

Bringing best practices front and centre

```
64  .best-practice {
65      z-index: 999999;
66      position: absolute;
67      top: 50%;
68      left: 50%;
69      transform: translate(-50%, -50%);
70  }
```



We are a troubled
lot...



- We enjoy a lot of **privilege**, but we also feel a lot of **pressure**.
- We're in **high demand**, but the people who want us have **no idea what we do**.
- We're better off than ever in terms of tooling, technology and standards support – yet we feel that if we don't innovate, *someone* will eat our lunch.

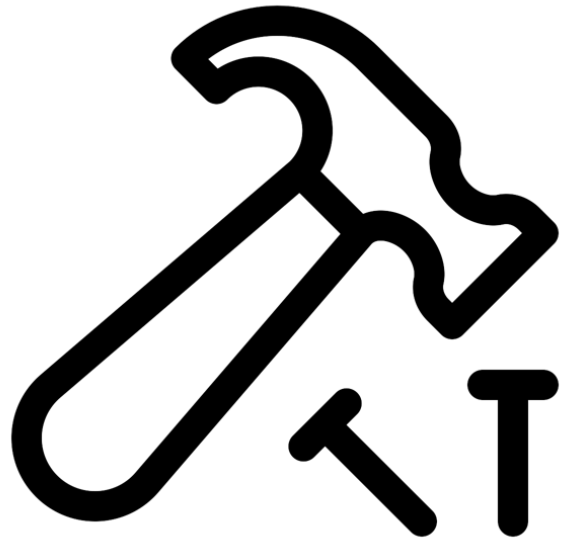


"JavaScript fatigue"



“ JavaScript fatigue: the inability to keep up with the latest tools, the fear of becoming obsolete, the constant change of the ecosystem, and the overwhelming choice.

- Kim Maida/Auth0



“Tools can fix that!”



- Best practice setups
- Boilerplates
- Build tools with automated optimisation
- Replacing JavaScript and the DOM with something better
- Debugging tools
- Generators



“Full-stack anxiety”



Full Stack Anxiety: A Framework for Learning // Joel Califa, DigitalOcean

7,579 views

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“Full-stack anxiety”



“ There are now more tools and plugins developed to help aid site creation than there ever has been before.

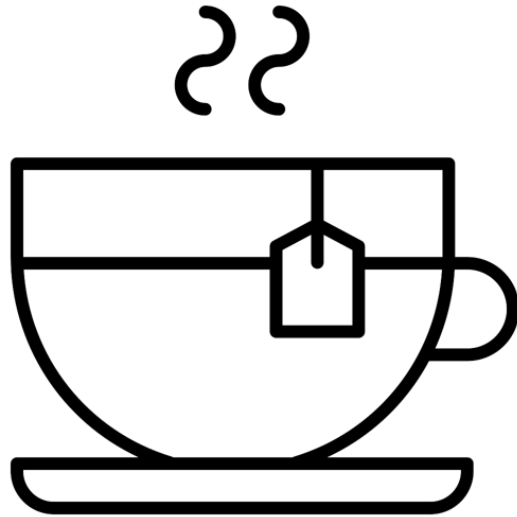
For graduates starting out these ‘helpful’ tools and plugins are a double edged sword. Job applications rapidly cite these technologies as prerequisites for winning a position.

As a result, we see more “full stack anxiety”, where things are advancing too quickly and the amount of learning required for a fresh graduate is completely overwhelming.

- Paul Spencer

<https://humaan.com/blog/the-web-isnt-what-it-used-to-be/>

<https://medium.com/@FirstMark/are-you-suffering-from-full-stack-anxiety-a315325dd0f9>



Wanted: T people



“

Companies have been attracted to T-shaped persons, where the vertical bar of the T represents expertise in a single field and depth of related skills, and the horizontal bar is the ability to collaborate across disciplines and apply knowledge in fields outside one's expertise.

- Joel Califa

<https://humaan.com/blog/the-web-isnt-what-it-used-to-be/>

<https://medium.com/@FirstMark/are-you-suffering-from-full-stack-anxiety-a315325dd0f9>



More wanted: W
people



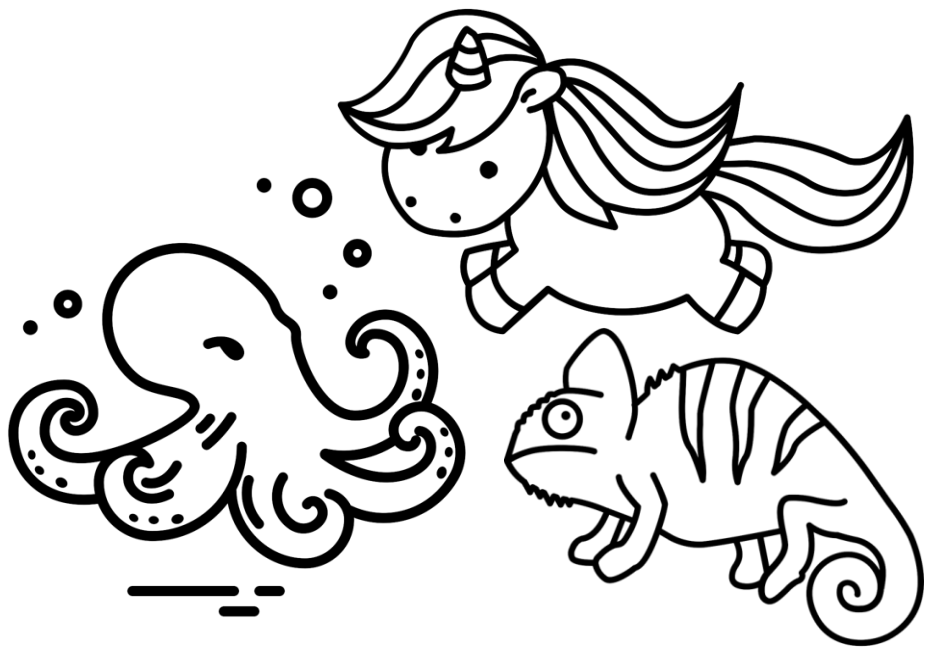
“

The new, hip thing is a W-shaped designer. Hiring managers are looking for designers who are experts in not one, but two fields (say both visual design and experience design), while maintaining a foundation in the rest (coding, lettering, etc.).

