

# VoCode

Voice Coding Assistant

< 2018



early 2018



Launch Day + Jellyvision



2018 - Jun 2019



> Jun 2019



# Overview

- A tour of Vocode
- What I'd change since March '18
- A taste of my experience at Fullstack



Dave Cohen



Kevin  
Wuerdeman



Jake Bergal



Josh Carlson



\* Voice Command:

Save Snippet

1 | I ❤️ VoCode

Enter a filename

Save Text to Disk

Upload File

Warning: Will overwrite current text

New Snippet

Snippets

Discover

Profile

About

Voice Commands

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About

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# Your Snippets

Command	Code	Actions
URLJoin	<a href="#">View</a>	 
bind	<a href="#">View</a>	 

+ Add Snippet



# Discover

Command	Description	View / Add Code
---------	-------------	-----------------

URLJoin	<pre>### URLJoin Joins all given URL segments together, then normalizes the resulting URL. Use `String.join('/')` to combine URL segments, then a series of `String.replace()` calls with various regexps to normalize the resulting URL (remove double slashes, add proper slashes for protocol, remove slashes before parameters, combine parameters with `&amp;` and normalize first parameter delimiter).</pre>	<a href="#">View</a> <a href="#">+</a>
---------	---	--

UUIDGeneratorBrowser	<pre>### UUIDGeneratorBrowser Generates a UUID in a browser. Use `crypto` API to generate a UUID, compliant with [RFC4122](https://www.ietf.org/rfc/rfc4122.txt) version 4.</pre>	<a href="#">View</a> <a href="#">+</a>
----------------------	---	--

UUIDGeneratorNode	<pre>### UUIDGeneratorNode Generates a UUID in Node.JS. Use `crypto` API to generate a UUID, compliant with [RFC4122](https://www.ietf.org/rfc/rfc4122.txt) version 4.</pre>	<a href="#">View</a> <a href="#">+</a>
-------------------	--	--

ary	<pre>### ary Creates a function that accepts up to `n` arguments, ignoring any additional arguments. Call the provided function, `fn`, with up to `n` arguments, using `Array.slice(0,n)` and the spread operator (`...`).</pre>	<a href="#">View</a> <a href="#">+</a>
-----	--	--

radsToDegrees	<pre>### radsToDegrees Converts an angle from radians to degrees. Use `Math.PI` and the radian to degree formula to convert the angle from radians to degrees.</pre>	<a href="#">View</a> <a href="#">+</a>
---------------	--	--

average	<pre>### average Returns the average of two or more numbers. Use `Array.reduce()` to add each value to an accumulator, initialized with a value of `0`, divide by the `length` of the array.</pre>	<a href="#">View</a> <a href="#">+</a>
---------	--	--

bind	<pre>### bind Creates a function that invokes `fn` with a given context, optionally adding any additional supplied parameters to the beginning of the arguments. Return a `function` that uses `Function.apply()` to apply the given `context` to `fn`. Use `Array.concat()` to prepend any additional supplied parameters to the arguments.</pre>	<a href="#">View</a> <a href="#">+</a>
------	--	--

bifurcateBy	<pre>### bifurcateBy Splits values into two groups according to a predicate function, which specifies which group an element in the input collection belongs to. If the predicate</pre>	
-------------	---	--

New Snippet

Snippets

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q q  
q

**Reset email:**

**Reset password:**

## My Sites:

GitHub URL :

Stack Overflow URL :

Waffle Board URL :

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### Voice Commands (copied to clipboard)

COMPONENT	CSS	EXPRESS	FOR
FUNCTION	HTML	REDUCER	STATELESS
STORE	STRING	WEBPACK	WHILE

### Urls

<b>Command: GITHUB</b> View github's webpage	<b>Command: LEARN</b> View learn's webpage
<b>Command: STACKOVERFLOW</b> View stackoverflow's webpage	<b>Command: WAFFLE</b> View waffle's webpage

