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When talking about coding things can get very misunderstood. It is like a whole new language to learn and different rules to follow for syntax and all sorts of things for different code languages. When working with any code there are good practices and bad practices. Some code in particular has advantages or disadvantages in the way it is used or laid out in a sense. The way software or an application is built is determined on the code used and the functionality available from that coding language.

For me coding in mainly python my entire life with some java included, C programming has been a whole new language for me to learn especially with syntax and variable naming convention. Each code language has its own little quirks to it and developing in multiple code languages is a superior skill and a great skill to have.

Some of the best programming habits would have to be commenting and description. Being able to comment sections of code and explain the functionality is so useful not only to you but also for the person using the code or modifying the code for specific functionality. If you develop code for something that a user would like to alter, it is best to have some commenting in the code to describe what each section is doing and what the purpose of it is. Code can be misinterpreted very easily because minds don’t all work alike. So commenting in code is one of the best practices someone can get in the habit of doing.

Pitfalls I can see happening in C programming are mixing signed and unsigned integers, this can cause serios mathematic issues in the system and can be dire to the program itself. Another downfall is the use of single character variables, the variables when set to a single character can often causes issues with functionality so it is best practice to be able to really name any variables you have in C programming.

C programming is a different beast than Java, Python, C++, and SQL coding. Every language has its rules and restrictions and it is a bit difficult sometimes to piece together which one has which rule. It is a good practice to keep something around that explains the little controversial rules that could potentially overlap with other languages of coding. When writing code for multiple language software all at the same time, sometimes it gets confusing. For work I write Java, Python, C, and Web based coding all at the same time and its hard sometimes to know what rules to follow. Having something around as a key or legend to help determine the syntax or uses is ideal and should be done by every programmer.