- Joel Califa

<https://humaan.com/blog/the-web-isnt-what-it-used-to-be/>

<https://medium.com/@FirstMark/are-you-suffering-from-full-stack-anxiety-a315325dd0f9>

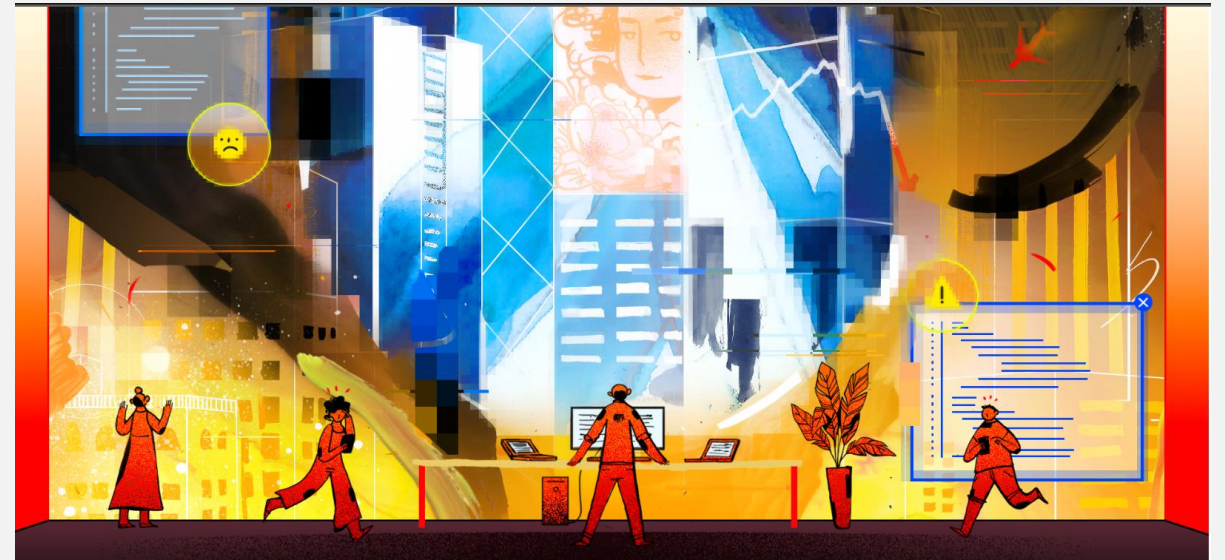


Really wanted: A-Z
people, a.k.a.:
"Full Stack Devs"

- Know everything without your company having to give you time to learn it
- Be young and independent, so you can enjoy all the overtime you have to put in to reach arbitrary deadlines
- Have years of experience especially applying brand new technologies
- Be quick in your delivery and lenient in your quality – after all the exit strategy of your startup beats customer experience and security. We need to be faster than our imaginary competition - not perfect



All in all, the state of software and the web isn't surprising.



Lynn Scurfield

The Coming Software Apocalypse

A small group of programmers wants to change how we code—before catastrophe strikes.

THERE WERE six hours during the night of April 10, 2014, when the entire population of Washington State had no 911 service. People who called for help got a busy signal. One Seattle woman dialed 911 at least 37 times while a stranger was trying to break into her house. When he finally crawled into her living room through a window, she picked up a kitchen knife. The man fled.

<https://www.theatlantic.com/technology/archive/2017/09/saving-the-world-from-code/540393/>



All in all, the state of software and the web isn't surprising.



Software disenchantment

Niktonsky
and
the SOFTWARE
Disenchantment

Translations: [French](#) [Italian](#) [Portuguese](#) [Russian](#) [Spanish](#)

I've been programming for 15 years now. Recently our industry's lack of care for efficiency, simplicity, and excellence started really getting to me, to the point of me getting depressed by my own career and the IT in general.

Nikita Prokopov

<http://tonsky.me/blog/disenchantment/>



But, why is that?



We don't lack resources:

- **Platform:** Excellent browsers, mature OSes
- **Information:** MDN, caniuse.com
- **Tools:** developer tools, highly customisable editors, collaboration suites
- **News:** news channels, conferences, AMAs, podcasts
- **Hands-on training:** video courses, training courses on GitHub, workshops



Learning obstacles



- Resources with upvoting options favour the how over the why
- We're not paid to learn, we're paid to deliver
- Peer pressure makes developers who don't know things afraid to admit it
- There's always a "good enough" way to create a lot in a short amount of time.

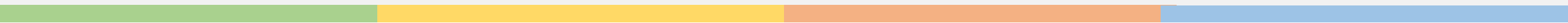


What is “best practice”?

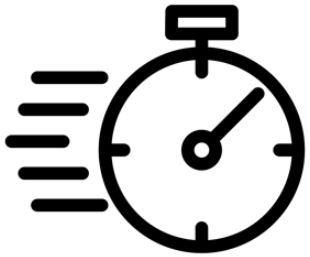


- What is considered a best practice is dependent on the goal
- The problem is that the business goals of the product don't necessarily mesh with our goals as developers
- Even worse – often what we defined as a best practice years ago isn't quite as important to new developers
- Often we only learn their value once we messed up

\$ cd ..



