

Lecture №**09****Review date:****20/05/2018****Checked by:****Горбушко К****Student:****Maypicio Морочо****Branch:****lesson-9****Mark:****6 / 10**

EXERCISE 1

CodeStyle

1. Filename should be capitalized
2. use empty line as separator for func/properties
3. all properties better if located in the top of type declaration
4. use accessModifiers
5. use space before figured brackets
6. remove unused comments and empty lines
7. self may be omitted (preferable if possible)
8. use

```
// MARK: - <#name#>
```

to logically separate parts of your code

9. Use asserts for input params validation (if needed) for debug mode and additional logic for production

1. Figure should have optional name parameter in init and so as property
2. If you have struct point, why static func for calc distance between points situated in Figure class instead of extension to Point struct?
3. area and perimeter variables may be as computed properties. In this case func for calculation may be internal

```
var area: Double {  
    get {  
        return calculateArea()  
    }  
}
```

```
internal func calculateArea() -> Double {
    // dummy
    return 0
}
```

4. Line:

purpose of

```
let pointsNumber = 2
?
let initialPoint: Point
let finalPoint: Point
```

both preferable may be as private (set) var

5. empty getter or setter may be omitted
6. before accessing to elements in data structures like array always check collection bounds (check subscript)
7. use final for class if class shouldn't be inherited anymore (Mathematic, Vector, Line etc)