

Code Review

Martin Kellogg

Code Review

Today's agenda:

- **Reading Quiz**
- What is code review (and why we do it)
- How to do a code review (with empirical evidence)
- Good and bad examples of code review comments

Reading quiz: code review

Q1: **TRUE OR FALSE:** Code reviews at Google are supposed to be antagonistic: that is, the reviewer should assume that the author is trying to check in bad code.

Q2: **TRUE OR FALSE:** Code reviews at Google are supposed to be statistical: there's so much code to review that there isn't time to check every line, so reviewers are encouraged to look at a sample (e.g., one method). If that looks good, they should approve the CL.

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- There is significant **tool support** for “modern” code review
 - We’ll talk about this in more depth later in this lecture

Analogy: writing

Compare the effectiveness of:

- spellchecking your own writing
- reading and editing your own writing
- having your writing be edited by someone else

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Professional writers have editors; professional software engineers have code reviewers

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- Typically, “code inspection” suggests a reviewer is involved, while “holistic code review” suggests a reviewer (but these are connotations)

History fact: there was a lot of interest (and research) into code inspection in the 80s/90s (at the same time that Waterfall was the dominant methodology)

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- Inductive argument for code quality:
 - if $v(n)$ is good, and the diff between $v(n)$ and $v(n+1)$ is good, then $v(n+1)$ is good

Brief aside/review: proof by induction

(on the whiteboard)

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Modern code review: intuition

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- Reviewer has:
 - different background, different experience
 - no preconceived idea of correctness
 - no bias because of “what was intended”

Modern code review: intuition

“Breadth of experience in an individual is essential to creativity and hence to good engineering. ... Collective diversity, or diversity of the group - the kind of diversity that people usually talk about - is just as essential to good engineering as individual diversity. ... Those **differences in experience are the "gene pool" from which creativity springs.**”

– Bill Wulf, National Academy of Engineering President

Modern code review: the most common analysis

- Modern code review is considered a **best practice almost everywhere** in industry

Modern code review: the most common analysis

"All code that gets submitted **needs to be reviewed** by at least one other person, and either the code writer or the reviewer needs to have readability in that language. Most people use Mondrian to do code reviews, and obviously, **we spend a good chunk of our time reviewing code.**"

- Amanda Camp, Software Engineer, Google

Modern code review: the most common analysis

“At Yelp we use review-board. An engineer works on a branch and commits the code to their own branch. The reviewer then goes through the diff, adds inline comments on review board and sends them back. The **reviews are meant to be a dialogue**, so typically comment threads result from the feedback. Once the reviewer's questions and concerns are all addressed they'll click "Ship It!" and the author will merge it with the main branch for deployment the same day.”

- Alan Fineberg, Software Engineer, Yelp

Modern code review: the most common analysis

“At Wizards we use Perforce for SCM. I work with stuff that manages rules and content, so we try to commit changes at the granularity of one bug at a time or one card at a time. Our team is small enough that you can designate one other person on team as a code reviewer. Usually you look at code sometime that week, but it depends on priority. **It's impossible to write sufficient test harnesses** for the bulk of our game code, so **code reviews are absolutely critical.**”

- Jake Englund, Software Engineer, MtGO

Modern code review: the most common analysis

"At Facebook, we have an internally-developed web-based tool to aid the code review process. Once an engineer has prepared a change, she submits it to this tool, which will notify the person or people she has asked to review the change, along with others that may be interested in the change – such as people who have worked on a function that got changed. At this point, the reviewers can make comments, ask questions, request changes, or accept the changes. If changes are requested, the submitter must submit a new version of the change to be reviewed. All versions submitted are retained, so reviewers can compare the change to the original, or just changes from the last version they reviewed. Once a change has been submitted, the engineer can merge her change into the main source tree for deployment to the site during the next weekly push, or earlier if the change warrants quicker release."