Things that matter and you should know...



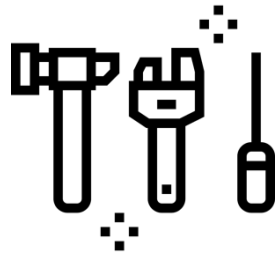
Performance



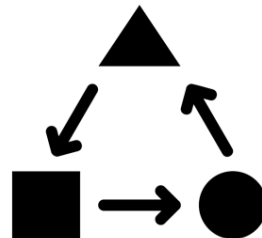
Accessibility



PWA
Readiness



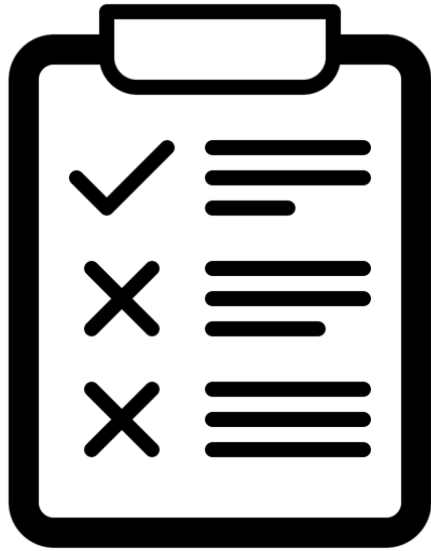
Development
environment



Interoperability



Security



There are tools and services for this...


- Axe-Core for accessibility testing
<https://www.deque.com/axe/>
- Snyk for security testing
<https://snyk.io/>
- SSL scanner
<https://www.ssllabs.com/ssltest/>
- In-browser devtools audit with Lighthouse (and since two days ago also as <https://web.dev>)
- webhint.io for an all-in-one solution

HINTS

URL: <https://halfstackconf.com/>


DATE: 2018-11-14 15:57

428


YOUR SCAN RESULT LINK: <https://webhint.io/scanner/be1909f3-116f-4f91-87fe-282f954a0272> 

webhint version: 3.4.13 Configuration JSON

Hints


Accessibility 


 expand all


 axe: 84 hints


Interoperability 

 expand all


 content-type: 44 hints


 meta-charset-utf-8: 1 hints


 meta-viewport: 1 hints

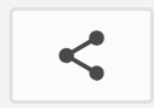
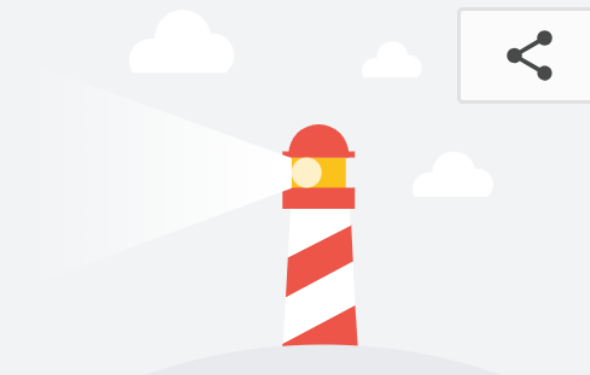
 ACCESSIBILITY HINTS 84 PASSED 0/1

 INTEROPERABILITY HINTS 47 PASSED 5/9

 PWA HINTS 1 PASSED 4/5

 PERFORMANCE HINTS 205 PASSED 3/8

 SECURITY HINTS 91 PASSED 1/9



Performance



Best Practices



Progressive Web App



Accessibility



SEO

Score scale: ● 90-100 ● 50-89 ● 0-49

Performance

Metrics

First Contentful Paint

1.6 s

First Meaningful Paint

3.1 s

Speed Index

2.4 s

First CPU Idle

3.6 s





Too many
promises...



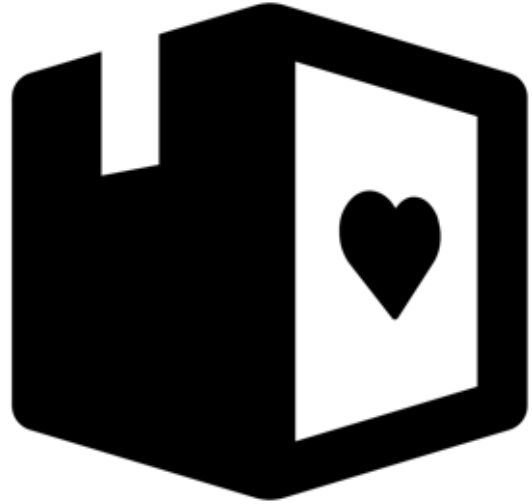
- “This tool makes \$x easy. No need to look it up.”
- “\$HUGE_CORP_APP uses this configuration and toolchain – if it works for their needs, it should rock for you, too”
- “Using this configuration optimises for the *modern* web”



Too many rules and barriers



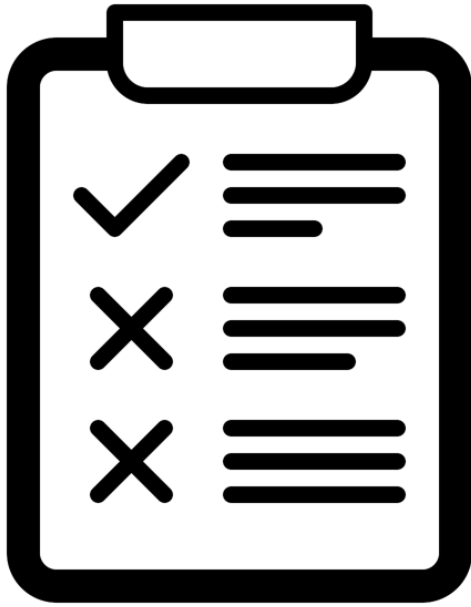
- Opinionated tools demand you to fix things that don't apply to your product
- Dependencies and complex toolchains can be daunting
- "Best practices" often don't get updates, and are contextual
- Having to follow strict rules without understanding them is not fun



