Why clean code is Important?

Because it enables clear communication with the next person who works with what you've written, writing clean code is crucial. It's crucial, especially in the field of software development, to be able to go back and understand previously written code. The better a piece of code communicates and the simpler it is to correct errors when they occur. You will become a better colleague, worker, and developer if you write clean code.

What is clean code?

Simply said, clean code is code that is simple to read, simple to comprehend, and simple to modify. Having variables, functions, and classes with descriptive names makes it easy to understand what each one includes or does as you read. Keep in mind these fundamental ideas: Keep It Simple, Stupid, and DRY, Don't Repeat Yourself, is the acronym for this phrase. Consider whether there is a better way to handle complexity or problems in your code.

These are some ways to help you keep your code clean:

* Check your naming practices and keep them clear and straightforward.
* Be dependable. Use the same names for related tasks.
* If you repeatedly copy and paste code, think about more effective approaches to increase the efficiency of your code.
* Keep database requests as straightforward and efficient as you can.
* Trust your instincts. Stop writing code if you think it's too complicated or not the best method to achieve anything. Give yourself some time to reflect on the procedure and consider whether there might be a better way to do it.

**What can I do to write Clean Code?**

Give meaningful names to variables

Try to do only one thing in each of your classes and methods.

Instead of commenting inside your code, have better naming conventions

Cleaning Code Guidelines

According to some software industry lore, Clean Code is defined by a few guiding principles. These,

* Poor code does too much, whereas clean code is focused.
* It shouldn't be repeated.
* Your code should be enjoyable to read.
* Is simple for any other developer to add on.
* It should only depend on a few things.