Ryan McElroy, Software Engineer, Facebook

Modern code review: the most common analysis

- Modern code review is considered a **best practice almost everywhere** in industry
- While each place has their own way of doing reviews, the broad strokes are common between companies

Modern code review: benefits

- > 1 person has seen every piece of code
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- Inexperienced personnel get experience without hurting quality
 - Pairing them up with experienced developers
 - Can learn by being a reviewer as well

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Non-goal: assessing whether the author is good at their job

- managers/HR **shouldn't** be involved in code review

Modern code review: benefits by the numbers

- Average defect detection rates higher than testing
- 11 programs developed by the same group of people
 - First 5 without reviews: average 4.5 errors / 100 LoC
 - Remaining 6 with reviews: average 0.82 errors / 100 LoC
 - Errors reduced by > 80%.
- IBM's Orbit project: 500,000 lines, 11 levels of inspections. Delivered early with 1% of the predicted errors.
- After AT&T introduced reviews, 14% increase in productivity and a 90% decrease in defects.

(From Steve McConnell's [Code Complete](#))

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Author checklist before sending out a CL

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Avoid:

- extraneous whitespace changes
- debugging code
- commented-out code
- style guide violations
- undocumented code
- etc.

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- Make sure the diff is clean
- Choose the right reviewers

Author checklist before sending out a CL

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- Make sure the diff is **clean**
- Choose the **right reviewers**

Factors to consider in a reviewer:

- availability (how many reviews are they already working on?)
- code ownership
- code expertise
- readability

How to do a code review: Google's principles

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 - weigh options on **principles**, not simply by personal opinion
- If no other rule applies, then the reviewer may ask the author to be **consistent** with what is in the current codebase
- reviewers should favor approving a CL once it is in a state where it definitely **improves the overall code health** of the system

How to do a code review: Google's principles

- I'll add one more:
 - **Don't be a jerk**

What to look for in a code review

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 - Does each unit of code (class, method, etc.) follow **good code-level design principles**?
 - Is it **over-engineered**?

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Especially relevant for course projects, since Covey.Town is UI-heavy

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 - If so, pay extra attention and **prove to yourself** that it is correct.

How to write code review comments

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“In general it is the **developer’s responsibility** to fix a CL, not the reviewer’s”

How to write code review comments

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- **Explain** your reasoning.
- **Balance** giving explicit directions with just pointing out problems and letting the developer decide.
- **Encourage** developers to simplify code or add code comments instead of just explaining the complexity to you.

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“Explanations written only in the code review tool are not helpful to **future code readers**”

How to write code review comments: severity

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Usually authors treat comments without a severity level as **must fix**

How to write code review comments: severity

- Label comments with their **severity**, to avoid misunderstandings:
 - **Must Fix**: I don't think I can approve this CL until this problem is fixed, even if everything else is perfect.
 - **Nit**: This is a minor thing. Technically you should do it, but it won't hugely impact things.

How to write code review comments: severity

- Label comments with their **severity**, to avoid misunderstandings:
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 - **Must Fix**: I don't think I can approve this CL until this problem is fixed, even if everything else is perfect.
 - **Nit**: This is a minor thing. Technically you should do it, but it won't hugely impact things.
 - **Optional**: I think this may be a good idea, but it's not strictly required.
 - **FYI**: I don't expect you to do this in this CL, but you may find this interesting to think about for the future.

Common mistakes to avoid as a reviewer

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- Being **condescending**, especially if you're wrong.

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If you get **pushback** on a suggestion,
take the time to understand why

Common mistakes to avoid as a reviewer

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- Taking **too long** to complete a review.

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Try to get back to the author within “**one business day**”, whatever that means for your team

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- Being **too lax**

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Common mistake: “LGTM” everything for the sake of speed

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I've had reviewers ask for one thing, which I do, and then ask for something completely different a week later. **Read your previous review!**

Common mistakes to avoid as a reviewer

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- Taking **too long** to complete a review.
- Being **too lax**
- Being **inconsistent**
- Letting complexity through with a promise to **clean up** later

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- Being **inconsistent**
- Letting complexity through with a promise to **clean up** later

Doesn't usually happen!