### Command: COMPONENT

```
//npm install react react-redux
import React, { Component } from 'react'
import {connect} from 'react-redux'

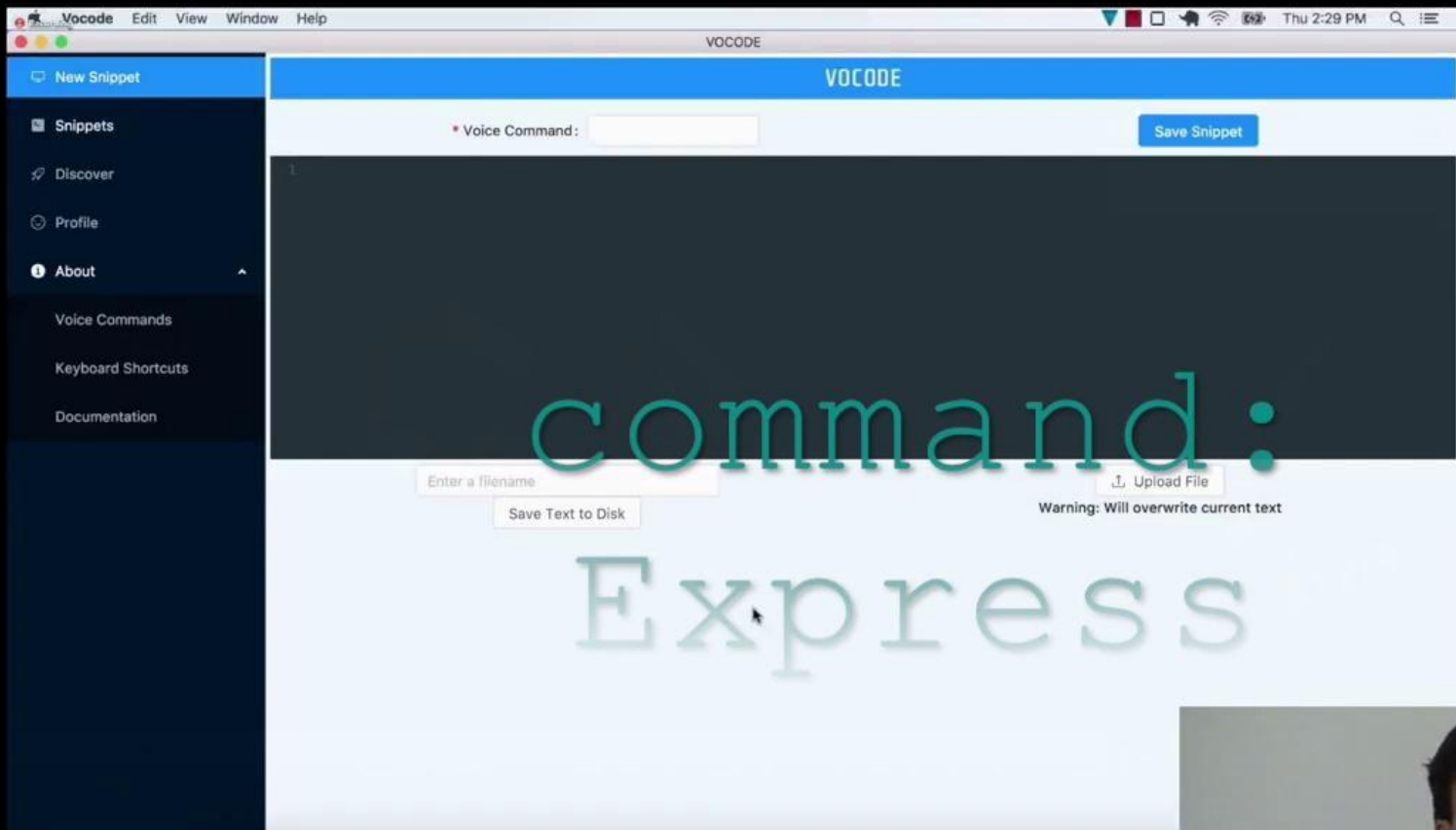
/**
 * SMART COMPONENT
 */
class SmartComponent extends Component {
  constructor(props){
    super(props)
  }

  render(){
    return (
      <div>
        Add Content
      </div>
    )
  }
  ...
}
```

### Command: CSS

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Key Combination	Function	Global
Alt + Z	Start Listening (2.5 seconds)	Yes
Alt + S	Open Tray Menu	Yes



