Clear Narratives

Designing and Maintaining Software (DAMS)

Louis Rose

Your code tells a story

The Times-Picanme



WEDNESDAY, JUNE 13, 2012

METRO EDITION · 750

Defense attorney deserts client midtrial

North shore judge ships lawyer to jail

> By Claire Galofaro St. larmany tureau

Two days into a St. Tammany Parish rape trial, the defense attorney stood and confessed to the judge that he'd done an inadequate job representing his client, a 25-year-old Slidell man accused of raping two young girls.

Attorney Claiborne Brown refused to proceed, despite the judge's threats to hold him in contempt of court.

Judge William Burris, with "righteous indignation," as he described his feelings on the matter, told the bailiffs to take

PAPER LAYS OFF 200 EMPLOYEES

New companies to have 20 percent fewer workers



DA cites progress while avoiding discord

He beseeches mayor for more money

By John Simerman

Orleans Parish District Attorney Leon Cannizzaro chose tact over attack in his annual address to the city Tuesday night, boasting progress for a notoriously dysfunctional New Orleans criminal justice system while plying Mayor Mitch Landrieu for more money.

Cannizzaro touted the successful prosecutions of some high-profile criminals, including last year's conviction of Uptown crime kingpin

Confident Code

"Code always tells a story (or tries to) but timid code [code with a poor narrative] often pauses and says 'uhm' and 'ahh'"

- Avdi Grimm https://www.youtube.com/watch?v=T8J0j2xJFgQ

Confident Narrative

Do the following:

gather input perform work deliver results check for errors

in separate phases and in that order

Confident Narrative

```
def say(message, options={})
 command = "cowsay"
  if options[:strings] && options[:strings][:eyes]
   command << " -e '#(options[:strings][:eyes])'"
  messages = case message
            when Array then message
           when nil then []
            else [message]
            end
 results = []
  messages.each do |message|
   @io_class.popen(command, "w+") do |process|
    results <<
                 process.write(message)
                                           Gather Input
                 process.close_write
                                            Perform Work
                 result = process.read
                rescue Errno::EPIPE
                                            Deliver Results
                 message
                                            Handle Errors
 output = results.join("\n")
  if options[:out]
   options[:out] << output
 destination = case options[:out]
              when nil then "return value"
              when File then options[:out].path
              else options[:out].inspect
 @logger.info "Wrote to #{destination}"
  if $? && ![0,172].include?($?.exitstatus)
   raise ArgumentError, "Command exited with status #{$?.exitstatus.to_s}"
 output
end
```

Confident Narrative

```
def say(message, options={})
 return "" if message.nil?
  options[:cowfile] and assert(options[:cowfile].to_s !~ /^\s*$/)
 width = options.fetch(:width) {40}
eyes = Maybe(options[:strings])[:eyes]
cowfile = options[:cowfile]
  destination = WithPath.new(options[:out]).path
              = options.fetch(:out) { NullObject.new }
  out
  messages = Array(message)
  command = "cowsay"
  command << " -W #{width}"
  command << " -e '#{options[:strings][:eyes]}'" unless eyes.nil?</pre>
  command << " -f #{options[:cowfile]}" unless cowfile.nil?</pre>
  results = messages.map { | message|
    checked_popen(command, "w+", lambda{message}) do |process|
      process.write(message)
      process.close_write
      process.read
                                                        Gather Input
    end
                                                        Perform Work
  output = results.join("\n")
  out << output
                                                        Deliver Results
  @logger.info "Wrote to #{destination}
 output
end
```

Summary

Have in mind the reader of your code.

A good story well told.

Avoid tangents and digressions by adopting a good narrative structure throughout your code.