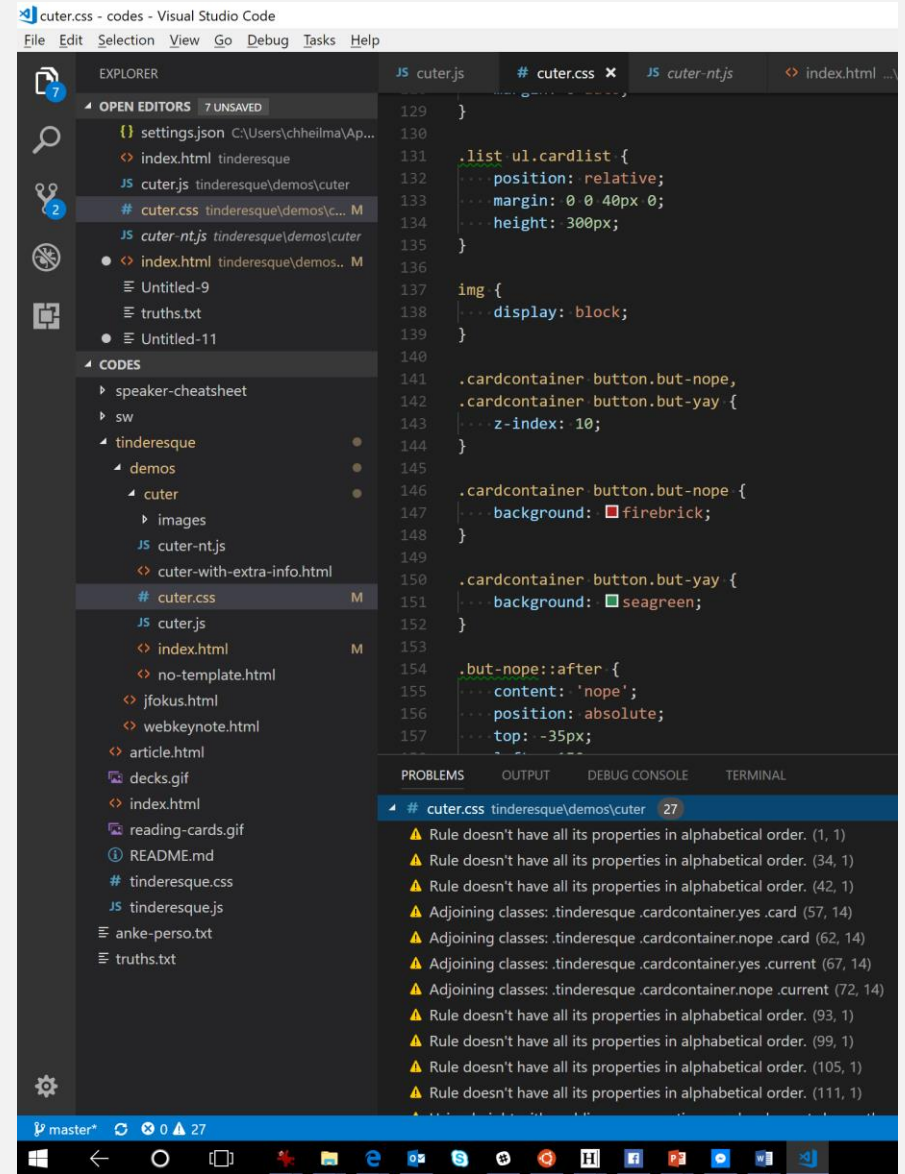
Customisable best practices in context



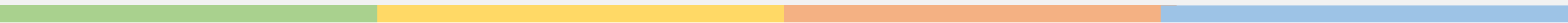
- Having information isn't enough when people don't go there
- We need to prevent mistakes before they happen
- We need to allow people to customize these experiences. An intranet site needs different settings than a marketing site
- So, let's target editors and build processes



Linting and inline insights in editors



\$ cd ..





webhint.io

<https://github.com/webhintio>

<https://webhint.io>

<https://www.npmjs.com/package/hint>

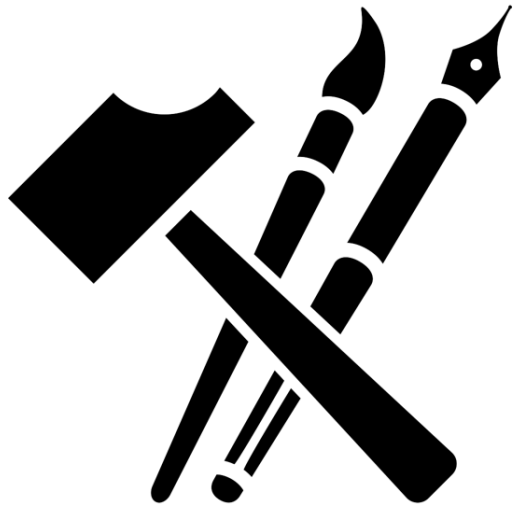


Adding experience
to build processes...



