

<codeware/>

how to present code

your slides are not your IDE

\$> not your console either ■

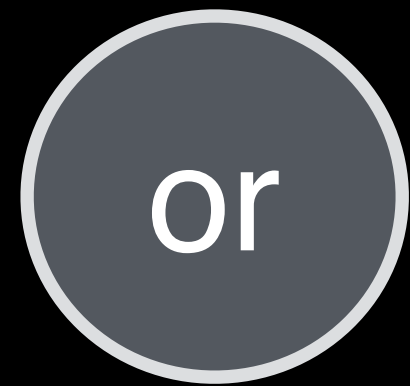
here are `five rules` for
`presenting` code

```
rule 1:
```

```
$ use monospaced font
```

```
$ █
```

monospace



proportional

monospace

fixed or variable

proportional

fixed or variable

monospace

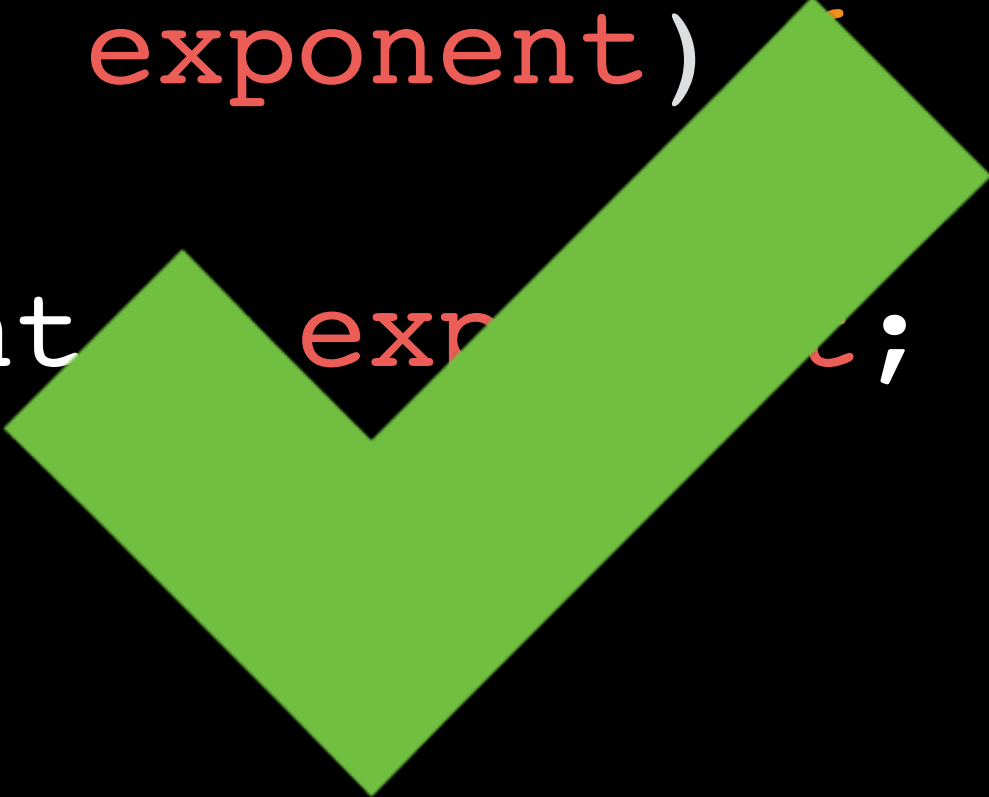
```
var power = function(base, exponent) {  
  var result = 1;  
  for (var count = 0; count < exponent; count++)  
    result *= base;  
  return result;  
};
```

proportional

```
var power = function(base, exponent) {  
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monospace

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monospace

monospaced fonts
have better readability
when presenting code

proportional

monospace

monospaced fonts
have better readability
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proportional

it is **harder** to follow code
with **proportional** fonts

use monospaced fonts
for code readability

rule 2:

\$ use big fonts

\$ █

presenting for a big audience?

\$ this is not your desktop monitor

\$ font size should be **bigger**

\$ ■

I mean **BIGGER**
than your think

I really mean **BIGGER**
than your think


```
console.log("even BIGGER where possible")
```

```
console
```

```
.log("use line breaks")
```

```
<body>  
  <button onClick="coolFunction()" autofocus>too small</button>  
</body>
```

```
<body>  
  <button  
    onClick="coolFunction()"  
    autofocus>  
    same but BIGGER  
  </button>  
</body>
```

BIGGER is better

how do you expect people in the back to read this?