Common mistakes to avoid as an author

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- Respond to **every comment**

Making a code change counts as a response!
Don't write "fixed" or similar on every comment.

Common mistakes to avoid as an author

- Respond to **every comment**
- If you fix something in one place, **fix it everywhere**

Common mistakes to avoid as an author

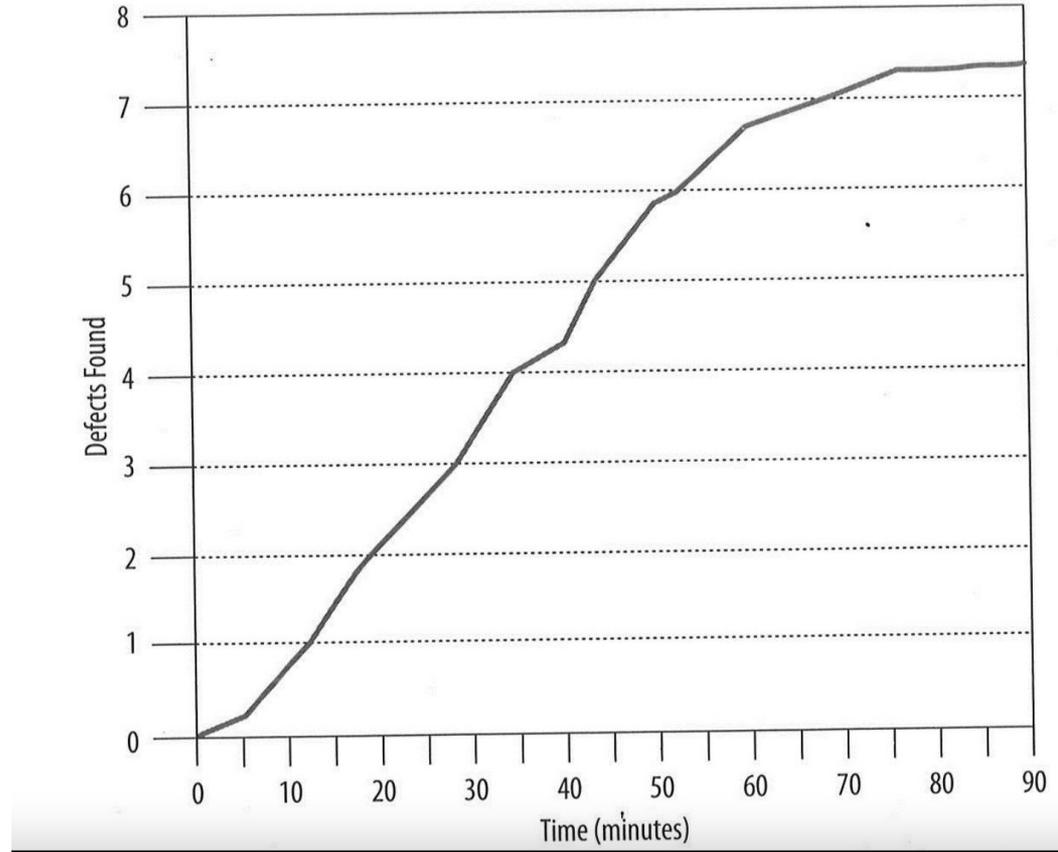
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- Assume **good faith**

Common mistakes to avoid as an author

- Respond to **every comment**
- If you fix something in one place, **fix it everywhere**
- Assume **good faith**
- Address comments **by changing the code**, not by explaining in the review tool

