Configuring the Text Editor Atom

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Design and Implementation of Online Experiments









Indentation

Indentation is nr. 1 feature of *high-quality* code Some programming language enforce to be valid code (e.g., Python) JavaScript requires the *discipline of the programmer and* proper use of the parentheses

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Not-Properly Indented

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```
Not-Properly Indented
                                                       Properly Indented
let a=
                      1234 ;
                                                       let a = 1234;
   a++;
                                                       a++;
                 if ( a > 123 ) {
                                                       if ( a > 123 ) {
a--;
                                                            a--;
                                                                              More Readable
                                                       else {
                                                                              Easier to catch errors
else a++
                                                            a++;
         console.log(a);
                                                       console.log(a);
```

Open the Settings Panel from the menu File/Settings

Tab Length

Number of spaces used to represent a tab.



Tab Type

soft

Determine character inserted when Tab key is pressed. Possible values: "auto", "soft" and "hard". When set to "soft" or "hard", soft tab (spaces) or hard tabs (tab characters) are used. When set to "auto", the editor auto-detects the tab type based on the contents of the buffer (it uses the first leading whitespace on a non-comment line), or uses the value of the Soft Tabs config setting if auto-detection

Make sure all your TABs are automatically converted into spaces.

•

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Tab Type

Make sure all your TABs are automatically converted into spaces.

Why? Because TABs are evil!

Welcome to the Spaces vs. Tabs Debate





of unique files

spaces. soft Tabs vs Spaces (top 400,000 GitHub repos)

https://thenewstack.io/spaces-vs-tabs-a-20-year-debate-and-now-this-what-the-hell-is-wrong-with-go/

The Text Editor War



https://www.xkcd.com/378/

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Make sure all your TABs are automatically converted into spaces.

The best of the two worlds.

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soft

Editor Settings

These settings are related to text editing. Some of these can be overriden on a per-language basis. Check language settings by clicking its package card in the Packages list.

🖌 Atomic Soft Tabs

Skip over tab-length runs of leading whitespace when moving the cursor.

🗹 Auto Indent

Automatically indent the cursor when inserting a newline

🗹 Auto Indent On Paste

Automatically indent pasted text based on the indentation of the previous line.

Confirm Checkout HEAD Revision

ow confirmation dialog when checking out the HEAD revision and discarding changes to current file since last commit

All other options on this slide strongly recommended

Open the Settings Panel from the menu File/Settings

Make sure all your TABs are automatically converted into spaces.

The best of the two worlds.

Show Indent Guide Show indentation indicators in the editor.

Show Invisibles Render placeholders for invisible characters, such as tabs, spaces and newlines.

Show Line Numbers Show line numbers in the editor's gutter

Tab Length

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ATOM Keybindings

Keybindings are shortcuts to commands used often. You can customize ATOM they way you like, but one shortcut is a **MUST**. Which one?



ATOM Keybindings

Set TAB to auto-indent.

Select the text you want to indent, press TAB, enjoy properly indented code. Correct and consistent **indentation** is the key to write high-quality code.

'atom-text-editor:not([mini])':
 'tab': 'editor:auto-indent'

'atom-text-editor:not([mini])': 'tab': 'editor:auto-indent

ATOM Packages

Packages extend ATOM's basic functionalities. You can customize ATOM they way you like, but one 3 packages is are a **MUST**. Which ones?

ATOM Linters

+ Install Packages

3	Packages are published to	atom.io and are	installed to	C:\Users\balistef\	.atom\packages
---	---------------------------	-----------------	--------------	--------------------	----------------

linter		Pad	kages Themes
linter 2.3.1 A Base Linter with Cow Powers			₯ 7,185,732
😽 steelbrain	🗘 Settings	🗊 Uninstall	II Disable

Let's face it. Coding isn't easy... Wouldn't it be wonderful to have someone telling you spotting your mistakes for you? 🧐

You need a Linter! (and all 3 of those packages)

Installed Packages 3/90			
linter			
Community Packages 3/9			
linter 2.3.1 A Base Linter with Cow Powers			₯7,185,732
🗃 steelbrain	🗘 Settings	<u> </u> Uninstall	📔 Disable
linter-eslint 8.5.5 Lint JavaScript on the fly, using ESLint			수 1,772,098
AtomLinter	Settings	🗊 Uninstall	II Disable
linter-ui-default 1.8.1 Default UI for the Linter package			수 4,689,920
😿 steelbrain	Settings	🗊 Uninstall	II Disable

ATOM Linters

Red dot next to the line containing an error or warning.

Explanation for the error in the tooltip and in the bottom panel.

But wait...only if you added a .eslintrc.js file in your project.

If needed, get one here: <u>https://github.com/nodeGame/</u> <u>eslintrc/blob/master/.eslintrc.js</u>



Learn New Commands and Shortcuts

Hold keys **CTRL-SHIFT-P** to open a new menu with all available commands and shortcuts (when available)

]	
	About: Clear Update State		'		
	About: View Release Notes				
	Application: About				
	Application: Add Project Folder		Ctrl+Shift+A		Try this shortcut to
nd. = - Round():	Application: Bring All Windows To	o Front			open a new project
.dgets.a	Application: Clear Project History				
	Application: Hide				

Bracket Matcher

ackages Help						
Bracket Matcher	•	Go To Matching Bracket	Ctrl+M			
Command Palette	•	Select Inside Brackets				
Dev Live Reload	•	Remove Brackets From Selection	Ctrl+]			
Git Diff	•	Close Current Tag				
GitHub	•	Remove Matching Brackets Alt+C	trl+Backspace	stager, setup, gameRoom) {¤⊸		
Keybinding Resolver	•	Select Matching Brackets		stager, setup, gameroom) in-		
Markdown Preview	۰Ì	<pre>stager.setOnInit(function() {</pre>				
Open On GitHub	•	• · · · · · var header, <u>frame</u> ;¤				
Package Generator	•	<pre>console.log('INIT PLAYER!')</pre>				
Settings View	•	node.game.oldContrib = null				
Snippets	•	<pre>node.game.oldPayoff = null;</pre>				
Spell Check	•	·····node.game.income= null;¤⊣ ¤⊣				
Styleguide	•					
Symbols	•	<pre>w.generateHeader() w.generateHeader();</pre>				
Teletype	•					
Timecop	•	<pre>// Add widgets.uthis.visualRound = node.wid</pre>	eets.append('Vis	ualRound'. header):		
Tree View	•	<pre>••••• this.visualTimer = node.wid</pre>	<pre>gets.append('Vis</pre>	ualTimer', header);¤⊸		
Whitespace	•	this.doneButton = node.widg	ets.append('Done	Button', header);¤⊣		
	31	this.displaySummaryPrevRoun	d = function() {			
		var save, groupReturn;				
		<pre>// Shows previous round if round number is not 1.¤- if ('number' !== typeof node.game.oldContrib) return;¤-</pre>				
34 If ('number' !== typeof node.game.oldContrib) return;4- 35 save = node.game.income - node.game.oldContrib;4-						
		W.setInnerHTML('yourPB'				
		W.setInnerHTML('yourOld		ame.oldContrib);¤⊸		
		W.setInnerHTML('yourRet	urn', groupRetur	n);¤⊸		
		W.setInnerHTML('yourPay	off', node.game.	oldPayoff);		
		····};II=				
		······a});¤ ¤				

It is really to miss closing a parenthesis, but it is really hard to find it!

The Bracket Matcher package is here for you to help!

Hint: If you use this command a lot, what about creating a shortcut? Try it yourself following the instructions in the Keybinding slides.