



Tech on the Toilet

Sort Lines in Source Code

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Imagine you're adding a two-player mode to a game. When testing the feature, you launch the game but don't see the option to add a second player. The configuration looks correct; you enabled two-player mode on the last line!

So what happened? **Can you spot the bug in the following example?**

```
allow_warping: false
enable_two_players: false
show_end_credits: true
enable_frost_band: false
enable_two_players: true
```

Using **keep-sorted** (github.com/google/keep-sorted) to sort lines makes the error easy to spot: the flag `enable_two_players` is set twice, with different values:

```
# keep-sorted start
allow_warping: false
enable_frost_band: false
enable_two_players: false
enable_two_players: true
show_end_credits: true
# keep-sorted end
```

Sorted lists and lines of code are easier to read and maintain, and can help prevent bugs. To use keep-sorted in your source code, config, and text files, [install keep-sorted](#) and then follow these instructions:

1. Add `keep-sorted start` and `keep-sorted end` comments in your file, surrounding the lines you want to sort.
2. Run keep-sorted: `keep-sorted [file1] [file2] ...`
3. (Optional) [Add keep-sorted to your pre-commit](#) so it runs automatically on `git commit`

You can add options to override default behavior. For example, you can ignore case, sort numerically, order by prefixes, and even sort by regular expressions:

```
bosses := []int{
  // keep-sorted start by_regex=//.*
  111213, // Aethon Annie
  52816,  // Blazing Benny
  711,    // Daisy Dragon
  1003,   // Kenzie Kraken
  // keep-sorted end
}
```

Remember: before sorting, ensure the original order isn't intentional. For example, order can be critical when loading dependencies.

More information and archives: testing.googleblog.com

