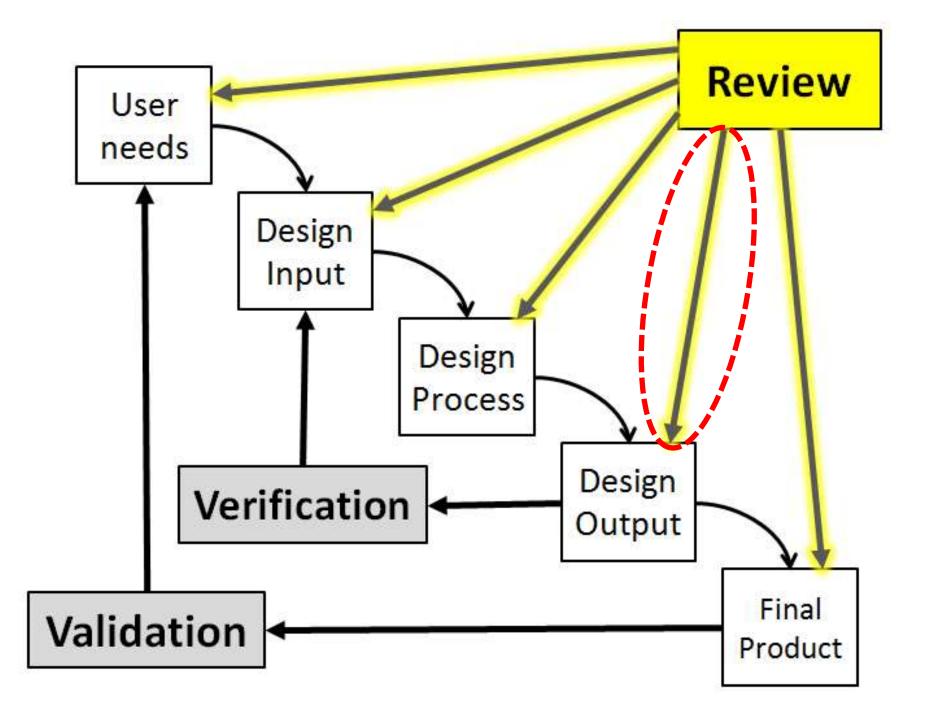
Better quality Better teams

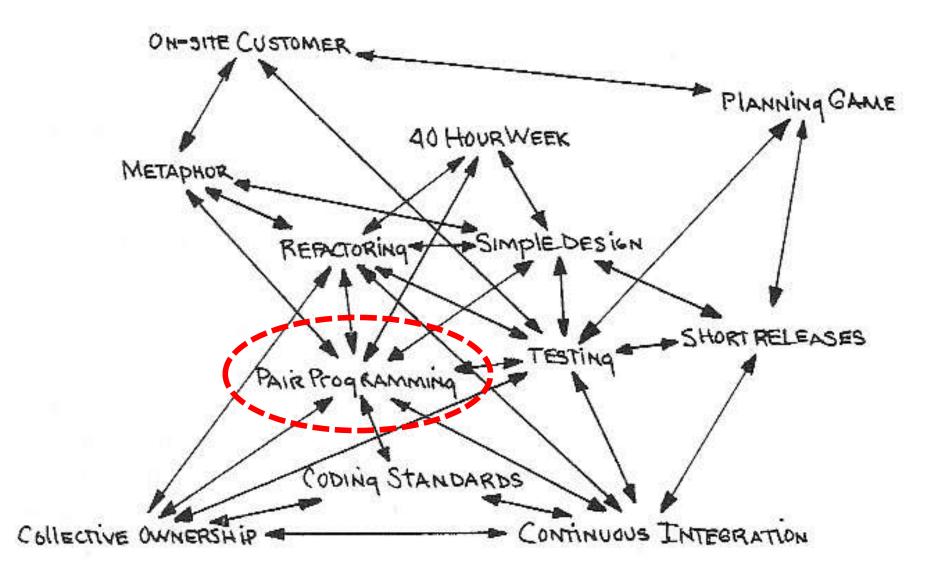
Productivity



Dangers

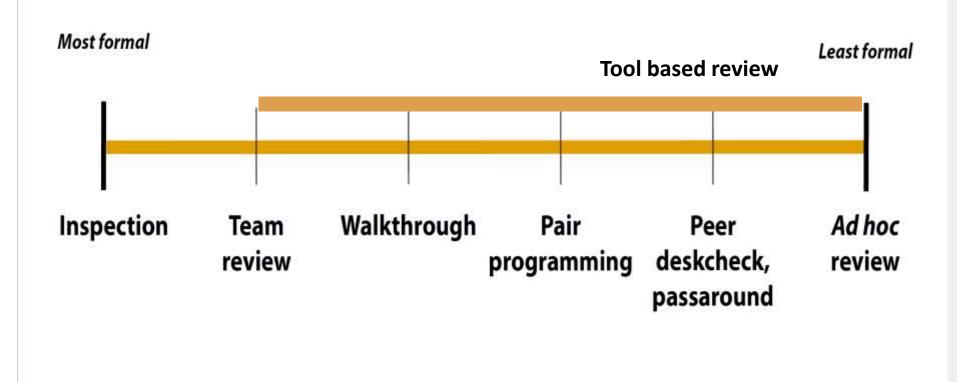
Viewed as waste of time Management buy-in **Development buy-in Resistance to change** Process Ego **Big Brother Annual Review Values**





