

DWA_01.3 Knowledge Check_DWA1

1. Why is it important to manage complexity in Software?

Because software has a long life cycle, it's important to manage complexity, to ensure that the code is correct and structured well or correctly so that when small bugs or errors are picked up that they can be fixed and corrected in minimal time and with little expense.

2. What are the factors that create complexity in Software?

The list of requirements that are required for the software. Changes that need to be made to the software for clients and user satisfaction. Possible resource constraints, whether that be budget and staffing.

3. What are ways in which complexity can be managed in JavaScript?

Being clear when naming constants. Making your variables more descriptive. Have things indented for better readability. Documenting code with comments. Using Abstraction.

4. Are there implications of not managing complexity on a small scale?

Yes, there are. If small bugs and errors aren't picked up or fixed while the code is still being written, it could lead to complete failure of the software as a whole and on a much larger scale. Also, if the code is not written in a structured and detailed way, this can cause big problems, when you have to go back and find those bugs and errors to ensure that the program runs as it should.

5. List a couple of codified style guide rules, and explain them in detail.

A semicolon. A semicolon should be present after each statement.

Line length. It is much more readable when you split up a long line of code, instead of having a long horizontal line of code.

6. To date, what bug has taken you the longest to fix - why did it take so long?

It's actually quite embarrassing, but it was when I was importing from another JavaScript file and nothing was being displayed in the console and no errors were flagged in the console either. After hours and hours of trying to figure out what the issue was, I eventually picked up on the fact that I failed to use the curly brackets when importing the information that I needed.

I think the reason why It took me so long to pick up on it, was because I wasn't getting any errors in the console, which would usually tell you where the error is and on what line it is.
