Clean Code - Part 2

1. Keep classes small, a 1000 line class is not ok. If Class start to grow more than 200+ lines, think about dividing it

2.The class name should represent your responsibility and must have only one responsibility.

3. Use language constructs like interfaces, traits to make code more expressive and reusable

4. The indentation it's important because help us to have a visible hierarchy and well defined blocks.

5. Functions should either do something or answer something, but not both. This ensures a function does not have hidden side effects. For example, a func named isPresent() should only return a bool and not do any other operations.

6. Exception handling: Prefer returning Exceptions instead of Error Codes.

7.Keep variables private and only expose necessary interactions as well defined abstractions. Avoid senseless getters and setters which expose all variables unnecessarily.

8. Package: categorize coding into packages so that they're more organized and elegant.

9.Instance variables should be declared at top of the class since in a well defined class they would be used by multiple functions

10. Avoid Disinformation
   Be careful about words that mean something specific. Do not refer to a grouping of accounts as *accountList* unless its type is actually a List.
   Bad   : var accountList = []
   Good : var accounts= []