Review formality spectrum

Reviews can be roughly ordered from formal inspections to ad hoc



Based on the original diagram by Karl E. Wiegers in "Peer Reviews in Software: A Practical Guide"

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Formal Review Meeting	Review Tools	Pair Programming
Many people	Many people	2 people
Schedule meeting	Individual time Individual location	While pairing
Rushed comments	Thorough comments	Creating together
Comments in big group	Offline comments	Comments while working together
Learning by observing	Learning by observing	Learning by doing

What to Review

Bugs Style Change matches task / bug report **Design choices** Unit tests coverage Dependencies Duplicate code Library usage Comments

Concurrency Efficiency Maintainability Future proof Improvements Legacy stuff to avoid **Educate Author** Things to learn yourself **Appraisals**

When to Review

After

Code compiles

Before

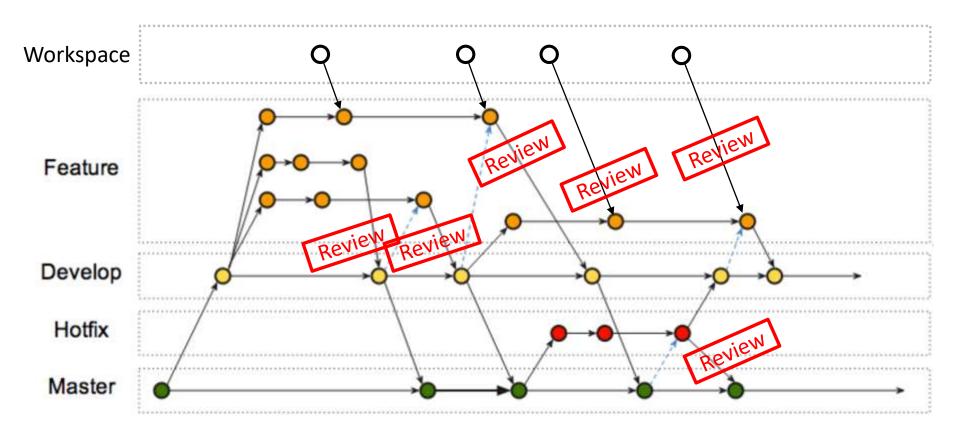
Committing code / Merging to release branch

Automated tests pass

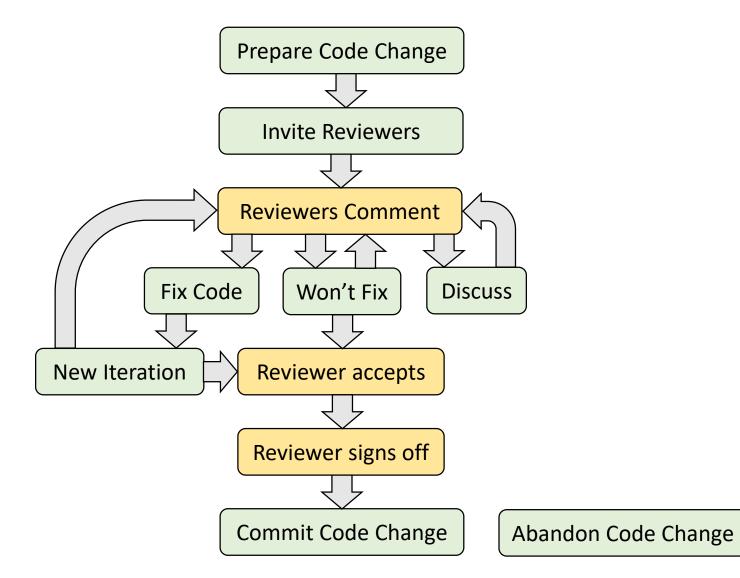
Integration tests

Handover to QA

Review for Gatekeeping



Review Workflow



Prepare Code Change

- Upload a patch to review tool
- Tell tool to find local changes
- Tell tool to find committed change
- Use a script/tool to do the above

Selecting Reviewers

Reviewers

Observers

Promise to do review ASAP For Their Information

Essential skills

Contribute skills

Can block commits

Can be ignored





Reviewer Skills

Bugs Style Change matches task / bug report **Design choices** Unit tests coverage Dependencies Duplicate code Library usage Comments

Concurrency Efficiency Maintainability Future proof Improvements Legacy stuff to avoid **Educate Author** Things to learn yourself Appraisals

Pitfalls During Review

- Change creep
- Mixing feature change with refactoring
- Conflicting views
- Long discussions
- Chasing reviewers
- Negative or personal comments

Pitfalls During Review

- Change creep
- Mixing feature change with refactoring

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Conflicting views

1.

HOW TO MAKE A GOOD CODE REVIEW







RULE 1: TRY TO FIND AT LEAST SOMETHING POSITIVE

Measuring benefits of code reviews.

- Reduction in bug frequency
- Retrospective for bugs:
 - Could this bug have been caught at review time?
 - If not: Design review?
 - Any test passes?
 - Any other phase?
- Size of reviews?
- Code style coherency
- Team proficiency
- Review speed vs found issues

Review Tool Requirements

Author

- Easy to publish changes
- View outstanding comments

Reviewer

- View code differences
- View comments with responses
- View comments not yet dealt with by author

General

• Integration with your tool set

Code Review and Your Process



Resources

https://en.wikipedia.org/wiki/List of tools for code review