```
rule 3:
```

```
$ smart syntax  
highlighting
```

```
$ █
```

this is not your IDE

use syntax highlighting

only where needed

this is **not** your IDE
use syntax highlighting
only where needed

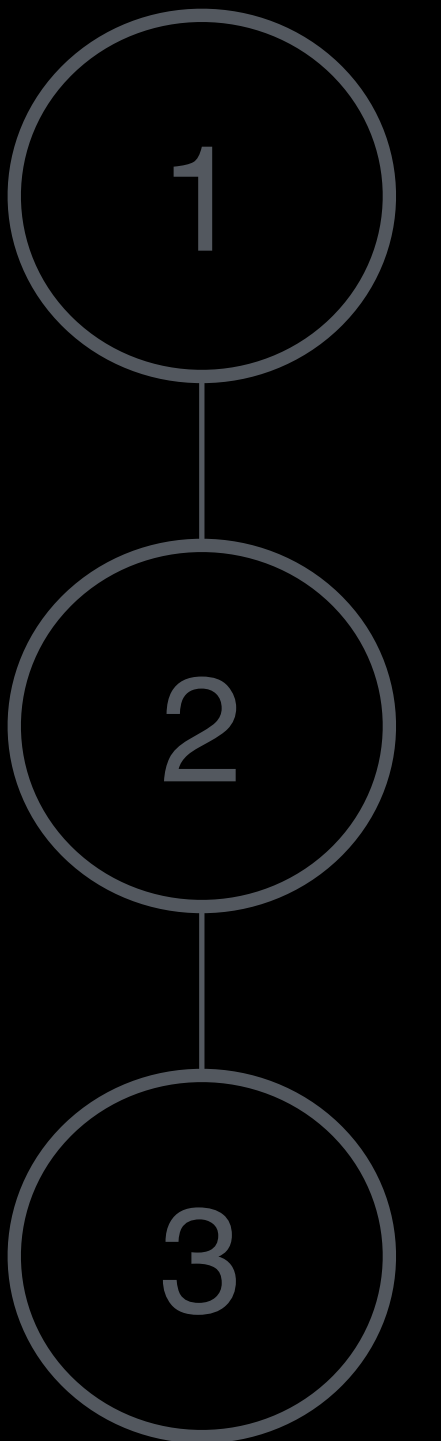
Presenting code on your slides usually results in a wall of text. Highlight only the specific parts you want your audience to focus on.

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Highlight only the **specific parts** you want your audience to focus on.

3 slides example - Ruby `map` function

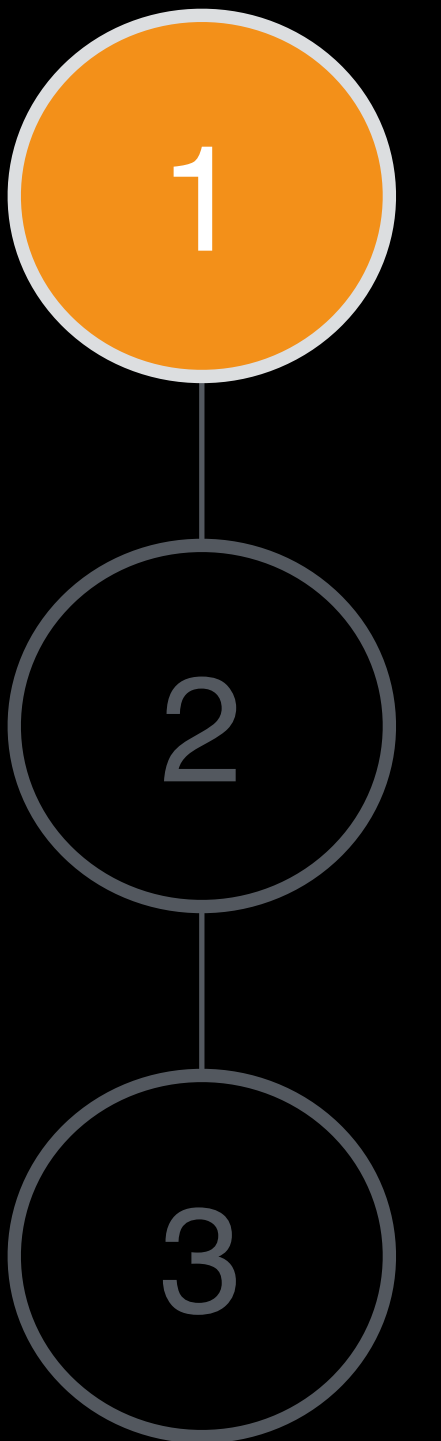


3 slides example - Ruby `map` function

