**Brendon Samson**

**Title of the Book and Chapter**

Clean Code, Chapter 1: Clean Code

**What are the 3 things I Learned today:**

1. **Before** – Not knowing the idea and practice behind a Clean Code.

**After** – Your code should be simple and efficient. It should be straightforward and have minimal dependencies to keep it easy to debug and maintain. It should be readable that it can be enhanced by other developers.

1. **Before** – Not knowing the importance of the idea and practice of “The Boy Scout Rule.”

**After** – You should always clean after yourself when you are coding to preserve the readability of the code.

1. **Before** – Not minding a messy code as long as it works.

**After** – Leaving a messy piece of code in a perfectly working code could make it rot into a bad code as it will accumulate into a bigger mess that could lead to errors.

**Title of the Book and Chapter**

Clean Code, Chapter 2: Meaningful Names

**What are the 3 things I Learned today:**

1. **Before** – Using names for your variable that does not correspond what you intend for it to do.

**After** – Always use Intention-Revealing Names to make your code easy to read and understand and follow the flow.

1. **Before** – Using words that does not correspond to the actual type of the variable or object.

**After** – Avoid disinformation and leaving false clues that could cause misunderstanding.

1. **Before** – Not using context on the names of variables that is could only be understood if group together.

**After** – Add meaningful context to variables by adding prefixes to make it identifiable.