Campus



Fullstack  
Chicago

# Vocode

Voice-controlled coding assistant



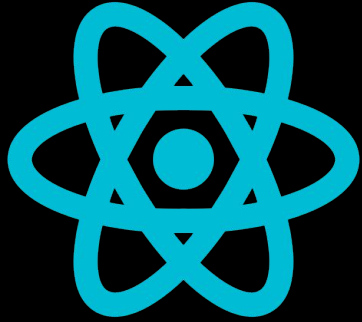
# Recording Speech



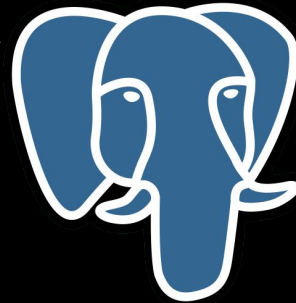




# ELECTRON



`express`





# Fullstack Academy

*no regrets*

- Teamwork: Building something cool in 2 weeks
- Attention from Jellyvision

```
2 /*! ToSic_ToSxc 2015-05-17 */
```

```
3 $2sxc.ng=(appAttribute:"sxc-app",ngAttrPrefixes:["ng-","data-ng-","ng:","x-ng-"],iidAttrNames:["app-  
instanceId","data-instanceId"],"id"),bootstrap:function(a,b,c,d,e){c=c||$2sxc.ng.findInstanceId(a)}  
$2sxc.ng.getParameterByName("mid");var f=$.Services.Framework(c).angular.module("confSxcApp"+c,[]).constant  
("AppInstanceId",c).constant("AppServiceFramework",f).constant("HttpHeaders",{ModuleId:c,TabId:f.getTabId  
( ),RequestVerificationToken:f.getAntiForgeryValue()});var g=["confSxcApp"+c,"2sxc4ng"].concat(d)  
(b);angular.element(document).ready(function(){angular.bootstrap(a,g,e)}),findInstanceId:function(a){for(var  
b,c=angular.element(a),d=0;d<$2sxc.ng.iidAttrNames.length;d++)b=c.attr($2sxc.ng.iidAttrNames[d]);if(b){var  
e=parseInt(b.toString()).replace(/0/g,"");if(e)throw iid or instanceId (the DNN moduleId) not supplied and  
automatic lookup failed. Please set app-tag attribute iid or give id in bootstrap call";return  
e}};bootstrapAll:function(a){a=[a]|document;var b=a.querySelectorAll("[*"+$2sxc.ng.appAttribute  
+"*"]);angular.forEach(b,function(a){var b=a.getAttribute($2sxc.ng.appAttribute),c={strictDi:null!==(=$2sxc.ng.getNgAttribute(a,"strict-di"));$2sxc.ng.bootstrap(a,b,null,null,c)}},autoRunBootstrap:function()  
{angular&&angular.element(document).ready(function(){$2sxc.ng.bootstrapAll()})),getNgAttribute:function(a,b){var  
{c,d,e=$2sxc.ng.ngAttrPrefixes.length;for(a=angular.element(a),d=0;d<e;d++)if(c=$2sxc.ng.ngAttrPrefixes[d]  
+b,"string"==typeof(c==a.attr(c)))return c;return null},getParameterByName:function(a){a=a.replace(/[\\]|\\"  
\\|"/.replace(/[\\]|\\"|"/.replace(/[\r&]"|+="(.*&#x27;)/g,""),c=b.exec(location.search);return  
null==c?"":decodeURIComponent(c[1].replace(/%20/g," "))}};$2sxc.ng.autoRunBootstrap(c).angular.module("2sxc4ng",  
["ng"]).config(["$httpProvider","HttpHeaders",function(a,b){angular.extend  
(a.defaults.headers.common,b),a.interceptors.push(["$q","sxc",function(a,b){return(request:function(a){return  
a.url=b.resolveServiceUrl(a.url),a),responseError(function(c){return b.showDetailedHttpError(c),a.reject  
(c)}]}]}]}).factory("sxc",["AppInstanceId",function(a){if(console.log("creating sxc service for id: "+a,!$2sxc  
throw the Angular service 'sxc' can't find the global $2sxc controller";var b=$2sxc(a);return b}}).factory  
("content",["$http",function(a){return function(b){var c={};return c.contentType=b,c.root="app-  
content/"+b,c.get=c.read=function(b){return a.get(c.root+(b?"/"+b:""))},c.create=function(b){return a.post  
(c.root,b),c.update=function(b,d){var e=d|b.Id|b.id;return a.post(c.root+"/"+e,b),c["delete"]=function(b)  
{return a["delete"](c.root+"/"+b),c}}}.factory("query",["$http",function(a){return function(b){var  
c=this;c.root="app-query/"+b,c.get=function(){return a.get(c.root)}}}}];  
4 // # sourceMappingURL=2sxc4ng.min.js.map
```