```
names = ['rey', 'fin', 'poe']
```

```
names.map! { |name| name.capitalize }
```

```
puts names
```



3 slides example - Ruby `map` function

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```
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3 slides example - Ruby `map` function

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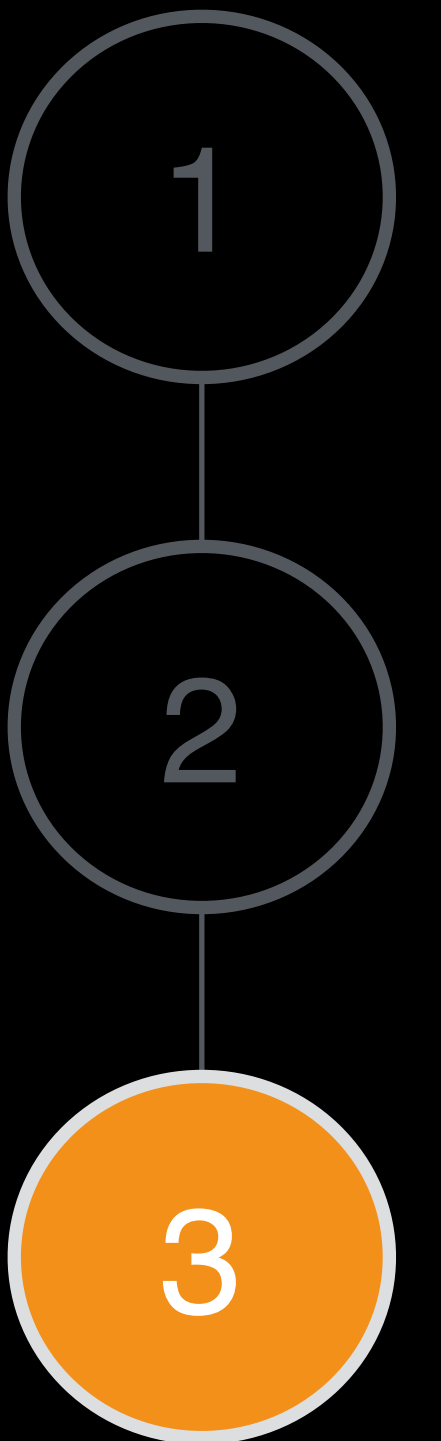
```
puts names
```

```
# output
```

```
Rey
```

```
Fin
```

```
Poe
```



```
rule 4:
```

```
$ using ellipsis...
```

```
$ █
```


Solving the N-queens Problem

```
import sys

from ortools.constraint_solver import pywrapcp

# By default, solve the 8x8 problem.
n = 8 if len(sys.argv) < 2 else int(sys.argv[1])

# Creates the solver.
solver = pywrapcp.Solver("n-queens")
# Creates the variables.
# The array index is the row, and the value is the column.
queens = [solver.IntVar(0, n - 1, "x%i" % i) for i in range(n)]
# Creates the constraints.

# All columns must be different.
# (The "not on the same row" constraint is implicit from the array we're
# using to store our variables; since no two elements of an array
# can have the same index, there can be no queens with the same row.)
solver.Add(solver.AllDifferent(queens))

# No two queens can be on the same diagonal.
solver.Add(solver.AllDifferent([queens[i] + i for i in range(n)]))
solver.Add(solver.AllDifferent([queens[i] - i for i in range(n)]))

db = solver.Phase(queens,
                  solver.CHOOSE_MIN_SIZE_LOWEST_MAX,
                  solver.ASSIGN_CENTER_VALUE)

solver.NewSearch(db)

# Iterates through the solutions, displaying each.
num_solutions = 0
while solver.NextSolution():
    queen_columns = [int(queens[i].Value()) for i in range(n)]

    # Displays the solution just computed.
    for i in range(n):
        for j in range(n):
            if queen_columns[i] == j:
                print "Q",
            else:
                print "_",
        print
    num_solutions += 1

solver.EndSearch()

print
print "Solutions found:", num_solutions
print "Time:", solver.WallTime(), "ms"
```

Solving the N-queens Problem

```
import sys
from ortools.constraint_solver import pywrapcp

# By default, solve the 8x8 problem.
n = 8 if len(sys.argv) < 2 else int(sys.argv[1])

# Creates the solver
solver = pywrapcp.CpSolver()
# Creates the array
# The array
queens = [0] * n
# Creates the constraints

# All columns
# (The "no"
# using to
# can have
solver.Add

# No two queens can be on the same diagonal.
solver.Add(solver.AllDifferent([queens[i] + i for i in range(n)]))
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# Iterates through the solutions, displaying each.
num_solutions = 0

for i in range(n):
    print
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print "Solutions found:", num_solutions
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what's the point in presenting all your code if people can't follow?