- A web interface or browser dev tools to get reports doesn't scale to production
- Why not add best practices as part of your build/deployment process?
- That way you can also test the setup of your bundler/preprocessor to avoid huge release sizes





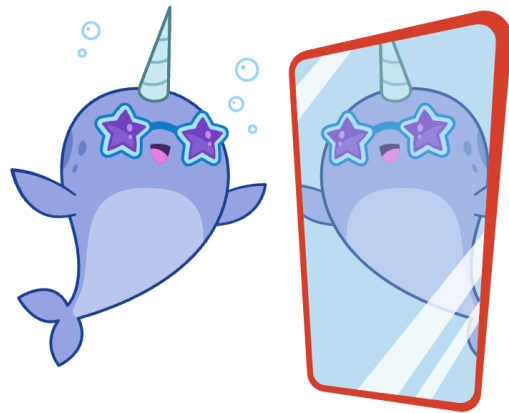
Customise the tests
to your needs...



- Once you know what your product's needs are, you can turn different tests on and off
- You can also write your own tests to become part of the scan – like “make sure every footer has a picture of a leprechaun” – just one example
- You can create these with a cli wizard:

```
$ npm create hintrc
```

Webhint is open, and needs your help...



FULLY CUSTOMIZABLE

Every site is different. webhint adapts its feedback when you give it more information: [ignore 3rd-party code](#), [prioritize your users' browsers](#), and [control the results](#) with minimal setup.

[USER GUIDE](#)



CREATE YOUR OWN HINTS

With the help of our [contributor guide](#), you can [create new hints](#) to suit *your* needs. You can help webhint help even more people like you by contributing your hints back!

[HINT DOCUMENTATION](#)

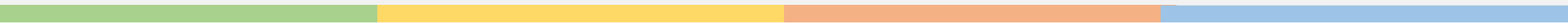


COMMUNITY DRIVEN

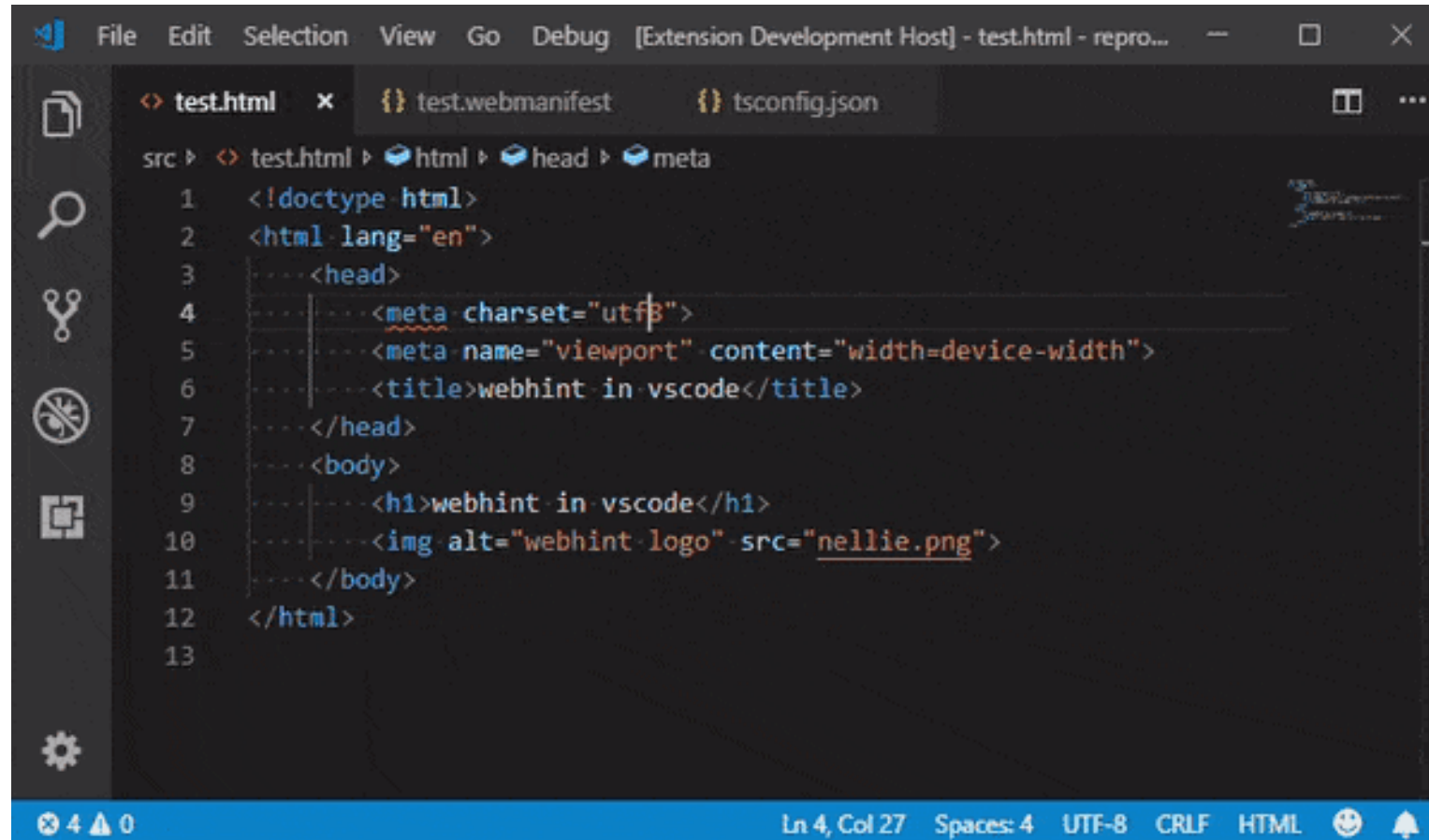
webhint welcomes anyone who wants to make the web a better place. Testing, [filing issues and feature requests](#), [contributing code](#), and improving the documentation are just the start!