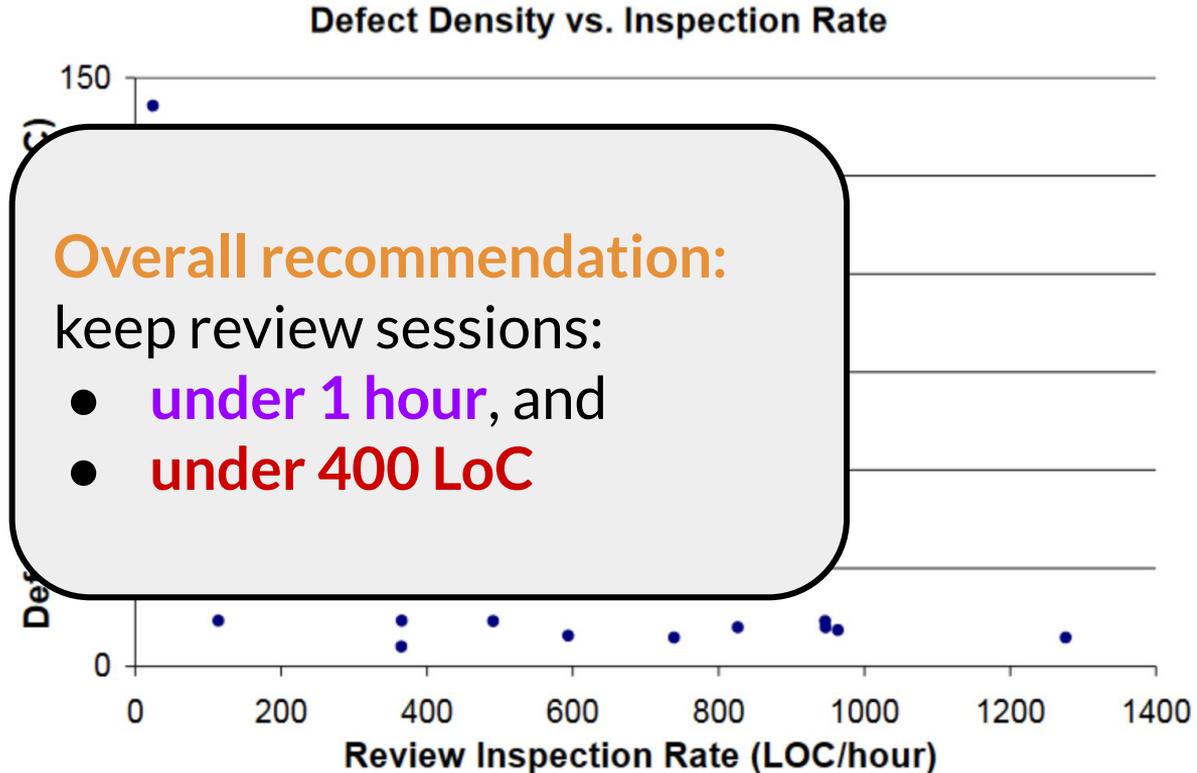
Empirical guidelines for code review

- **Recommendation:**
Do not exceed 60
minute session
- **Reason:** focus
fatigue

