Cheatography

Dos and Don'ts Cheat Sheet

by moreno74 via cheatography.com/186308/cs/38928/

How to read

DO	👍
DONT	👎

GLOBAL

One function does one thing	👍
Write module unit tests	👎
Nested if/else	👎
Write component (s)css	👎

FACADE

One facade per feature	👍
Extract logic from facade	👍
Subscribe	👎

STATE MANAGEMENT

ACTION	Use enum for action name	👍
REDUCER	Copy and write into state	👍
	Write mapping or filter logic	👎
EFFECT	Delegate actions	👍
	Use mergeMap to to delegate one action into multiple	👎
	Map server results	👎
	contractLatestFrom store	👎
SELECTOR	Read store value	👍
	USE CASE specific mapping, filtering, sorting	👍
	Chain selectors	👍
	Mapping logic	👎

APPS

Register Modules	👍
Setup Theming (Colors and Typograhy)	👍
Add business logic	👎

DOMAIN / Infrastructure

Get data from domain external sources	👍
Access store	👎
Subscribe	👎

FEATURE

Subscribe in template	👍
Facade in template	👍
Keep component as small as possible	👍
Use angular life cycle onInit for initia-lization	👍
Use Constructor only for dependency injection	👍
Write components style	👎
Add buisness logic	👎

DOMAIN / Shell

Register feature modules	👍
Add business logic	👎

UTILS

Try to avoid	👍
Write pure functions which are used in feature **AND** domain	👍

UI

Write dum components whitch can be shared between features	👍

TESTING / UNIT TEST

Mock everything	👍
Make use of mockbuilder	👍
Test streams with testScheduler (marbles)	👍
One expect per it	👍
Use TestBed	👎
Subscribe to observable	👎

If it does communicate, it is not a unit test.

TESTING / INTEGRATION

Mock server calls	👍
Use correct selector	👍
Test acceptance criteria	👍
Test text, color	👎
Test erver calls	👎

AVOID **mulitple cy.visit**

TESTING / E2E

Test server calls	👍
Mock	👎

By **moreno74**
cheatography.com/moreno74/

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