[WEBHINT GITHUB](#)

\$ cd ..



webhint @code extension



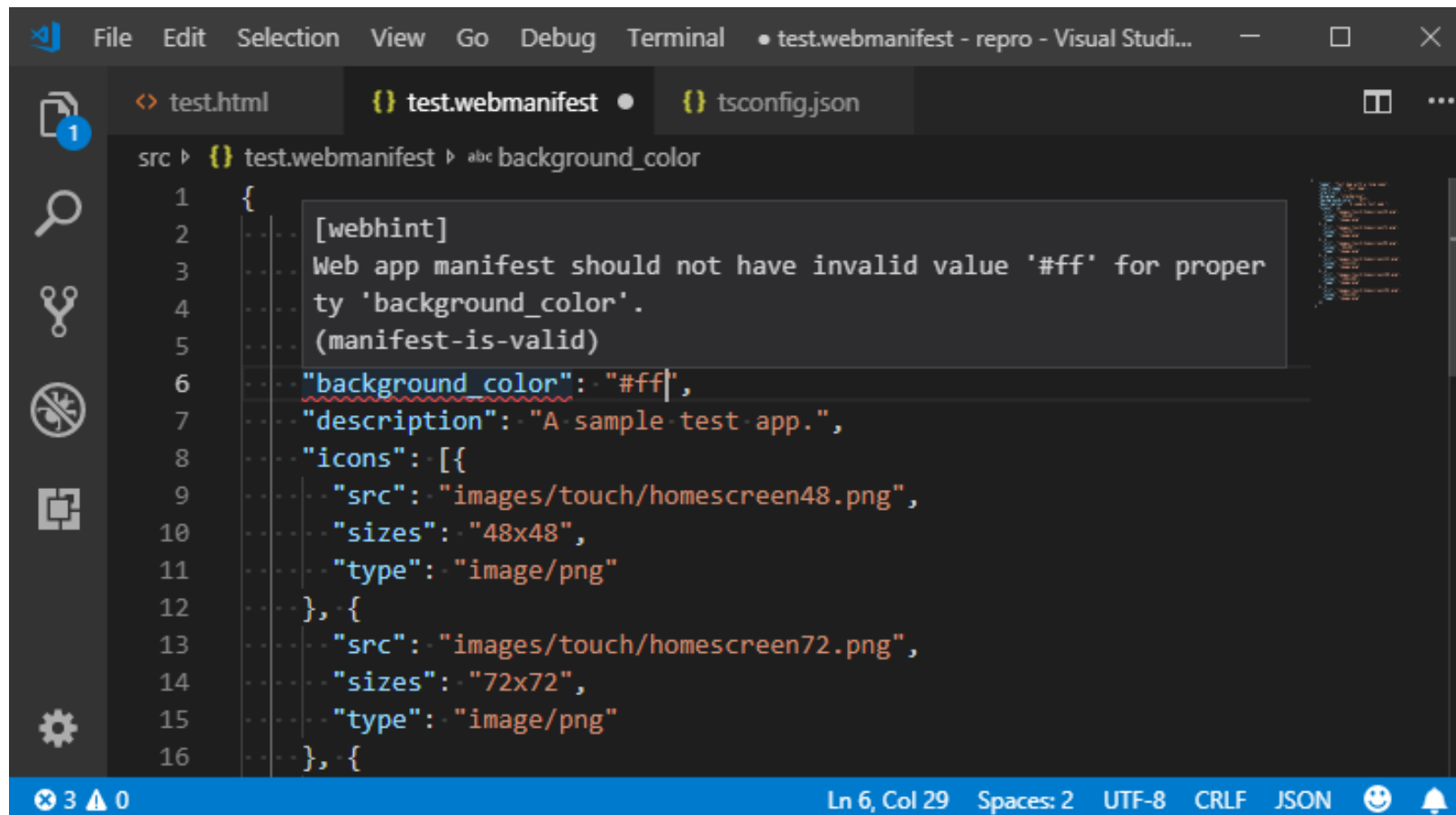
The screenshot shows the Visual Studio Code editor interface with the following details:

- Menu bar: File, Edit, Selection, View, Go, Debug, [Extension Development Host] - test.html - repro...
- File Explorer: test.html, test.webmanifest, tsconfig.json
- Code Editor: test.html file with the following content:

```
1 <!doctype html>
2 <html lang="en">
3   <head>
4     <meta charset="utf8">
5     <meta name="viewport" content="width=device-width">
6     <title>webhint in vscode</title>
7   </head>
8   <body>
9     <h1>webhint in vscode</h1>
10    
11  </body>
12 </html>
13
```
- Bottom Status Bar: 4 errors, 0 warnings, Ln 4, Col 27, Spaces: 4, UTF-8, CRLF, HTML, and notification icons.