Line Change (Review)	LF	Result	CRUI	Changes from Server (revision 50114634367476803307504050)	LF	Changes from Client (revision 50114634367476803307504050)
public int getDate() {	X 14	4	*	NumberFun class manages some data as properties	4	* NumberFun class manages some data as properties
int sum = data();	15	5	*	By Changes and NumberFun changes applied	5	* NumberFun changes applied
for (int value : data) {	16	6	*		6	*
if (value < min) {	17	7	*		7	*
min = value;	18	8	*		8	*
return min;	19	9	*		9	*
}	20	10	*		10	*
public int getDate() {	X 21	11	*		11	*
int sum = 0;	22	12	*		12	*
for (int i = 0; i < data.length; i++)	X 23	13	*		13	*
sum += data[i];	24	14	*		14	*
return sum / data.length;	25	15	*		15	*
}	26	16	*		16	*
public void printData() {	X 27	17	*		17	*
int i = 0;	28	18	*		18	*
while (i < data.length) {	X 29	19	*		19	*
System.out.println("Data: "+data[i]);	X 30	20	*		20	*
i++;	31	21	*		21	*
return sum / data.length;	32	22	*		22	*
}	33	23	*		23	*
public void printData() {	X 34	24	*		24	*
int sum = 0;	35	25	*		25	*
for (int value : data) {	X 36	26	*		26	*
System.out.println(value + " ");	X 37	27	*		27	*
sum += value;	X 38	28	*		28	*
return sum / data.length;	X 39	29	*		29	*
}	40	30	*		30	*
System.out.println("Data: "+data[i]);	X 41	31	*		31	*
i++;	42	32	*		32	*
return sum / data.length;	43	33	*		33	*
}	44	34	*		34	*
public void printData() {	X 45	35	*		35	*
int sum = 0;	46	36	*		36	*
for (int value : data) {	X 47	37	*		37	*
System.out.println(value + " ");	X 48	38	*		38	*
sum += value;	X 49	39	*		39	*
return sum / data.length;	X 50	40	*		40	*
}	51	41	*		41	*

## Reviews

```
import React, { Component } from 'react';  
import { connect } from 'react-redux';  
  
import { Route } from 'react-router';  
import { Redirect } from 'react-router-dom';  
  
class PrivateRouteContainer extends Component {  
  render() {  
    const {  
      isAuthenticated,  
      isLoggingIn,  
      component,  
      ...props  
    } = this.props;  
  
    [eslint] Component should be written as a pure function (react/prof  
er-stateless-function)  
  
    const isAuthenticated = any  
    (isAuthenticated || isLoggingIn  
    ? <Component {...props} />  
    : <Redirect to={/  
      pathname: '/login',  
      state: { from: props.location },  
    } />);  
    return isAuthenticated ? component : <Redirect to={/  
      pathname: '/login',  
      state: { from: props.location },  
    } />;  
  }  
}
```



```
import React, { Component } from 'react';
import { connect } from 'react-redux';

import { Route } from 'react-router';
import { Redirect } from 'react-router-dom';
```

```
class PrivateRouteContainer extends Component {
  render() {
    const {
      isAuthenticated,
      isLoggingIn,
      component: Component,
      ...props
    } = this.props;
```

[eslint] Component should be written as a pure function (react/prefer-stateless-function)

```
const isAuthenticated: any

(isAuthenticated || isLoggingIn
  ? <Component {...props} />
  : (
    <Redirect to={{
      pathname: '/login',
      state: { from: props.location },
    }} />
  ))
);
}
```

