

DWA_04.3 Knowledge Check_DWA4

1. Select three rules from the Airbnb Style Guide that you find **useful** and explain why.

- Function and variable names should be descriptive: This rule suggests using meaningful and descriptive names for functions and variables. It helps make the code more readable and understandable, not only for the original author but also for other developers who may need to work with the code later. Descriptive names convey the purpose of the function or variable, which improves code maintainability and reduces the likelihood of introducing bugs due to misunderstanding the code's intent.
- Use arrow functions instead of function expressions: Arrow functions offer a more concise syntax and automatically bind the value of 'this' based on the surrounding context, which can help prevent some common bugs related to the value of 'this' being different than expected. By consistently using arrow functions, the code becomes more predictable and easier to reason about.
- Always use braces with control statements (if, else, for, etc.): This rule enforces the consistent use of curly braces with control statements, even when the body of the statement contains only one line. This practice enhances code clarity and helps avoid potential issues in the future when more lines might be added to the control statement's body. Additionally, it helps prevent bugs caused by

2. Select three rules from the Airbnb Style Guide that you find **confusing** and explain why.

"Limit line lengths to 100 characters"

The rule recommends keeping lines of code limited to 100 characters. While adhering to line length limits can improve code readability, I find it challenging to maintain shorter lines, especially in cases where code involves long URLs, complex expressions, or function calls with many arguments. Striving for shorter lines is beneficial, but it might lead to awkward line breaks or excessively nested code in certain situations.

"Prefer the use of 'for...of' over 'for...in' when iterating":

This rule recommends using 'for...of' loops instead of 'for...in' loops for iterating over arrays and other iterable objects. While 'for...of' loops are generally more straightforward, 'for...in' loops can be useful for iterating over object properties. It confuses me to remember when to use each loop type, especially when dealing with complex data structures or transitioning between iterating over arrays and objects within the same codebase.

Always use single quotes for strings"

The rule to always use single quotes might seem unfamiliar and unnecessary to me. Projects or codebases that have already been using double quotes consistently I face challenges in adhering to this rule, especially if the change requires significant refactoring.