<https://medium.com/webhint/getting-hints-from-visual-studio-code-69118e48de1b>

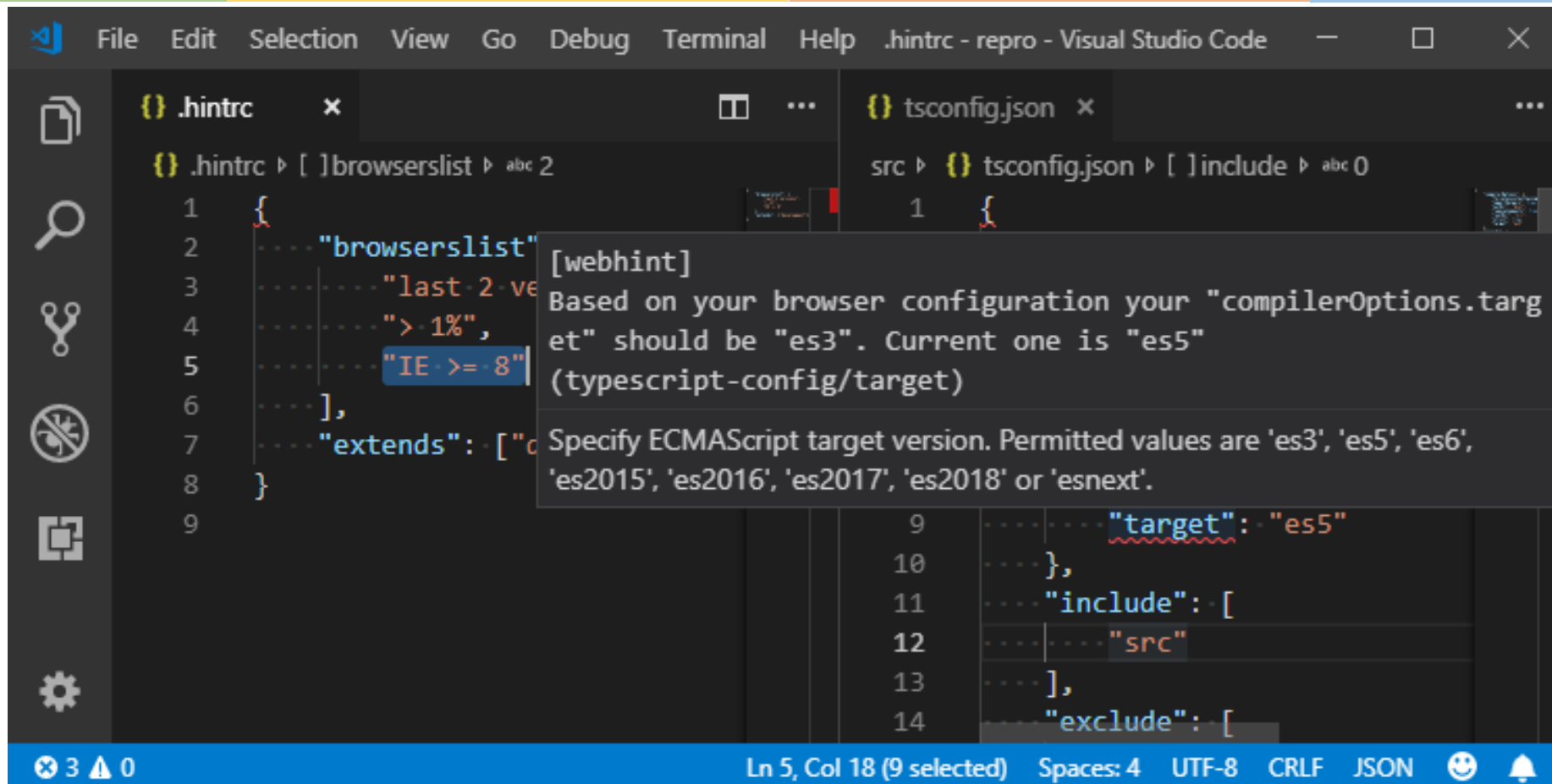
Create valid app manifests...



```
File Edit Selection View Go Debug Terminal • test.webmanifest - repro - Visual Studi...
test.html test.webmanifest tsconfig.json
src ▸ test.webmanifest ▸ abc background_color
1 {
2   [webhint]
3   Web app manifest should not have invalid value '#ff' for proper
4   ty 'background_color'.
5   (manifest-is-valid)
6   "background_color": "#ff",
7   "description": "A sample test app.",
8   "icons": [{
9     "src": "images/touch/homescreen48.png",
10    "sizes": "48x48",
11    "type": "image/png"
12  }, {
13    "src": "images/touch/homescreen72.png",
14    "sizes": "72x72",
15    "type": "image/png"
16  }, {
```

3 0 Ln 6, Col 29 Spaces: 2 UTF-8 CRLF JSON

Fixing your tooling setup...



