


Code Publishing Cheat Sheet

Project

Storage & version control



Source code should be stored & published on a [version control system](#), such as Git. Most platforms offer other functionalities (collaborative tools, bugs tracking, wiki, CI/CD..).

WHY? Allow collaboration in an async way at any time. Allow you to go back in time in your project.

TOOLS:


- [GitHub](#)
- [GitLab](#) (self-hosted version)
- [c4science](#) (deprecated platform of EPFL).

Interactive scripts in Jupyter notebooks may be shared via [nbviewer](#) (open to the world), [Noto](#), [EPFL](#) (for EPFL community).

Git workflow

WHY? Be consistent to facilitate work between contributors

A Git workflow will help you to structure how you use Git (branches, pull/merge requests, ...), you can adapt it for your use case, the point is to be consistent between all contributors.

TOOLS: Git Workflows: [Gitflow](#) / [Gitlab flow](#) / 

Typical branch structure:

- main: always points to the latest release / ve
- develop: integration/working branch
- feature/*: work on separate feature branches

Git commit message

WHY? Having a consistent message format enable a better collaboration

- Separate subject from body with a blank line
- Limit the subject line to 50 characters
- Capitalize the subject line
- Do not end the subject line with a period
- Use the imperative mood in the subject line
- Wrap the body at 72 characters
- Use the body to explain *what* and *why* vs. *how*

TOOLS:

- [gitmoji](#)
- [conventional-commit](#)
- [commit-lint](#)

Project structure

```

my_app/
├── my_app/
│   ├── __init__.py
│   ├── core.py
│   └── helpers.py
├── tests/
│   └── test_basic.py
├── docs/
│   ├── conf.py
│   ├── index.rst
│   ├── setup.py
│   ├── gitignore
│   ├── LICENSE
│   ├── README.md
│   └── requirements.txt
└──
    
```

Following the language and/or framework scaffolder by using a project initializer:

WHY? Allow the app to scale; grow, stay maintainable, extendable; Easier for new contributors since it will follow existing patterns.

TOOLS:

- JavaScript/TypeScript
 - o [Vue CLI](#) (have a look to existing project like [vuetify/quasar/element-ui](#))
 - o [Angular CLI](#)
- Python: there is no "official" project layout, but a general one would look like the following on the right

Code

General principles

- [Avoid code smell](#) & [design smell](#) (cf wikipedia)
- Don't Repeat Yourself ([DRY/AHA](#))
- [Separation of concerns](#)
 - o Separate Code and Data
 - o Follow design patterns like mvc or mvvm.
 - o css/js/html
- [REST Principles](#) (for APIs)
 - o Statelessness
 - o Cacheability
 - o Uniform interface

General advices

- Meaningful names for variables, functions et c
- Avoid acronyms and abbreviations: prefer readability
- Avoid the obvious comment: [best practices for writing code comments](#)
- Better no comment than a faulty comment!
- Be consistent
- Refactor Early and Often
- No dead code: **WHY?** It's unnecessary to keep code that is unused or commented. That's what the versioning is for.
- No magic numbers: **WHY?** More readable to name constant, more maintainable (one place)
- [Limit lines per files](#) : If it's too big you'll spent time looking for the part of the code, use modules
- [limit characters per line](#) : **WHY?** you don't want to scroll horizontally, it's more readable for the brain (usually max 120/160 char, 80 char recommended). E.g Books

Coding style

Select a code style for each language and enforce them in the whole project

WHY? consistency is key for maintainability/readability/contributors

TOOLS:

| Language | Style Guide | Enforcement tool |
|-----------------------|--|-----------------------------------|
| Python | PEP 8 | Flake8 |
| JavaScript/TypeScript | Prettier | ESLint |
| C++ | Google C++ Style Guide | Cpplint |
| VueJs | eslint vue | eslint-plugin-vue |

12 Factor ([link to an illustrated version](#))

1. One codebase tracked in revision control, many deploys/environment(prod/test/dev)
2. Explicitly declare and isolate dependencies (requirements.txt/package.json/lock)
3. Store config in the environment (env variable/password/port/host_url)
4. Backing services as resources (meaning separate : use docker-compose)
5. Strictly separate build and run stages
6. Execute the app as one or more stateless processes (OS meaning)
7. Export services via port binding (identity of service is via a port not a host)
8. Scale-out via the process mode (separate process by concerns/purpose)
9. Maximize robustness with fast startup and graceful shutdown
10. Keep development, staging, and production as similar as possible
11. Treat logs as event streams (the app does not handle the logs just write to stdout)
12. Run admin/management tasks as one-off processes (part of the release cycle; use code/env same as the app)

Documentation

Code documentation:

Code should also be documented:

- Python [Docstring](#) (pep 257)
- JavaScript/TypeScript: [JSDoc](#)

Documentation Generator : you can automate with:

- Python: [Sphinx](#), [Read the Docs](#), [Doxygen](#)
- Other languages: [Doxygen](#), [Others](#)

Use may use [standard-version/conventional changelog](#) to generate changelog and documentation related to releases

Project documentation

Readme should :

- contain info on how to install, run, deploy the code
- credits authors and share license
- describe input and output data
- Link to open data if relevant - include sample/dummy data in expected formats to test running the code.