Solving the N-queens Problem

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from ortools.constraint_solver import pywrapcp

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num_solutions = 0

for i in range(n):
    print
    num_solutions += 1

solver.EndSearch()

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print "Solutions found:", num_solutions
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```

keep just the relevant code

Solving the N-queens Problem

```
import sys
from ortools.constraint_solver import pywrapcp

# By default, solve the 8x8 problem.
n = 8 if len(sys.argv) < 2 else int(sys.argv[1])

# Creates the solver
solver = pywrapcp.CpSolver()
# Creates the array
# The array queens = [0, 0, 0, 0, 0, 0, 0, 0]
# Creates the constraints

# All columns must have exactly one queen.
# (The "no" constraints are added using the solver's Add method.)
# can have one queen.
solver.Add(solver.AllDifferent([queens[i] for i in range(n)]))
solver.Add(solver.AllDifferent([queens[i] - i for i in range(n)]))

# No two queens can be on the same diagonal.
solver.Add(solver.AllDifferent([queens[i] + i for i in range(n)]))
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num_solutions = 0

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    print
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Solving the N-queens Problem

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...
# Creates the solver.
solver = pywrapcp.Solver("n-queens")
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while solver.NextSolution():
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    # Displays the solution just computed.
    for i in range(n):
        for j in range(n):
            if queen_columns[i] == j:
                print "Q",
            else:
                print "_",
        print
    print
    num_solutions += 1

solver.EndSearch()
```

```
...
```

Solving the N-queens Problem

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# Creates the solver.
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            if queen_columns[i] == j:
                print "Q",
            else:
                print "_",
        print
    print
    num_solutions += 1

solver.EndSearch()
...
```

the focus is now on the algorithm
not the boilerplate

```
rule 5:
```

```
$ use screen annotation
```

```
$ █
```

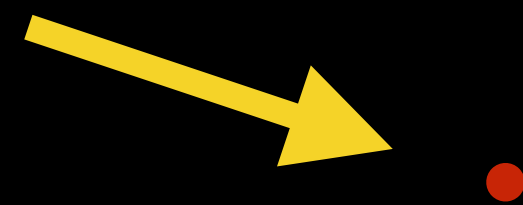
do you want to **focus** your
audience's attention on a
specific area in the screen?



thinking of using a laser
pointer?



do you expect your audience
to track this?



always create slides as if
you are the person sitting
in the last row of the
conference hall.
use screen annotations.

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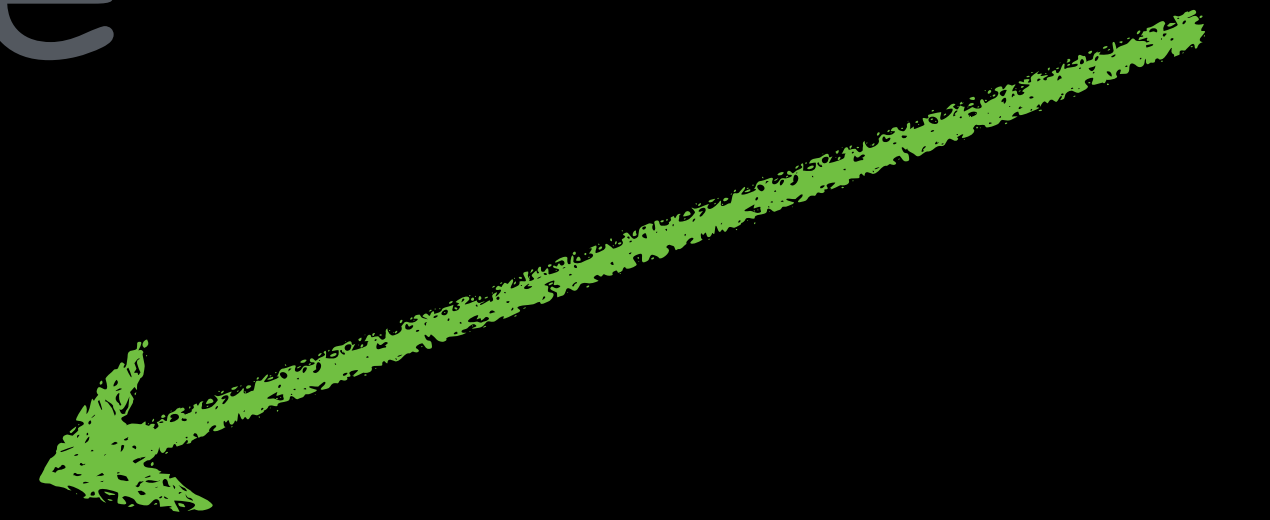
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putting it all together

