

Coding style

There are some standards(concepts) that we should follow so we can write a good code that have a good style. In order to do that we will thinking of coding standards as a set of rules, techniques, and best practices to create cleaner, more readable, more efficient code with minimal errors. They offer a uniform format by which software engineers can use to build sophisticated and highly functional code.

- **Focus on code readability**

1. Always remember KSS (Keep it Stupid, Simple) principle.
2. Architecture is needed before coding.
3. Write as few lines as possible.
4. Use appropriate naming conventions.
5. Always write comments.
6. Segment blocks of code in the same section into paragraphs.
7. Use indentation to marks the beginning and end of control structures. Clearly specify the code between them.
8. Don't use lengthy functions. Ideally, a single function should carry out a single task.
9. Use the DRY (Don't Repeat Yourself) principle. Automate repetitive tasks whenever necessary. The same piece of code should not be repeated in the script.
10. Avoid Deep Nesting. Too many nesting levels make code harder to read and follow.
11. Avoid long lines. It is easier for humans to read blocks of lines that are horizontally short and vertically long.

The code should always be simple. Complicated logic for achieving simple tasks is something you want to avoid as the logic one programmer implemented a requirement may not make perfect sense to another. So, always keep the code as simple as possible.

