



About me

I am a WordPress and PHP specialist

I started my first projects in the late 90s.

I worked on projects with millions of page impressions. As technical lead I developed custom themes, plugins, optimized performance and planned coming features.

I am a frequent speaker at WordPress events, and founder and co-host of the Meetup in Dortmund.

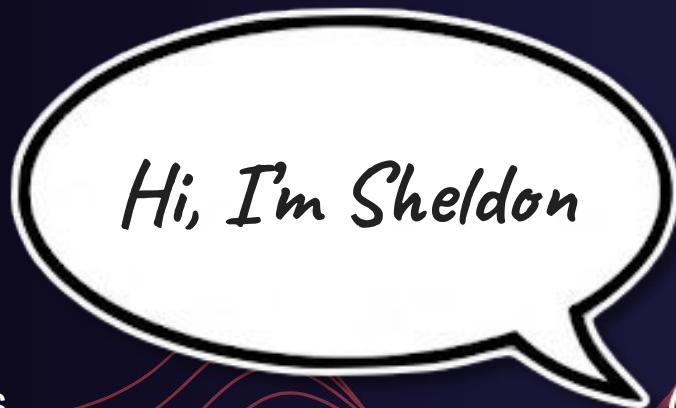
Currently I work as Senior Web Developer, WordPress Expert and DX Engineer at Coding Pioneers in Iserlohn.

<https://www.linkedin.com/in/christoph-daum/>



Meet Sheldon

- He mostly worked alone
- He is confident of his skills
- He likes how WordPress is coded



Q: Coding Standards

*Applying coding standards
doesn't improve my code, it's just a
waste of time.*



Q: Coding Standards

*And don't forget.
"Code is Poetry"!*



A: Coding Standards

Coding is not an Art - Coding is a Craft

- Coding Standards help to work together
- Unified Styling (Usages of spaces, naming conventions etc.)
- Navigating through code will become easier
- Technical sniffs
 - Escaping
 - Proper preparation for i18n
 - Warning that meta queries are slow



Q: PHPDoc

*The code is documentation
enough, the Coding Standards want
me to add PHPDoc. That is not
worth the time.*



A: PHPDoc

- AI reads PHPDoc and thus will provide better suggestions
- Your IDE reads the Docs and your auto complete will be better
- Describe what a function or class should do, this helps finding bugs
- Can help others to understand how a function is used
- Can show when a function was added, changed and more



Q: Commented out code

*I will remember
why I left the commented out code
there.*



A: Commented out code

- Always write when and why code was commented out
- If you forget to remove it, it will be kept forever
- In most cases, your git history is all you need
- Better write a comment with a hint to your git repository



Q: Professional Comments

*Everyone likes a good
pun or banter in a comment.
I always speak my mind...
or rather write it.*



Q: Professional Comments

*And it's just a private project, no
one will ever read my comments*



A: Professional Comments

- Build a habit of writing professional comments
- Comments can be read by colleagues, clients, future employers
- Ranting, insulting or other offensive comments can cost your reputation
- Comments are not for venting, insulting and more
- If a comment is on a public github repository, everyone can read it

Found in the JavaScript of an actual project

```
// I'm very sorry. It had to be done. Quick, hard and dirty,  
// that's how you like it, isn't it...
```



Q: Main Branch vs feature branches

*Working directly on
the main branch is faster and easier.
Feature branches are overhead and I
don't have enough time
for that.*



A: Main Branch vs feature branches

Will cause problems if...

- you work with multiple people
- you work on several features at once
- you want to do major refactoring is basically impossible
- you want to have multiple stages of your website



Q: Pull Request and Code Review

*Ok, you have a point, but
I will just merge my changes into
main once they are ready. Doing
code review is still too slow.*



A: Pull Request and Code Review

- Code Review is a main staple in software development
- Share and learn from each others
- 4 eyes principle for code
- Prevent logic errors
- Prevent Debug Code from being merged
- Fix Typos
- Gain confidence before deploying



Q: Pair Programming

*If a second developer
should look at my code, I heard
about pair programming.
What about that?*



A: Pair Programming

- Pair Programming CAN replace Code Review - depending on your teams rules
- for sharing knowledge
- for debugging
- for developing ideas
- for software architecture



Q: PHP7&8 Type Hints

One of the strengths of PHP is being type less. I don't need to add types, that just slows me down.



A: PHP7&8 Type Hints

- Strict Typing helps to make your code more robust and predictable
- Errors will occur visibly instead of being weird side effects
- Can improve security
- Clear contract what is delivered and what is received
- Improves readability
- Can replace validation and sanitization
- Simplifies testing scenarios



Q: Strict comparisons and conditions

*Checking if a value is
truthy or falsy is enough, strict
comparisons are tedious.*



A: Strict comparisons and conditions

Strict comparison in conditions will prevent unpredicted behaviour

Instead of checking if something is truthy, you can check if contains the right type.

```
if ( $post ) {  
    echo $post->post_title;  
}
```

Can result in a fatal error if \$post is WP_Error

```
if ( $post instanceof WP_Post ) {  
    echo $post->post_title;  
}
```



Q: DRY - Don't repeat yourself

*Copy and paste is faster
than refactoring.
And I will just do it once!
I promise! Really!!*



A: DRY - Don't repeat yourself

Copy-pasting creates maintenance nightmares.