```
$ ECMAScript 2015 Promise example
```

```
$ █
```

putting it all together

```
$ ECMAScript 2015 Promise example
```

```
$ █
```

the next slides will introduce the
ECMAScript 2015 Promise Object


```
fetchGraphData(graphName, function(error, graphData) {  
  if (error) { // handle error }  
  // ...  
  renderGraph(graphData, function(error) {  
    if (error) { // handle error }  
    // ...  
    notifyClients(msg, result, function(error, response) {  
      if (error) { // handle error }  
      // ...  
    });  
  });  
});  
});
```

Typical JS code results with
many nested callbacks

```
fetchGraphData(graphName, function(error, graphData) {  
  if (error) { // handle error }  
  // ...  
  renderGraph(graphData, function(error) {  
    if (error) { // handle error }  
    // ...  
    notifyClients(msg, result, function(error, response) {  
      if (error) { // handle error }  
      // ...  
    });  
  });  
});  
});
```

makes it hard to follow

```
fetchGraphData(graphName, function(error, graphData) {  
  if (error) { // handle error }  
  // ...  
  renderGraph(graphData, function(error) {  
    if (error) { // handle error }  
    // ...  
    notifyClients(msg, result, function(error, response) {  
      if (error) { // handle error }  
      // ...  
    });  
  });  
});  
});
```

error handling is duplicated

ECMAScript 2015 **Promise**
to the rescue!

```
function fetchGraphData(graphName) {
  return new Promise(function(resolve, reject) {
    let request = new XMLHttpRequest();
    ...

    // XMLHttpRequest to server
    request.open('GET', 'http://example.com', true);
    request.onload = function() {
      if (request.status == 200) {
        resolve(request.response);
      }
      else {
        reject(new Error(request.status));
      }
    };
  });
});
```

The Promise object is used for deferred and asynchronous computations

```
function fetchGraphData(graphName) {  
  return new Promise(function(resolve, reject) {  
    let request = new XMLHttpRequest();  
    ...  
  
    // XMLHttpRequest to server  
    request.open('GET', 'http://example.com', true);  
    request.onload = function() {  
      if (request.status == 200) {  
        resolve(request.response);  
      }  
      else {  
        reject(new Error(request.status));  
      }  
    };  
  });  
});
```

resolve is called once operation has completed successfully

```
function fetchGraphData(graphName) {  
  return new Promise(function(resolve, reject) {  
    let request = new XMLHttpRequest();  
    ...  
  
    // XMLHttpRequest to server  
    request.open('GET', 'http://example.com', true);  
    request.onload = function() {  
      if (request.status == 200) {  
        resolve(request.response);  
      }  
      else {  
        reject(new Error(request.status));  
      }  
    };  
  });  
});
```

`reject(new Error(request.status));`



reject is called if the operation has been rejected

Calling a Promise

```
fetchGraphData(graphName)
  .then(renderGraph)
  .then(notifyClients)
  .catch(function(error) {
    console.log("Error:", error)
  });
```

Promise code is easy to read

Calling a Promise

```
fetchGraphData(graphName)
  .then(renderGraph)
  .then(notifyClients)
  .catch(function(error) {
    console.log("Error:", error)
  });
```

you can nest multiple Promise calls

Calling a Promise

```
fetchGraphData(graphName)
  .then(renderGraph)
  .then(notifyClients)
  .catch(function(error) {
    console.log("Error:", error)
  });
```

one error handling call

remember!

your slides are not your IDE

codeware - 5 rules

1

2

3

4

5

codeware - 5 rules

monospaced
font

2

3

4

5

codeware - 5 rules

monospaced
font

BIG

3

4

5

codeware - 5 rules

monospaced
font

BIG

smart syntax
highlighting

4

5

codeware - 5 rules

monospaced
font

BIG

smart syntax
highlighting

ellipsis...

5

codeware - 5 rules

monospaced
font

BIG

smart syntax
highlighting

ellipsis...

screen
annotation



Credits

The Noun Project:

Check by useiconic.com

Close by Thomas Drach

N-queens problem:

OR-tools solution to the N-queens problem.

Inspired by Hakan Kjellerstrand's solution at

http://www.hakank.org/google_or_tools/,

which is licensed under the Apache License, Version 2.0:

<http://www.apache.org/licenses/LICENSE-2.0>

<https://developers.google.com/optimization/puzzles/queens#python>

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