ic\_ToSxc 2015-05-17 \*/

```
g={appAttribute:"sxc-app",ngAttrPrefixes:["ng-","data-ng-","ng:","x-ng-"],iidAttrN
id","data-instanceid","id"],bootstrap:function(a,b,c,d,e){c=c||$2sxc.ng.findInsta
g.getParameterByName("mid");var f=$.ServicesFramework(c);angular.module("confSxcAp
stanceId",c).constant("AppServiceFramework",f).constant("HttpHeaders",{ModuleId:c,
estVerificationToken:f.getAntiForgeryValue()});var g=["confSxcApp"+c,"2sxc4ng"].co
ngular.element(document).ready(function(){angular.bootstrap(a,g,e)}),findInstanceI
lar.element(a,d=0;d<$2sxc.ng.iidAttrNames.length;d++)b=c.attr($2sxc.ng.iidAttrNa
nt(b.toString().replace(/\D/g,""));if(!e)throw"iid or instanceId (the DNN moduleId)
ic lookup failed. Please set app-tag attribute iid or give id in bootstrap call";r
estrapAll:function(a){a=a||document;var b=a.querySelectorAll("[*"+$2sxc.ng.appAttri
ngular.forEach(b,function(a){var b=a.getAttribute($2sxc.ng.appAttribute),c={strict
g.getNgAttribute(a,"strict-di");$2sxc.ng.bootstrap(a,b,null,null,c)}},autoRunBoo
r&&angular.element(document).ready(function(){$2sxc.ng.bootstrapAll()});getNgAttr
$2sxc.ng.ngAttrPrefixes.length;for(a=angular.element(a),d=0;e;d++)if(c=$2sxc.ng.
ing"==typeof(c=a.attr(c)))return c;return null;getParameterByName:function(a){a=a
place(/[\/]/,"\\");var b=new RegExp("[\\?&]"+"+="+("[^&#]*")"),c=b.exec(location.sea
c?"":decodeURIComponent(c[1].replace(/\+/g," ")}),$2sxc.ng.autoRunBootstrap(),ang
.config(["$httpProvider","HttpHeaders",function(a,b){angular.extend
ults.headers.common,b),a.interceptors.push(["$q","sxc",function(a,b){return{reques
.resolveServiceUrl(a.url),a},responseError:function(c){return b.showDetailedHttpEr
}}].factory("sxc",["AppInstanceId",function(a){if(console.log("creating sxc servi
he Angular service 'sxc' can't find the global $2sxc controller";var b=$2sxc(a);re
it",["$http",function(a){return function(b){var c={};return c.contentType=b,c.root
/"+b,c.get=c.read=function(b){return a.get(c.root+(b?"/"+b:""))},c.create=function
(b),c.update=function(b,d){var e=d||b.Id||b.id;return a.post(c.root+"/"+e,b),c["
a["delete"](c.root+"/"+b),c}}].factory("query",["$http",function(a){return func
c.root="app-query/"+b,c.get=function(){return a.get(c.root)}}});
nceMappingURL=2sxc4ng.min.js.map
```

Local Changes (Read-only)

LF

Result

CRLF

Changes from Server (revision 50314cc8638a07fa4a88653d0752ec656f9... LF

```

public int getMin() {
    int min = data[0];
    for (int value : data) {
        if (value < min) {
            min = value;
        }
    }
    return min;
}

public int getAverage() {
    if (data.length == 0) {
        return 0;
    }

    int sum = 0;
    int i = 0;
    while (i < data.length) {
        sum += data[i];
        i++;
    }
    return sum / data.length;
}

public void printData() {
    // Print out the data
    for (int value : data) {
        System.out.print(value + ", ");
    }
    System.out.println();

    // Print out the stats:
    int avg = getAverage();
    int min = getMin();

```

```

* NumberFun class manages some data an generates
* My Changes and teammate's changes applied!
*/

public class NumberFun {
    private int[] data;
    public NumberFun(int[] data) {
        this.data = data;
    }

    public int getAverage() {
        int sum = 0;
        int i = 0;
        while (i < data.length) {
            sum += data[i];
            i++;
        }
        return sum / data.length;
    }

    public void printData() {
        // Print out the data
        int i = 0;
        while (i < data.length) {
            int value = data[i];
            System.out.print(value + ", ");
            i++;
        }
        System.out.println();

        // Print out the stats:
        int avg = getAverage();
        System.out.println("Stats: avg = " + avg
    }

```

```

* NumberFun class manages some data an genera
* Teammate's changes applied!
*/

public class NumberFun {
    private int[] data;
    public NumberFun(int[] data) {
        this.data = data;
    }

    public int getAverage() {
        int sum = 0;
        for (int i = 0; i < data.length; i++)
            sum += data[i];
        return sum / data.length;
    }

    public int getMax() {
        int max = data[0];
        for (int value : data) {
            if (value > max) {
                max = value;
            }
        }
        return max;
    }

    public void printData() {
        // Print out the data
        for (int i = 0; i < data.length; i++)
            int value = data[i];
            System.out.print(value + ", ");
    }

