

# Code good, code great and code awesome

- A brief introduction on how to code efficiently and effectively

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# Why we code?

Memory usage

Faster processing speed

Easy to transport

Cool points 🙌

and many more...

# Code Smell 🐱

**Duplicate code**

**Hard to maintenance**

**Prone to error**

**“Common wisdom suggests pressure to deliver features while prioritizing time-to-market over code quality are often the causes of such smells.”**

# Topics

**Basic data types, syntax and notations**

**Pseudo code**

**Functions and keyword arguments**

**Modules**

**Debugging, testing and documentation**

**Tools - Linter, Atom, vsCode**

# The basics

**Declaring variables (intention)**

**Boolean**

**Array**

**if...else...**

**loops**

**snake\_case**

**pseudo code**

**— —Activity #1 - hangman setup— —**

# Functions and Arguments

**“Bundle a set of instructions that you want to use repeatedly or that, because of their complexity, are better self-contained in a sub-program and called when needed.”**

**— —Activity #2 - conversion— —**

# Modules

**“A module allows you to logically organize your code. Grouping related code into a module makes the code easier to understand and use.”**

**— —Activity #3 - modularize— —**

# Debugging, testing and documentation 🤯

**“Never allow the same bug to bite you twice.”**

**“With good program architecture debugging is a breeze, because bugs will be where they should be.”**

**— —Activity #4 - debug, test and document— —**



# Tooling

**Linters: Pylint and LintR**

**Editors: Atom and vsCode**

Thanks! 🙏

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