

Press `Esc` to exit full screen

# the path of code linting

A surreal, painterly landscape. In the center, a bright, glowing path leads from the foreground into a tunnel-like structure formed by layers of dark, billowing clouds. At the end of the path is a brilliant, circular light source, possibly a sun or a portal, which illuminates the entire scene. The sky is filled with dramatic, dark clouds, and the ground is a desolate, rocky terrain with some jagged rock formations. The overall color palette is dominated by warm, golden-yellow and orange tones, contrasting with the dark, moody blues and greys of the clouds and rocks.



**pure evil**

GOOD

```
function foo() {  
  // Some beautiful code  
}
```

PURE EVIL

```
function foo()  
{  
  // OMG! did you see?  
  // Curly bracket in new line!!!  
}
```

**EVILEST THING  
EVER**

```
if (foo) {  
    do_a();  
} else  
{  
    do_b();  
    do_c()  
}  
  
if ( bar ) do_d();
```

GLORIOUSLY  
CONSISTENT

```
if (foo) {  
    do_a();  
} else {  
    do_b();  
    do_c();  
}
```

```
if (bar) {  
    do_d();  
}
```

GLORIOUSLY  
CONSISTENT

```
if (foo) {  
    do_a();  
} else {  
    do_b();  
    do_c();  
}  
  
if (bar) {  
    do_d();  
}
```

mmkay...

```
if ( foo )  
{  
    do_a();  
}  
else  
{  
    do_b();  
    do_c();  
}  
  
if ( bar )  
{  
    do_d();  
}
```



**divine guidance**



**PEP8**

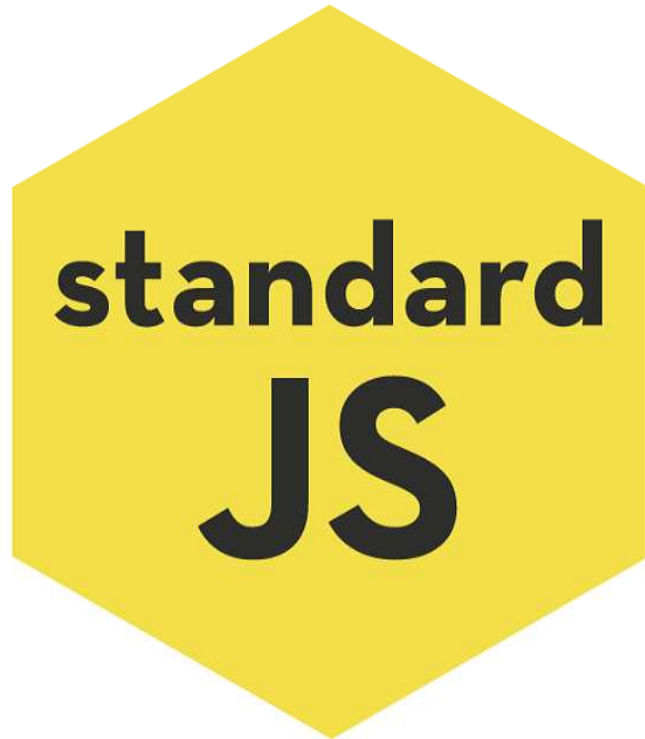


**PURE EVIL**

```
def foo( bar ):
    # Literally UNREADABLE
    # Whitespace around the arguments!!
```

**GOOD**

```
def foo(bar):
    # Some beautiful code
```



**standard**  
**JS**

```
if (1 == true) {  
    // Will this block be executed?  
}
```

**PURE EVIL**

```
if (1 == true) {  
    // Will this block be executed?  
}
```

**GOOD**

```
if (1 === true) {  
    // Now we got this!  
    // This block will never be executed  
}
```



**the path**



```
def guide( name ):
    print "Moses, I am " + name
    print "Please guide me!"
```

```
$ flake8 moses.py
moses.py:1:9: E201 whitespace after '('
moses.py:1:13: E202 whitespace before ')'
```



```
if (money == true) {  
  console.log('This should never run')  
}
```

```
$ eslint money.js
```

```
/Users/omegak/money.js
```

```
1:5  error  'money' is not defined          no-undef
```

```
1:9  error  Expected '===' and instead saw '=='  eqeqeq
```

```
✖ 2 problems (2 errors, 0 warnings)
```



```
1 .foo {  
2   display: none ;  
3   @extend %bar;  
4 }  
5
```

**Error** extends-before-declarations Extends should come before declarations

**Error** trailing-semicolon Trailing semicolons required at line 2 col 12

**Error** extends-before-declarations Extends should come before declarations at line 3 col 2

✖ 2 Issues foo.scss\* 3:3

UTF-8 Spaces: 2 SCSS ⚙





**Alejandro Avilés**  
**@OmeGak**

