Functions

- Functions should be small
- They should lead to each other in compelling order
- Blocks within if/else etc should be one line long (should be a function call)
- Each function should only do one thing
- Functions should have one level of abstraction within them
- Switch statements should be put in abstract classes and be used by polymorphism
- Names must make sense and describe what the function does
- The lower the number of arguments is, the better
- Function should not do anything other than what it is supposed to do
- Output arguments should be avoided
- Commands and queries should be separated
- Place try/catch in their own functions
- Use exceptions instead of error enums