**-----------CLEAN CODE-----------**

1. **Chapter 1: Clean Code**

Introduce of clean code

1. **Chapter 2: Meaningful Names**

* Simple Rule about creating good names
  + Use Intention-Revealing Names:
    - Not revealiing intention name make other hard to understand code => fast to choose but slow to understand
    - We should choose name that reveal intent => make it much easier to understand
  + Avoid Disinformation:
    - Don’t choose name like ....List for not List object => make no sense
  + Make Meaningful Distinctions
    - Dont choose name function that cannot distinct it with other: getActiveAccount() >< getActiveAccountDetail() => not know what is diffirent
  + Use Pronounceable Names:
    - Choose name that can be pronounceable, not ymdhms for time
  + Use searchable name
    - Create local variable for some number or final string
  + Dont choose name by favorite, or something cool, cute. What variable present, name by it

1. **Chapter 3: Functions**

* Rule about creating easy-to-read function
  + Keep Function as small as it can => easy to follow
  + DRY !!!!
  + Try less argument as possible. One is excellent, two is still good, three is not good enough and shoud not more than three
  + If function need more than three argument => make a class to wrap it
  + Function should do one thing and only one
  + Should not have Side Effect
  + For output argument, should create function inside object itself
  + Function should not have both output argument and return value
  + Better return value for changing varibable function
  + Should not contain Flag Arguments => Sound like function will do not just one thing => create each function for each case

1. **Chapter 4: Comments**
2. **Chapter 5: Formatting**
3. **Chapter 6: Objects and Data Structures**
4. **Chapter 7: Error Handling**
5. **Chapter 8: Boundaries**
6. **Chapter 9: Unit Tests**
7. **Chapter 10: Classes**
8. **Chapter 11: Systems**
9. **Chapter 12: Emergence**
10. **Chapter 13: Concurrency**
11. **Chapter 14: Successive Refinement**
12. **Chapter 15: JUnit Internals**
13. **Chapter 16: Refactoring SerialDate**
14. **Chapter 17: Smells and Heuristics**