- ✓ Extract repeated logic
- ✓ Create reusable functions
- ✓ Share common validation
- ✓ Use inheritance/composition wisely
- ✗ Don't copy-paste code
- ✗ Don't repeat validation
- ✗ Don't duplicate queries
- ✗ Don't over-abstract simple logic
- ✗ Don't create unnecessary dependencies



Q: KISS - Keep it simple, stupid

*I want to show my skills,
it won't hurt if I overengineer
this prototype.
The client will love it.*



A: KISS - Keep it simple stupid

✓ Choose simple solutions

✓ Avoid unnecessary complexity

✓ Write readable code

✓ Use familiar patterns

✓ Question every abstraction

✗ Don't use design patterns for simple tasks

✗ Don't add layers without reason

✗ Don't make simple things complicated

✗ Don't prioritize "clever" over "clear"



Q: YAGNI - You ain't gonna need it

*If my plugin is a success,
I will release this to TYPO3, Joomla
and Drupal. I'll directly prepare my
code for this.*



A: YAGNI - You ain't gonna need it

- ✓ Build what you need NOW
- ✓ Add features WHEN requested
- ✓ Keep it simple
- ✓ Refactor when pattern emerges
- ✗ Don't build "just in case"
- ✗ Don't over-engineer
- ✗ Don't add speculative features
- ✗ Don't create unused abstractions
- ✗ Don't skip all planning



Q: Software Design Principles (SOLID)

*Ok, but a function or class
that will do everything is easier to
read and you can follow
the code.*



A: Software Design Principles (SOLID)

- **S**ingle Responsibility
- **O**pen-closed principle
- **L**iskov substitution principle
- **I**nterface segregation principle
- **D**ependency inversion principle



<https://en.wikipedia.org/wiki/SOLID>



A: Single Responsibility

Each class and function should only have one responsibility

- Maintainability - Simple and well-defined code is easier to understand and modify
- Testability - It's easier to test, especially with Unit Test
- Flexibility - Changes to one part won't have side effects to other parts



A: Open-closed principle

Code should be open for extension but closed for modification

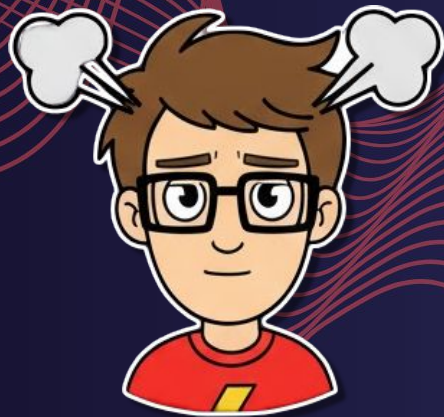
- Extensibility - new features can be added without modifying existing code
- Stability - reduces the risk of introducing bugs when making changes
- Flexibility - adapts to changing requirements more easily



A: Liskov substitution principle

Code must be able to use objects of derived classes without knowing it

- Polymorphism - Making code more flexible and reusable.
- Reliability - Subclasses adhere to the contract defined by the superclass.
- Predictability - Using the object of a subclass won't break the program



A: Interface segregation principle

Code should not depend upon interfaces that it does not use.

- Decoupling - Reduce dependencies between classes, make the code more modular and maintainable.
- Flexibility - Allow for more targeted implementations of interfaces.
- Avoids unnecessary dependencies - Don't have to depend on methods you don't use.



A: Dependency inversion principle

Depend upon abstractions, not concretes.

- Loose coupling - Reduce dependencies between modules, make the code more flexible and easier to test
- Flexibility - Enable changes to implementations without affecting clients
- Maintainability - Makes code easier to understand and modify



Q: Testable code

Ok, ok.

*But why write testable code. I don't
do test driven development and I
need to ship these changes.*



A: Testable code

Testable code or code following SOLID, is also good without test

- Simple functions are easy to understand
- Bugs are easy to find or prevent
- Side effects are rare
- Tests can be added at a later point



Q: A11y, I18n, SEO and more

*What about A11y, I18n,
and SEO, do they benefit from code
quality, too?*



A: Ally, I18n, SEO and more

In short words

YES

But I'm out of time, so I
can't cover it today



Share knowledge and learn from peers

*Ok, I think I learned a
thing or two...
maybe I should share it,
like you do...*



Share knowledge and learn from peers

- Sharing and learning is important
- Writing good code will also help others to learn
- Doing Code Review does improve your own skills and your peer's skills

But I have one more thing...



I am Sheldon... we all are.



Bonus Tip 1: PHP Inspections EA Extended

Static Code Analysis tool for PhpStorm (sorry VS Code People)

Offers suggestions for

- Performance
- Simplification
- Modernization
- Security



PHP
Inspections
EA Extended



Bonus Tip 2: Composer & Autoloader

WordPress and Composer do work together

For themes and Plugins

- Autoloader
- Packages
- Coding Standards
- And much more

For Projects

- Bedrock <https://roots.io/bedrock/>



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**ASK MORE
QUESTIONS**

– Anthony Burill



Thank you for your attention



Slides at:
c13s.com/wordcamp



Further examples:
github.com/apermo

<https://www.linkedin.com/in/christoph-daum/>

