

Code layout,readability,reuseability

code readability is one of the first factors a developer learns, making it a quality one should always master. It merely means writing and presenting your code in such a manner that it can be easily read and understood. Much easier said than done, but it is as important as solving the problem. No one likes a dirty plate of food even though it may taste good. Chances are no one would even taste it, just like a messy code. If it's not clean, chances are your boss won't also read it.

Having maximum readability increases **code quality** in general. When you workaroud to make code readable, you refactor useless information, thus decreasing technical debt. More you refactor, shorter you code is and more defined your functions are, meaning that low possibility of creating error and a small area for **security vulnerability**. Not to forget, you are making your code presentable for everyone in your team and highly efficient software to run.

In short, you are making your software better and work easier. But, how do someone format code for maximum readability? For this, we have detailed important and complete tips. Take a look below:

code readability

Indentations

Your university teacher may have told you this, and we repeat it – Do proper indentations on the code. Your code contains a hierarchy of elements, be it classes, methods, loops or even nested loops. Each hierarchy has its own

commands and components which are not available for outer scopes. These blocks of code need to be in the same vertical line or levels to see which variables belong to which block. In many languages, reference is set by curly brackets ' {} ' while in some just the first letter does the job.