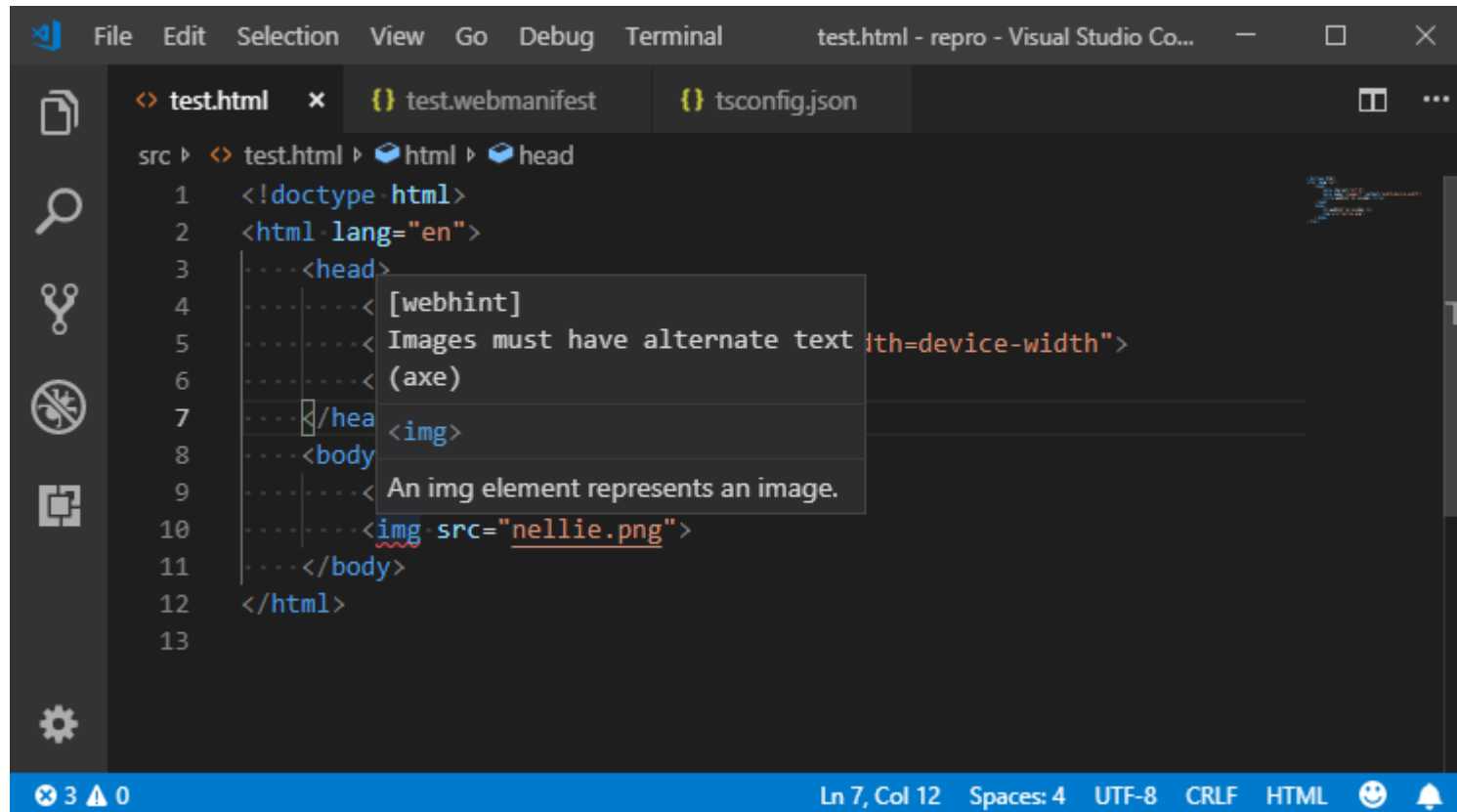
The screenshot shows the Visual Studio Code interface with two files open: `.hintrc` and `tsconfig.json`. The `.hintrc` file contains a browser configuration with `"IE >= 8"` selected. The `tsconfig.json` file has `"target": "es5"` on line 9. A webhint tooltip is displayed over the `tsconfig.json` file, providing the following information:

```
[webhint]
Based on your browser configuration your "compilerOptions.target"
should be "es3". Current one is "es5"
(typescript-config/target)

Specify ECMAScript target version. Permitted values are 'es3', 'es5', 'es6',
'es2015', 'es2016', 'es2017', 'es2018' or 'esnext'.
```

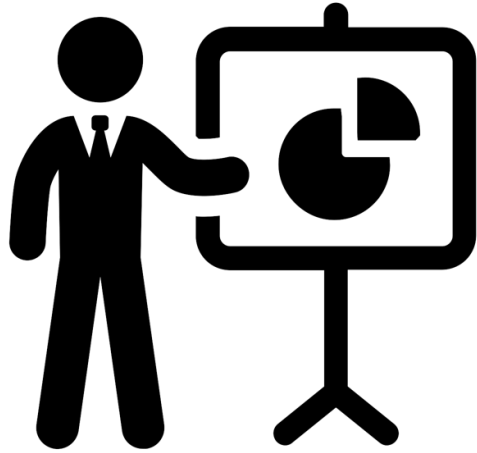
The status bar at the bottom indicates the current cursor position: `Ln 5, Col 18 (9 selected) Spaces: 4 UTF-8 CRLF JSON`.

Are you creating inaccessible content?



```
File Edit Selection View Go Debug Terminal test.html - repro - Visual Studio Co...
test.html x test.webmanifest tsconfig.json
src > test.html > html > head
1 <!doctype html>
2 <html lang="en">
3   <head>
4     <[webhint]
5     <Images must have alternate text (axe)
6     <
7   </head>
8   <body>
9     <An img element represents an image.
10    
11  </body>
12 </html>
13
```

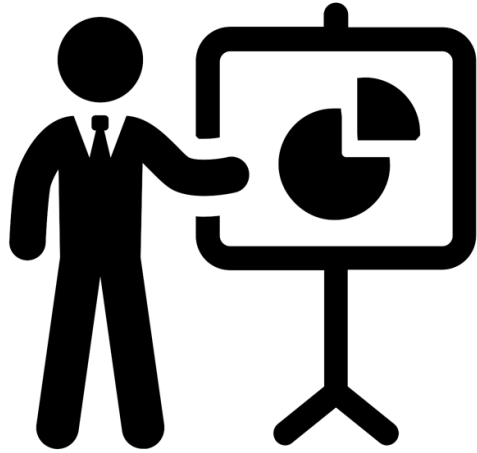
Ln 7, Col 12 Spaces: 4 UTF-8 CRLF HTML



In summary...



- We accumulated a lot of knowledge over the years what software should do for users and how to make sure it does
- We suck at making sure busy and new developers learn about it
- We know, however, that people are happy to use open editors, and node as a platform
- Instead of whining that people don't follow best practices, let's make them part of the build process



In summary...

- We're past a stage where developers have the chance to learn the trade before applying it
- Our editors are much more than dumb text writing tools and not as overwhelming as huge IDEs.
- We tend to build products using a toolchain we customise to the need of the product
- Both are an opportunity to instill a sense of ownership to developers and to learn about our mistakes before our users suffer from them.

Thanks!

Chris Heilmann
@codepo8

