I

Code

In Part I, we explore the code-level practices of cleanliness. In the first two chapters, we begin with basics and first principles. In subsequent chapters, we look at comments, formatting, and names. Then, we get into the meat of the topic: functions, testing, and partitioning. Throughout, we'll be walking through several worked examples, explained in detail.

And although this part is not specifically about high-level design concepts, they are never far away.

While Java predominates in this part, we'll see many other languages, including Python, Go, Ruby, Clojure, JavaScript, and C. What you should take away from that is that the principles of clean code are independent of language and platform.