

Clean Code – Overview

"Clean Code" is code which is easy to read and understand

There are certain key areas, rules and concepts that help with writing clean code



Naming



Comments & Formatting



Functions



Control Structures



Classes & Objects



Naming



Choose descriptive names



Nouns for variables and properties (or short phrases with adjectives) Nouns for classes

Verbs for methods (or short phrases with adjectives)



Be specific if possible but don't be redundant



Avoid slang, unknown abbreviations and be consistent with your names



Comments & Formatting



Most comments are bad – avoid them!
Feel free to add "good" comments (legal information, warnings, required explanations, todos)



Use vertical formatting (blank lines, line breaks) to keep related concepts together (vertical density) and separate concepts which are not closely related (vertical distance)



Keep lines short (horizontal formatting), add line breaks to improve readability and use indentation



Follow language-specific style guides (e.g. PEP8 for Python) and use IDE auto-formatting to "generate" clean code



Functions



Limit the number of parameters your functions use – look for ways of shrinking the number (e.g. use dictionaries or objects as "value containers")



Clean functions should be small and "do only one thing".



Explore the levels of abstraction of your function code to close big gaps between function name and actual code as well as to avoid mixed levels of abstraction in one function.



Write DRY code and avoid unexpected side effects.



Control Structures



Prefer positive wording



Avoid deep nesting – for example by using "Guards" or by extracting control structures into separate functions



Consider using polymorphism and factory functions to avoid code duplication



Use "real errors" instead of "synthetic errors" replicated with if statements



Objects



Use "real objects" or data structures / containers - depending on what you need



Clean classes should be small: Focused on one responsibility (which is NOT "one method"!)



Follow the "Law of Demeter" when working with real objects



Consider following the SOLID principles, especially the SRP and OCP