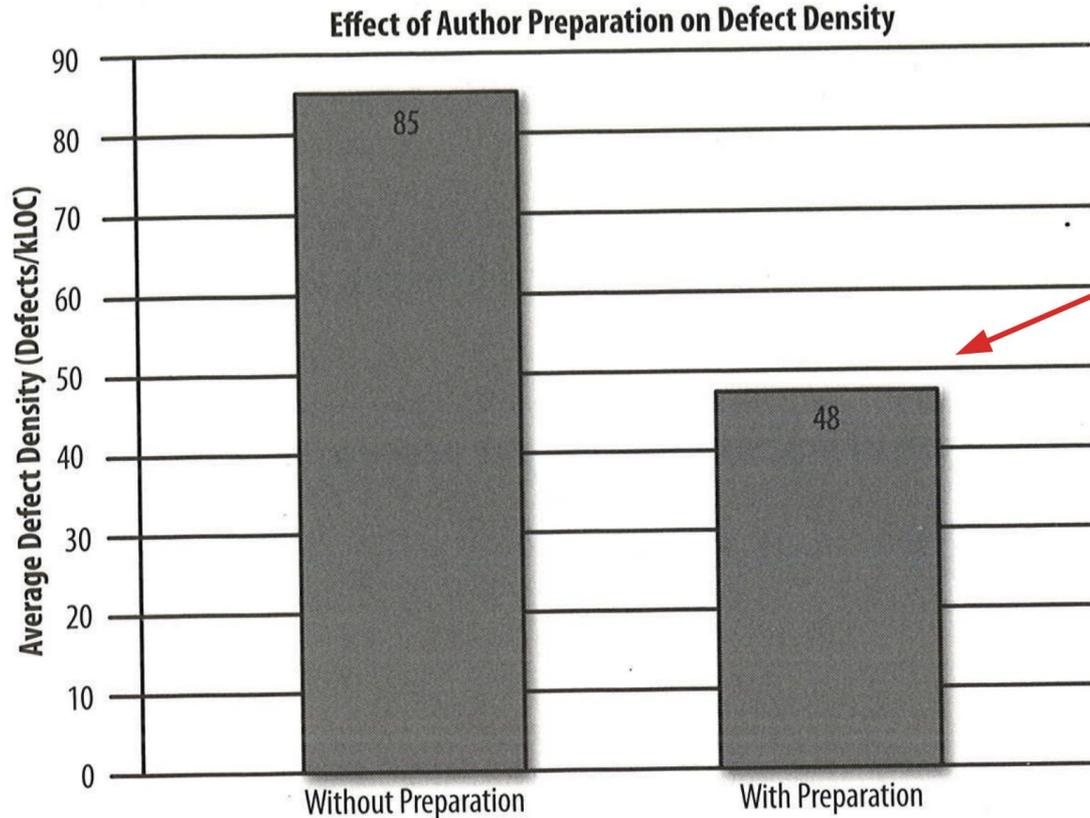


Empirical guidelines for code review

- **Recommendation:**
Don't review more than 400 LoC per hour
- **Reason:** at faster paces, reviews get too shallow



Empirical guidelines for code review



Important to review your own code before giving it to others

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- How to do a code review (with empirical evidence)
- **Good and bad examples of code review comments**

Example comment: good or bad?

[Many of the examples in the following slides borrowed from Sandya Sankarram's ["Unlearning toxic behaviors in a code review culture"](#)]

Example comment: good or bad?

The screenshot displays a web application interface with a list of comments. Each comment is contained within a light green header bar and a white content area. The comments are identical, each stating "ssnkr 2 minutes ago" followed by "extra space" on a new line. Below each comment is a "Reply..." button. A "Start a new conversation" button is positioned below each comment's reply button. The interface also shows various state variables in the header bars, such as "videos: [],", "navItems: [],", "currentChannel: '927',", "pages: [],", and "loading: false,". The comments are numbered 108, 109, 110, and 111. The background of the page is white, and the overall layout is clean and modern.

108 + videos: [],

ssnkr 2 minutes ago
extra space

Reply...

Start a new conversation

109 + navItems: [],

ssnkr 2 minutes ago
extra space

Reply...

Start a new conversation

110 + currentChannel: '927',

ssnkr 2 minutes ago
extra space

Reply...

