**Chapter 31: Layout and Style**

**PEP8**

* Mainly want to make sure the layout highlights the logical structure of a program
  + Not necessarily pretty
* Knowledge of and expectation of a certain kind of structure allows for better memory when operating in that environment
  + Chess example

**Objectives of Good Layout**

* Accurately represent the logical structure of the code
* Consistently represent the logical structure of the code
* Improve readability
* Withstand modifications

**Layout Techniques**

* White Space is the best tool you have
  + Spaces, tabs, newlines
  + Group things too
* Parenthesis
  + Use more parenthesis than you think you need