```

Accept Left

Accept Right

Apply

Abort

# This code's a mess

...but I had a pretty good excuse



- *console.log*...everywhere
- Silly function names like *resetCurrDiv*
- Code areas that cover multiple domains (spaghetti code)

# Time Crunch Sacrifices

- Documentation
- Interfaces
- Tests
- Browsability
- Performance
- Security
- Error-handling
- A “product” perspective

# Documentation

## Problems

- The mindset of *"no one else is working in this file"*
- That thing I couldn't remember in <Code> Editor

## Solutions

- Clearer comments
- Better variable names
- JSDocs on functions: description, ``@param`s`, ``@returns``

```
componentWillReceiveProps(nextProps) ·{  
  ·if (this.props.output.length < nextProps.output.length) ·{  
    ·// this.setState({ newCommand: true });  
    ·const output = nextProps.output;  
    ·const newCommand = output[output.length - 1];  
    ·this.setState((prevState) => ·{  
      ·const prevValue = this.getTextAroundCursor(prevState);  
      ·return ·{  
        ·value:  
        ·prevValue.before.join('\n') +  
        ·newCommand +  
        ·prevValue.after.join('\n')  
      };  
    });  
  }  
}
```

```
getTextAroundCursor(state) ·{  
  ·const { cursor } = state;  
  ·const arr = state.value.split('\n');  
  ·const targetLine = arr[cursor.line];  
  ·const before = arr.slice(0, cursor.line);  
  ·const after = arr.slice(cursor.line + 1);  
  ·before.push(targetLine.slice(0, cursor.ch));  
  ·return { before, after: [targetLine.slice(cursor.ch), ...after] };  
}
```



```
· getCurrentValue() {  
·   · const { output } = this.props;  
·   · if (!output || !output.length || !this.state.newCommand) {  
·     · return this.state.value;  
·   }  
·   · // this.setState({newCommand: false})  
·   · // const newText = this.state.value + output[output.length - 1]  
·  
·   · // GOAL: insert new command where the cursor is, not just appending to end of text.  
·  
·   · return this.state.value + output[output.length - 1];  
·   · // Not actually sure how this^ is working at all.  
·  
·   · // return this.state.v  
· }  
· }
```





```
/**
 * Split the text in state.value into before cursor
 * and after cursor. This will allow easy interpolation
 * of a new command if a new one appears from the store.
 * @param {object} state
 * @param {object} state.cursor codemirror cursor API
 * @param {string} state.value code editor text separated by '\n'
 * @returns {object} { before: {String[]}, after: {String[]}}
 */
getTextAroundCursor(state) {
  const { cursor, value } = state;
  const arr = value.split('\n');
  const targetLine = arr[cursor.line];
  const before = arr.slice(0, cursor.line);
  const after = arr.slice(cursor.line + 1);
  before.push(targetLine.slice(0, cursor.ch));
  return { before, after: [targetLine.slice(cursor.ch), ...after] };
}
```

# Interfaces

## Problems

- Lack of consistency = higher cognitive load
- APIs I could've abstracted out (word methods, etc)
- Dictionary functions doing too much (validation, etc)

## Solutions

- Word methods have a transformWords wrapper
- Making the Dictionary have only one job - to supply unique values for each template

## Old

- each word method takes the same type of input, maps and joins it

For reference:

*camelCase, PascalCase,  
SCREAMING\_SNAKE\_CASE  
(upperUnderscoreWords)*

```
export const camelCaseWords = wordArray =>
  wordArray
    .map((word, i) => {
      if (i === 0) return word.toLowerCase();
      return titlecaseOneWord(word);
    })
    .join('');
```

```
export const pascalCaseWords = wordArray =>
  wordArray
    .map(word => {
      return titlecaseOneWord(word);
    })
    .join('');
```

```
export const upperUnderscoreWords = wordArray =>
  wordArray
    .map(word => {
      return word.toUpperCase();
    })
    .join('_');
```

Better: a new *transformWords* function that does the word transformation

```
function transformWords(templateObject, words) {
  const { transformKey, ifInvalid } = templateObject;
  if (!validate(words)) {
    return ifInvalid;
  }
  const { mapFn, join = '' } = wordTransformers[transformKey];
  return mapFn === false ? words.join(join) : words.map(mapFn).join(join);
}

const camelCased = transformWords({ transformKey: 'camelCase' }, [
  'hello',
  'my',
  'peeps'
]); // -> 'helloMyPeeps'
```

