

Why Clarity?

Designing and Maintaining Software (DAMS)

Louis Rose

Habitable Software

Leaner

Less **Complex**

Loosely **Coupled**

More **Cohesive**

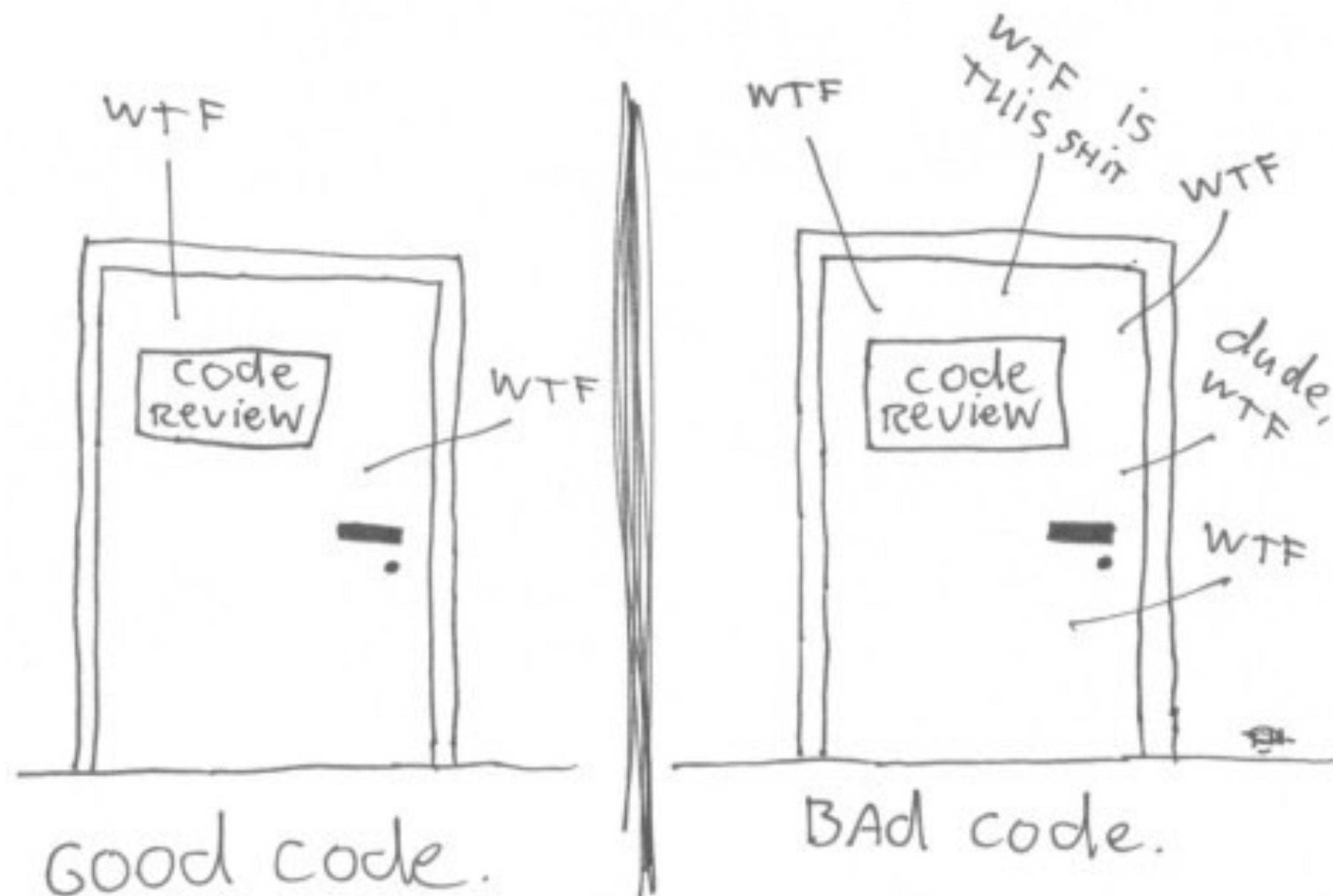
Avoids **Duplication**

Clearer

More **Extensible**

???

The ONLY valid MEASUREMENT
of code QUALITY: WTFs/minute



Code is for reading

“We want the reading of code to be easy, even it makes the writing harder. (Of course, there’s no way to write code without also reading it, so...)”

- Bob Martin
Clean Code
Prentice Hall, 2009

Robert C. Martin Series

Clean Code

A Handbook of Agile Software Craftsmanship



Foreword by James O. Coplien

Robert C. Martin

User Experience

“A person of average (or even below average) ability and experience can figure out how to accomplish something without it being more trouble than it’s worth.”

- Steve Krug
Don't Make Me Think
New Riders, 2014

Style Guides

A set of conventions, agreed upon by some community, for using a programming language or library (in a given context).

Style Guides

<https://github.com/bbatsov/ruby-style-guide>

Summary

Other people (including “future you”) will spend much maintenance time reading your code, docs, tests, etc.

Clear artefacts are designed with the developer’s experience in mind:
don’t make me think!