## DWA\_04.3 Knowledge Check\_DWA4

- 1. Select three rules from the Airbnb Style Guide that you find **useful** and explain why.
  - Variables Use const and let for declaring variables instead of using var, const and let are block-scoped and var is function-scoped. This is useful because by using const and let, you have block-scoped variables which help prevent accidental reassignments and enhance code clarity.
  - Arrow Functions use arrow functions as they provide a more concise syntax for writing functions in JavaScript. They automatically bind the 'this' context, avoid the need for a 'return' statement and 'function' keyword, and allow for the implicit return of single expressions. Using arrow functions can lead to cleaner and more readable code.
  - Naming Convention Use descriptive variable and function names. Clear and
    concise naming enhances code readability and makes it easier for other
    developers to understand the purpose and functionality of different components
    in the codebase.

- 2. Select three rules from the Airbnb Style Guide that you find **confusing** and explain why.
  - Destructuring Use destructuring consistently, this rule encourages using
    destructuring assignment when extracting values from objects or arrays. While
    destructuring can improve code readability and expressiveness, the rule is
    confusing when it comes to nested structures or when dealing with a single value
    extraction. It requires additional lines of code that might be complex
    destructuring patterns, which makes the code less straightforward and harder to
    understand.

- Modules Use ES modules ('import' and 'export') over commonJS modules
  ('require' and 'module.exports'). Using complex module structures is confusing
  for me because as the projects grow larger and more complex, managing the
  dependencies and structure of modules can become challenging. Also
  understanding how to effectively structure modules in real-world scenarios with
  these multiple levels of dependencies is overwhelming.
- Unused Variables ('no-unused-vars') Variables that are declared and not used anywhere in the code are most likely an error due to incomplete refactoring. Such variables take up space in the code and can lead to confusion by readers. This helps identify potential issues and promotes cleaner code, it can be confusing in certain situations, for example when defining functions that are used as callbacks or when implementing placeholder variables for future use, this rule may incorrectly mark them as unused variables.