Old - Dictionary included templates and validation (too many jobs)

```
export const baseDictionary = {
  while: () => {
    return `while ('Josh' === 'Salty'){\nreturn 'tear'\n}`;
  },
  for: () => {
    return `for(let i = 0; i < array.length; i++){\n}`;
  },
  function: input => {
    input = validate(input) ? wordMethods.camelCaseWords(input) : 'myFunc';
    return `const ${input} = (args) => {}`;
  },
  string: input => {
    input = validate(input) ? input.join('.') : 'my string';
    return `${input}`;
  },
}
```



# New

- Dictionary has a consistent API with expected object properties
- Puts templates, *ifInvalid*, and word transformers together (if needed)

```
const baseDictionary = {  
  component: {  
    template: component,  
    transformKey: 'pascalCaseWords',  
    ifInvalid: 'MyComponent'  
  },  
  webpack  
};
```

Now it's easy to apply a template!

```
function applyTemplate(templateInterface, words) {  
  if (!templateInterface) throw Error(); // can validate further  
  if (typeof templateInterface === 'function') {  
    return templateInterface();  
  }  
  const transformed = transformWords(templateInterface, words);  
  return templateInterface.template(transformed);  
}
```



```
const output = applyTemplate(baseDictionary.component, input);
```



# Tests

## Problems

- Tests are too abstract and have unhelpful assertions
- Definitive tests are missing

## Solutions

- Test for exact expected output
- TDD: Write a complete set of test specs (“*it*” blocks)

# Good...

```
it('baseDictionary should gracefully take no input', () => {  
  for (let key of baseDictKeys) {  
    expect(baseDictionary[key]).not.toThrowError();  
  }  
});
```

...but what about expected output?

# bad

```
describe('dictionary', () => {  
  it('should have length', () => {  
    expect(baseDictKeys.length).toBeGreaterThan(0);  
    expect(dictKeys.length).toBeGreaterThan(0);  
  });  
});
```

```
describe('addAlternates', () => {  
  it('should be longer after adding alternates', () => {  
    const dictLen = baseDictKeys.length;  
    const newDict = addAlternates(alternatesDictionary, baseDictionary);  
    const newDictLen = Object.keys(newDict).length;  
    expect(newDictLen).toBeGreaterThan(dictLen);  
  });  
});
```

# Verify all dictionary keys ✓

```
describe('dictionary')
```

- `it('should have 22 commands')`
- `it('should contain the baseDictionary')`
- `it('should contain urls commands with functions as values')`
- `it('should contain alternates')`
- `it('each command should have the expected function or object API')`
  - Each value is either a function or an object
  - Each object should have the expected keys 'template', 'ifInvalid', 'transformKey'
  - Keys should be types 'function', 'string', and 'string', respectively

# test *validate*



```
describe('validate', () => {  
  it('returns true for array with length', () => {  
    expect(validate(['hi'])).toBe(true);  
  });  
  
  it('returns false for empty array', () => {  
    expect(validate([])).toBe(false);  
  });  
  
  it('returns false for undefined and null input', () => {  
    expect(validate()).toBe(false);  
    expect(validate(null)).toBe(false);  
  });  
});
```

# test *transformWords* ✓

```
describe('transformWords', () => {
  it('returns camelCased words', () => {
    const camelCased = transformWords(
      { transformKey: 'camelCase' },
      [
        'hello',
        'my',
        'peeps'
      ]
    );
    expect(camelCased).toEqual('helloMyPeeps');
  });
});
```

# test *applyTemplate* ✓

```
describe('applyTemplate', () => {  
  it('returns an applied template', () => {  
    const functionSnippet = applyTemplate(  
      dictionary.function, [  
        'my',  
        'awesome',  
        'computation'  
      ]  
    );  
    expect(functionSnippet).toEqual(  
      'const myAwesomeComputation = (args) => {}'  
    );  
  });  
});
```