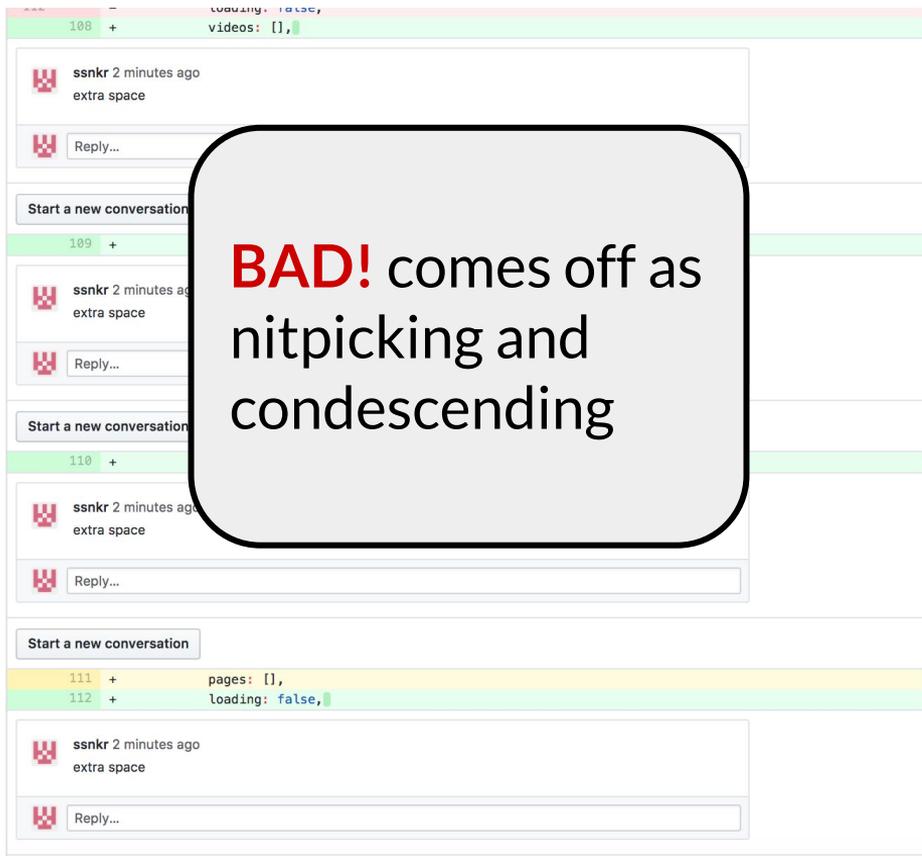
Start a new conversation

111 + pages: [],
112 + loading: false,

ssnkr 2 minutes ago
extra space

Reply...

Example comment: good or bad?



The image shows a screenshot of a social media interface with a comment thread. The comment text is "ssnkr 2 minutes ago extra space". Below the comment is a "Reply..." button. A callout box with a black border and rounded corners is overlaid on the comment, containing the text "BAD! comes off as nitpicking and condescending". The background shows a list of similar comments and a "Start a new conversation" button. The interface includes a header with "loading: false," and "videos: []," and a footer with "pages: []," and "loading: false,".

108 + videos: [],

ssnkr 2 minutes ago
extra space

Reply...

Start a new conversation

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BAD! comes off as
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Example comment: good or bad?



ssnkr commented 2 minutes ago



Looks like you checked in some trailing spaces on several lines of your change set. Our style guide specifies no trailing whitespace. Can you take a look at this?



Example comment: good or bad?



BETTER: consolidate the comment in one place rather than repeating yourself

ssnkr commented 2 minutes ago

Looks like you checked in some trailing spaces on several lines of your change set. Our style guide specifies no trailing whitespace. Can you take a look at this?



Example comment: good or bad?

108

+

videos: [],



ssnkr 2 minutes ago



Example comment: good or bad?

108 +

videos: [],



ssnkr 2 minutes ago



BAD! frankly, this is just rude. Use your words!

Example comment: good or bad?



ssnkr commented 2 minutes ago



LGTM 100 🎉

Example comment: good or bad?



ssnkr commented 2 minutes ago

LGTM 🎉 🎊

OK: emojis and similar “casual” language should only be used to praise, never to criticize

Example comment: good or bad?



anon-reviewer

I don't mean we're mean-spirited. I just mean that we are merciless. You'll notice that I left the comment "Beep!" on the imports of every file you touched. What I meant was, "Your imports violate our standard convention – we order them by built-ins, then third party, and then project level," but that was too much to type on every file.

Example comment: good or bad?



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VERY BAD!

rude, condescending, and sarcastic.
Be helpful, not antagonistic

Example comment: good or bad?



anon-reviewer

This breaks when you enter a negative number. Can you please address this case?

Example comment: good or bad?



anon-reviewer

This breaks when you enter a negative number. Can you please address this case?

GOOD: straight to the point, politely points out a technical problem

Takeaways

- Code review is one of the best ways to prevent defects
 - Do it!
- Be nice as both an author and a reviewer
 - Respect each other and each other's time
- One thing I'll look for when assessing your group project is the quality of your code reviews
 - If you're unsure, you can ask the course staff to review your reviews (in office hours)