1. structure and aggregate

* others and your future self
  + to understand the purpose and functionality
  + of different sections of the code.
* balance
  + Too many comments can make the code cluttered and harder to read,
  + Too few can leave readers confused.
* **Describe the purpose**:
  + Explain what the code is intended to do, rather than how it does it. The code itself shows the "how", so focus your comments on the "why".
* **Keep it concise**:
  + Long comments can be just as confusing as no comments at all. Try to be clear and concise in your explanations.
* **Update your comments**:
  + If you update your code, don't forget to update your comments as well. Outdated comments can be misleading.
* **Don't state the obvious**:
  + Comments should provide additional insight, not repeat what's already clear from the code.

Source(s)

1. [en.wikipedia.org](https://en.wikipedia.org/wiki/Comment_(computer_programming))

1. why

* **Organization**:
  + Comments can help divide the code into logical sections,
    - making it easier to locate specific parts of the code[**1**](https://stackoverflow.blog/2021/12/23/best-practices-for-writing-code-comments/)[**2**](https://www.freecodecamp.org/news/code-comments-the-good-the-bad-and-the-ugly-be9cc65fbf83/).
  + This is especially helpful in large codebases.
* **Context**:
  + Comments provide context about what the code is supposed to do[**1**](https://stackoverflow.blog/2021/12/23/best-practices-for-writing-code-comments/)[**2**](https://www.freecodecamp.org/news/code-comments-the-good-the-bad-and-the-ugly-be9cc65fbf83/)**[3](https://www.toppr.com/guides/computer-science/programming-methodology/general-concepts-of-programming-methodology/comments/)**.
    - which can be particularly useful when the purpose of the code
    - is not immediately apparent from reading it.
* **Onboarding**:
  + For new team members or contributors, comments can serve as a guide to understanding the codebase[**1**](https://stackoverflow.blog/2021/12/23/best-practices-for-writing-code-comments/)[**2**](https://www.freecodecamp.org/news/code-comments-the-good-the-bad-and-the-ugly-be9cc65fbf83/).
  + They can quickly grasp the purpose and functionality of different parts of the code.
* **Maintenance**:
  + When updating or debugging the code, comments can help developers understand the original intent of the code[**1**](https://stackoverflow.blog/2021/12/23/best-practices-for-writing-code-comments/)[**2**](https://www.freecodecamp.org/news/code-comments-the-good-the-bad-and-the-ugly-be9cc65fbf83/)[**4**](https://users.cs.utah.edu/~germain/PPS/Topics/commenting.html).
  + making it easier to make changes without introducing bugs.
* **Collaboration**:
  + In a team setting, comments can facilitate better collaboration by providing a clear understanding of the code's functionality to all team members[**1**](https://stackoverflow.blog/2021/12/23/best-practices-for-writing-code-comments/)[**2**](https://www.freecodecamp.org/news/code-comments-the-good-the-bad-and-the-ugly-be9cc65fbf83/).
* Used judiciously:
  + Over-commenting, or stating the obvious, can make the code more cluttered and harder to read[**1**](https://stackoverflow.blog/2021/12/23/best-practices-for-writing-code-comments/)[**2**](https://www.freecodecamp.org/news/code-comments-the-good-the-bad-and-the-ugly-be9cc65fbf83/).
    - cluttered
    - harder to read.
  + The best comments provide insight and context that the code alone cannot[**1**](https://stackoverflow.blog/2021/12/23/best-practices-for-writing-code-comments/)[**2**](https://www.freecodecamp.org/news/code-comments-the-good-the-bad-and-the-ugly-be9cc65fbf83/).
    - * insight
      * context

Source(s)

1. [Best practices for writing code comments - Stack Overflow](https://stackoverflow.blog/2021/12/23/best-practices-for-writing-code-comments/)

2. [Putting comments in code: the good, the bad, and the ugly.](https://www.freecodecamp.org/news/code-comments-the-good-the-bad-and-the-ugly-be9cc65fbf83/)

3. [Comments: Definition, Types, Uses, Syntax for Different Languages - Toppr](https://www.toppr.com/guides/computer-science/programming-methodology/general-concepts-of-programming-methodology/comments/)

4. [Programming - Commenting - University of Utah](https://users.cs.utah.edu/~germain/PPS/Topics/commenting.html)