# Browsability and Performance

## Problems

- Callback hell in `<Mic />`
- Missed performance optimization opportunities

## Solutions

- Modularize where possible
- Check if global or component state *needs* to update



```

componentWillReceiveProps(nextProps) {
  // this is essential for re-registering the command
  electron.remote.globalShortcut.unregisterAll();
  // lol a little bit of voodoo here
  const componProps = nextProps;
  // start the audio recording library we found, registers a service worker
  initAudio().then(_recorder => {
    // then set it on state
    this.setState({ recorder: _recorder }, () => {
      // register the command, callback is called on key c
      return electron.remote.globalShortcut.register('Alt+
        this.registerRecordShortcut(componProps);
      // putting all the functions in line...
      registerRecordShortcut(props) {
        this.state.recorder.record();
        // main process can change icon color -> tray.se
        ipcRenderer.send('startRecording');
        // after timeout, stop recording
        setTimeout(() => {
          this.stopRecording(props.snippets, props.user)
          // main process can change icon color
          ipcRenderer.send('stopRecording');
        }, RECORD_TIME);
      }
    });
  });
  stopRecording(snippets, user) {

```

# CALLBACK HELL

```

stopRecording(snippets, user) {
  this.state.recorder.exportMonoWAV(blob => {
    this.blobify(blob, snippets, user);
  });
  this.state.recorder.stop();
  this.state.recorder.clear(); // what does this do?
}
blobify(blob, snippets, user) {
  const reader = new FileReader();
  reader.readAsDataURL(blob);
  reader.onloadend = () => {
    let base64data = reader.result.split(',')[1];
    let userUrls = [
      {command: 'github',
        code: user.githubURL},
      {command: 'waffle',
        code: user.waffleURL},
      {command: 'stackoverflow',
        code: user.stackoverflowURL}
    ];
    snippets = snippets.concat(userUrls);
    store.dispatch(addOutputThunk(base64data, snippets, dictionary));
  };
}
});

```

1. Unregister all app shortcuts
2. Initialize an audio recorder
3. if successful, set it on state
4. Register alt+z
5. call Start Recording on recorder and send message to main process
6. Set timeout for recording time
7. When complete, create WAV file and send message to main process
8. Stop recorder and clear recorder
9. Read WAV file as blob
10. Convert WAV file to base64
11. Combine hardcoded url snippets with props.snippets
12. Dispatch thunk which calls Google Speech API



# Missed performance improvements

- We didn't do a props comparison - what if there was no need to run all these functions again?
- unregister ALL global Electron shortcuts?

# Browsability improvements and code cleanup opportunities

- could've done `this.recorder` instead of setting state (probably only had to initialize it once)
- there's no `.catch` if `initAudio` fails!
- Hard-coded in `userUrls` (not sure why I didn't reuse the defined dictionary)
- **could've pulled out "pure" functions to reduce the complexity and add unit tests**

# Let's fix `blobify`

```
blobify(blob, snippets, user) {  
  const reader = new FileReader();  
  reader.readAsDataURL(blob);  
  reader.onloadend = () => {  
    let base64data = reader.result.split(',')[1];  
    let userUrls = [  
      { command: 'github', code: user.githubURL },  
      { command: 'waffle', code: user.waffleURL },  
      { command: 'stackoverflow', code: user.stackoverflowURL }  
    ];  
    snippets = snippets.concat(userUrls);  
    store.dispatch(addOutputThunk(base64data, snippets, dictionary));  
  };  
}
```



extra

# After

```
/**
 * Convert blob of audio data to base64 string
 * @returns {Promise<String>}
 */
export const convertBlobToBase64Async = (blob) => {
  return new Promise((resolve, reject) => {
    const reader = new FileReader();
    reader.readAsDataURL(blob);
    reader.onloadend = () => {
      if (reader.error) {
        reject(reader.error)
      }
      try {
        resolve(reader.result.split(',')[1]);
      } catch (e) {
        reject(e)
      }
    };
  });
}
```



```
import { convertBlobToBase64Async } from './utils'
```

```
convertBlobToBase64Async(blob)
```

```
  .then(base64data =>  
    store.dispatch(  
      addOutputThunk(  
        base64data, addDefaultUrls(snippets), dictionary  
      )  
    ))  
  .catch(handleError)
```



# Time Crunch Sacrifices

- Documentation
- Interfaces
- Tests
- Browsability
- Performance
- Security: sanitize inputs server-side
- Error-handling: React error boundary and reporting services
- A “product” perspective: analytics, user testing





<http://vocode.herokuapp.com>