

# About the Why and How of Code Reviews

---

**Martin van Wingerden**

# Overview

---

## Table of contents

- Who am I
- Why reviewing
- How
- Challenges
- Results

# Who am I

---

- Technical University of Eindhoven, the Netherlands [graduated 2008]
- Full time developer
- Started using openHAB [2015]
- First openHAB contribution [September 2016]
- Maintainer for OH2 [March 2017]
- Freelance Java Consultant [November 2017]

# Why reviewing

---

## To mature the code by challenging it

---

- Catch some (potential) bugs
- Creating easier to maintain code for the future
- Create a better baseline / example

Code Review is the single greatest way of noticing and killing bugs, increasing overall understanding, fixing design problems, and learning from one another.

*Creator of Rust*  
— Graydon Hoare

# How

---

- Static analysis
- Manual labor



# How: Static analysis

---

- Validates hard requirements
- Perform boring labor

## Examples

- Are copyright headers present
- Is `about.html` present and included in build result

# How: Manual labor

---

## Focus on:

- Code should do what it appears to do
- Adhere to the coding guidelines
- Code can be complex if needed but preferably it should be simple
- It should read like an exciting novel 😊



Strive that people can contribute on their own level

# Challenges

---

- Seeing things that are missing
- Responding in time to incoming PR's





# Results

---

- One new release
- 25 new add-ons
- Many new automated checks (thanks to Musalasoftware)