Functions

1. Encapsulate Conditionals in Functions

Bad practice:

Good practice:

```
buttonSave.setOnClickListener {    it: View!
    if (validate())
        saveItem()

else

    Toast.makeText(
        context,
        "Please enter all the required fields",
        Toast.LENGTH_SHORT
    ).show()
}
```

```
fun validate(): Boolean{
    if(itemName.text.isEmpty())
        return false
    else if(radiobuttonCategory.checkedRadioButtonId == -1)
            return false
    else if((checkboxRegular.isChecked && textviewRegularPrice.text.isEmpty())
            return false
    return true
}
```

2. Do not Repeat

Bad practice:

Repeating the same code in more than one place.

Good Practice:

```
if (orders.isNotEmpty()) {
    setOrdersHistoryScreen()|
    recyclerView.adapter = OrdersAdapter(orders, USER, requireContext())
} else {
    setEmptyOrdersScreen()
}

val orders = databaseHelper.filterOrdersByDate(selectedDate)

setOrdersHistoryScreen()
recyclerView.adapter = OrdersAdapter(orders, ADMIN, requireContext())

private fun setOrdersHistoryScreen() {
    with(binding) { this:FragmentOrdersBinding ordersHistoryView.visibility = View.VISIBLE noOrdersView.visibility = View.GONE
}
}
```

3. A Function should have only one responsibility. Bad practice:

displayUser function should be responsible only for displaying the user but here it is getting the user from DB and Displaying.

Good Practice:

4. Do not use Flag Arguments

Bad Practice:

Here single responsibility is violated.

Good Practice:

Instead of passing a boolean value isAddItem to saveItem function, create two functions addItem() and editItem().

```
isTaskEdit = args.getInt(KEY_TASK_TYPE,TASK_ADD_EVENT) == TASK_EDIT_EVENT;
if(isTaskEdit)
   editItem()
Else
   addItem()
```