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**Title of the Book and Chapter**

97 Things every Programmer Should Know, Chapter 16: A Comment on Comments

1. **Before** – Not using comments.

**After** – Using comments helps guide the programmer that will be accessing your code in the future to understand its flow.

1. **Before** – Overusing comments or creating unnecessary comments.

**After** – You should only use comments on essential parts of your code that really needs it so that it can be understood.

1. **Before** – Using long comments.

**After** – Your comments should be concise and straight to the point. The header comment should give enough information for the programmers to understand and use your code, while the in-line comments should assist the next developer in fixing or extending it.

**Title of the Book and Chapter**

97 Things every Programmer Should Know, Chapter 17: Comment Only What the Code Cannot Say

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

1. **Before** – Writing unnecessary comments.

**After** – Your code speaks for itself. If your code is readable it means that it can also be understood. Only use comments on parts which your code cannot explain.

1. **Before** – Not deleting Commented-out piece of code from your code.

**After** – This unnecessary commented-out pieces of code becomes a noise as it posts no useful effect for the reader or the runtime of your code.

1. **Before** – Not knowing when to write your comment.

**After** – You should know when it is the right time to write your comment to make sure that it does not become a noise or an annoyance instead of being of help.