Code quality JAVA

Comments, readability, usuablity, complexity, maintanence

Clean and elegant code

Robust – less prone t errors

Reliable- ability to trust

Vertical scalling increasing ram

Horizontal scalling spinning of systems

Liscov subsitution principle

**How to achieve code quality**

pair pgmng

bloaters –longmethod class

refactoring => code changes but logic remains

microservices => different layer of services , loosely coupled , independent architecture

continuous integrations

Code review

Demo

**Style guide**

**Naming**

Camelcase

Class name nd interface = Class (Noun)

Methods = methodName(verb)

**Format**

Indents

Braces for control flow

Using html in comments for documentation

One return statement

== (object) and .equals

String pool, if value is same then all string share same space

Exception cleanup activity in finally

Using mutable and immutable objects

Classes declared as final are immutable

Using enums

10-50-500

10- package –classes

50-Methods

500 – lines of code

Coverage tools

<https://wiki.sei.cmu.edu/confluence/display/c/MSC04-C.+Use+comments+consistently+and+in+a+readable+fashion>

<https://www.sans.org/top25-software-errors/>

<https://owasp.org/www-project-top-ten/>

Sonarqube

SonarLint == Static Analysis

PMD

**Code Quality Js, Angular**