

# Reviewing code using Codecov

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## Code reviewing

- Pretty much **any review** not provided by the author of some code. It aims at:
  - Finding and correcting errors/flaws
  - Proposing better solutions
  - Improving readability/maintainability of the code
  - Increasing some sense of responsibility
- Very broad term:
  - Your IDE reviews your code
  - Git users review your code
- Here, our goal will be to make code reviewing easier.





- Say you are **developing a package** (in pretty much any major language or even multiple languages at once).
- You have written an **adequate test suite** and are satisfied with it.
- However, as your package grows, your code may become increasingly difficult to test accurately.
- In particular, how do you assess how relevant your tests are?



## Code coverage a.k.a. Line count

- **Counting and marking lines** of codes that are read during tests is a possible indicator of test quality.
- Pros:
  - You can easily know what parts of your code are left out.
  - The count metric is easily increased.
- Cons:
  - A high line count is no guarantee for relevant tests.

## Codecov

- Codecov does not compute this metric, it formats externally-generated coverage reports in a user-friendly way.
- There are many alternatives to Codecov that do the same thing.
- Many Python packages use Codecov.



Welcome to the GitHub repository of CherryPy!



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- Seamless integration with CI tools
- Automatic merging of all the build reports for each commit
- Marketing arguments:
  - A new badge



• Synthetic graphics





## **Codecov features**

- All the major languages are supported, multiple languages can be used at once.
- Automatic notifications can be set up for quick pull requests evaluations.



On your machine:

- Run your tests using a coverage tool (for Python: coverage). This generates a coverage report.
- Upload this report to codecov.io .

Using a CI service:

- Run your tests using a coverage tool.
- Let codecov upload each build's report, gather them and merge them.



## Codecov setup

Setup depends on your CI and language. See <u>https://docs.codecov.io/docs/quick-start</u>

If you created a package using F. Durand's My Toy Package, setup is as follows:

• In your .travis.yml:

#### install:

- pip install -U tox-travis
- pip install codecov
- In your tox.ini:

### after\_success:

codecov



In your requirements\_dev.txt: pytest==4.6.5

## Codecov interface

• Go to scikit-network's Codecov and Travis



## Comparison with another service: Codacy

- Codacy needs no additional code in the package.
- It provides IDE-like remarks on the code but also a few higher-level mostly security-related advice (SQL injections, weak keys, ...).
- Attempts to aggregate more metrics to give a more educated guess of the package's quality.
- It lacks a (free) local API.





## Takeaway

Codecov has advantages...

- ... as regards the developer:
  - Overview of the code coverage
  - Easy integration
  - Incentive for covering tests
- ... as regards the package presentation:
  - Badge

However, it gives no strong guarantee about code functionality.

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## References

- Bacchelli, A; Bird, C (May 2013). <u>"Expectations, outcomes, and challenges of modern</u> <u>code review"</u>. *Proceedings of the 35th IEEE/ACM International Conference On Software Engineering (ICSE 2013).*
- <u>https://codecov.io</u>
- <u>http://codacy.com</u>