Contributing info:

- Add a [CONTRIBUTING.md at root](#) (to help contributors onboarding)
- More infos on [open source projects](#) (guide on how to do a good open source project)
- Examples of github repository having a good contributing file: [Atom editor](#)

Dependency Management

WHY? Using a dependency management tool is crucial to ease project setup/installation. It follows the 12 factor guidelines -> reproducible build step

Tools:

- Python
 - o [Pipenv](#): Pipfile
 - o [conda](#): environment.yml
 - o [pip](#): requirements.txt
- JavaScript/TypeScript
 - o [npm](#): package.json

An abstraction layer such as a Docker image can remove the hassle of dependencies (see **Distribution** below)

Distribution

To distribute your application on a public package repository (such as [PyPI](#)) and make it easily installable by everyone, you will need to build and pack it in a distribution package.

- Python: [Packaging Python Projects to PyPI](#)
- JavaScript/TypeScript: [Contributing packages to npm](#)

Docker

Containerization with [Docker](#) helps reproducibility of the project. A container is like a virtual machine, but lighter and faster: <https://www.docker.com/resources/what-container>

Once you define the image, it can be run on any machine in the same way.

Docker Compose

With [Docker Compose](#), you can define how a set of Docker containers starts.

Versioning

Publishing your application also means creating some releases. This helps the user to know which version it uses and what are the existing ones.

Each release should have a version number and it should follow the well known [semantic versioning](#).

Dev Tools

Testing

Testing is key at each release of the software, to avoid breaking the code. ([Read more about tests in Python](#)).

There are many kinds of tests and the most commons are:

- **Functional Tests:** verify the output given some inputs
 - o **Unit Tests:** test individual methods
 - o **Integration Tests:** check behavior on a running application with other components (database, service, ...)
- **Non-Functional Tests:** to determine breaking points
 - o **Performance Tests:** check that the application responds in the expected time

It is a good practice to at least create some unit tests during the development instead of testing manually your application.

| Language | Unit Tests | Integration Tests |
|-----------------------|---|--|
| Python | unittest | |
| JavaScript/TypeScript | Mocha JEST | Cypress Nightwatch.js |
| Vue3 | vitest | Cypress |

Continuous Integration / Continuous Delivery

WHY? Instead of running the tests, code analysis and/or generating the documentation manually, this can be done automatically by a [continuous integration](#) pipeline. Whenever you push some commits on the repository, a process can check if there is no regression in your application.

| TOOLS: | CI | Static Code Analysis |
|---------------|--|---|
| GitHub | GitHub Actions | Code Scanning |
| GitLab | GitLab CI | Code Quality Code Security |
| Any Platforms | Jenkins Travis CI | SonarCloud |

Publish

User Support

User support is very important to building a community of users around your software. Choose an outlet to keep track of user's comments (and/or bug tracking), and point your users to it. General forums also work (StackOverflow...)

- [Google groups](#)
- [GitHub Issues](#)
- [GitLab Issues](#)
- [Discourse](#)

Communication & dissemination

Dissemination time/effort is not to be underestimated to achieve best impact of open software

- Website
- Communication strategy (community of users, who's the audience?)
- Publications: Open software journals such as [JOSS](#).

Why Open Software (Open Science) ? Don't forget license file

Societal impact : scientific vulgarisation, research valorisation

Academic career recognition: peers usage, citations...

Innovation/private sector : a start-up out of your research software!

License

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A license file, containing the full license, can be placed in the root folder. For common licenses, a license notice (short version of the license) is enough.

At EPFL, EPFL owns the original data & code, but the authors can use it for research and IP.

Choose a license: [choosealicense.com/](#), [Library RDM Licensing Guide](#), [tdllegal.com](#), [choose-the-right-license-by-EPFL-TTO...](#)

Examples :

- GPL3.0 : strong open source license enforcing that copies must be open-source.
- MIT : permissive open source license allowing any re-use-

Resources

Funding:

You can find below potentially interesting funding opportunities, at ENAC, EPFL, Swiss or International level, selected by the Dean's Office due to their connection with [ENAC's sustainability challenges](#).

For an exhaustive list of research funding opportunities, you can consult following webpages and tools of the EPFL Research office and the Swiss Federal Office for the Environment FOEN:

- [Research Office selection](#)
- [Research Office memento \(ordered by deadline\)](#)
- [Research Office Foundations Compendium](#)
- [Research Office Collaborations Compendium](#)
- [Research Professional](#)
- [Overview national and international funding instruments FOEN](#)

References:

- [Guide for Reproducible Research](#)
- [Follow FAIR principles](#)
- [Code & Data mgt workshop, EPFL Library](#)
- [Awesome list of references](#)

List of dev resources related to every topics concerning computer science: hosted on github/open-source (code/blog/article/documentation/books..)