The first thing you should always do is understand what your employer is looking for and how you could go about those things they may want, this is a crucial step as it will lay the foundation for the rest of the time you are working with this employer and with this given project. The second thing is to think of ways to do the project and or ways to improve the idea that they have given you, with that make a rough project based on what they asked for in order to iron out any rough edges or to get a better understanding if they would like it a certain way or not or anything they could want to be added to make the program better. Another important thing is to admit if you feel you are able to meet the expectations that the company or employer has with the code you are going to make as this can save not only you and the employer time and money it can also be a show of good faith on your own coding abilities, in most cases it is better to tell your employer forthright if you have any issues with the assignment given to you.

The next few things are always important as the way you go about writing your code can either make your work easy or more complicated and that starts with using best practices and commenting on the lines you wrote to help either yourself or another person that is working with that code to be able to understand what you were thinking when you wrote that part of the code and allows them to understand the way you were going about writing your code. The other part to this is to not only make your code readable you should make the code as compact as you can while preserving the original intent of that line or block of code, with that you should always use a sort of reusable code as there is no need to remake the wheel if you already have a library of code that you used for another project as it can save you a lot of trouble and help to make the project get finished sooner.

The final few things I feel as the most important of what I had left, In any given situation you will run into roadblocks or some unforeseen action that makes your development time longer it is important to let your employer about this as soon as possible as they would like to know ahead of time if they are going to need to delay any planned development involving or following your project. The other important thing to do is understand that you will not always be coding for a desktop computer or laptop sometimes you may be asked to code for a phone or tablet but even in the case of those two or even if you are coding for a PC it’s important to test your project in other situations as to look for problems that may arise from using the project on a separate computer that isn’t always used for coding.