

CLEAN CODE CHEAT SHEET

1.Naming:

Descriptive Variable Names:

Use more descriptive variable names. For example, win could be `display_surface`, and limbs could be `incorrect_guesses`.

2.Constants:

Instead of using raw numbers like 5, 20, 40, consider defining them as constants with meaningful names.

3.Functions:

Single Responsibility Functions:

Break down the code into smaller functions, each with a single responsibility. For example, you could create functions for initializing the game, handling mouse clicks, checking for a win or loss, etc.

4.Comments:

Inline Comments:

Add comments to explain complex logic or non-trivial sections of code. For example, comments could be added to explain the purpose of certain blocks or the logic behind specific calculations.

5.Formatting:

Consistent Indentation:

Ensure consistent indentation throughout the code. Use 4 spaces for each level of indentation.

6.Line Length:

Limit line lengths to improve readability. Break long lines into multiple lines.

7.File Paths:

Use Raw Strings for File Paths:

Use raw strings (`r'...'`) for file paths to avoid unintended escape characters.

8.Constants:

Consistent Naming for Colors:

Use consistent naming for colors. For example, you have both `BLUE` and `LIGHT_BLUE`.

CLEAN CODE CHEAT SHEET

9.Code Structure:

Group Related Code:

Group related code into functions or classes. For example, the code related to initializing buttons can be organized separately.

10.Redundancy:

Reduce Redundancy:

The file paths for the hangman images are repeated multiple times. Consider defining them as constants to avoid redundancy.