## DWA\_04.3 Knowledge Check\_DWA4

1. Select three rules from the Airbnb Style Guide that you find **useful** and explain why.

Arrow Function Parentheses (arrow-parens):

I find this rule useful because it improves code consistency, readability and makes the code short.

```
javascript
Copy code
// Bad
const foo = x => x * 2;
// Good
const foo = (x) => x * 2;
```

Object Shorthand (object-shorthand):

Helps to write cleaner and more concise code by eliminating redundancy. It makes it easier to read and understand the object's properties.

```
Copy code
const x = 10;

// Bad
const obj = {
    x: x,
    y: 20,
};

// Good
const obj = {
    x,
    y: 20,
};
```

No Unused Variables (no-unused-vars):

Helps in maintaining code cleanliness and preventing unnecessary clutter. It ensures that variables are only declared when they are actually needed, promoting better code quality.

```
Copy code

// Bad

const x = 10;

const y = 20;

// Good

const x = 10;

console.log(x);
```

2. Select three rules from the Airbnb Style Guide that you find **confusing** and explain why.

No-else-return (no-else-return):

This rule can be confusing because it implies that having an else clause after a return statement is always undesirable.

```
Copy code

// Bad

function foo(condition) {

  if (condition) {

    return x;
  } else {

    return y;
  }

}

// Good

function foo(condition) {

  if (condition) {
```

```
return x;
}
return y;
}
```

Disallow Reassignment of Function Parameters (no-param-reassign)
This rule can be confusing because it goes against the expectation that function parameters can be treated as regular variables within the function body.

```
Copy code
// Bad
function myFunction(param) {
  param = 'new value';
}
```

No Multi Spaces (no-multi-spaces):

While the intention of this rule is to enforce consistent spacing, it can be confusing because it doesn't differentiate between spaces used for alignment and those used for indentation

```
javascript
Copy code
// Bad
const x = 10;
const y = 20;
// Good
const x = 10;
const y = 20;
```