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**ABSTRACT**

**TOPIC : T13 Lean Code**  - - By Kevlin Henney

In the video Kevlin Henney talked about lean code . In lean code value of code is preferred over quantity of code .Code should be easy to understand and have minimum complexities . Dead code i.e, the code that does not provide valuable functionality and increases complexity should be eliminated .Code robustness should be taken care , unnecessary features should be removed . Attention should be given to working of code not on its writing . Code developed should be easy to understand . Programmer should share knowledge so that other don’t waist time on already developed code and can work on new features . Code that is not necessary to show should be encapsulated , it is good for security purpose also .Changes should be made to code to decrease the complexity and length of code. Code should be developed in sustainable way , quality of code should not be compromised in order to meet deadlines .

**SUMMARY**

**TOPIC : T13 Lean Code**  - - By Kevlin Henney

This talk by Kevlin Henney is on Lean Code , he discusses features of lean code .

Value of code is more important them quantity of code . Many coders fell like writing elongated and complex code for small problems showcase their knowledge but it is not a good practice . A good code is easy to understand and has minimum complexities . Code should include functions that are of utility also when programmer wants to add on to code it should not create problem during integration . Dead code is code that is of no use or less use and it increases complexity of code such code should be removed .

Quality of code refers to robustness of code . When we consider quality of code over quantity of code we follow technical debt approach . In technical debt we prefer rate of working of code over a perfections of written code .To increase the output speed of code we have to leave out unnecessary code . It is not necessary to include all possible features in code programmer should always consider what he can leave out .

Code should be written in such a manner that it is easy for other programmers to understand . Programmer should communicate and share Knowledge about the code they have written so that other programmer don’t waste time on understanding or developing the same rather they can contribute by adding on new features to it . Code should be encapsulated because it is not necessary to show all the commands written in code , it makes the code bulky and complex so such information that are not necessary to share should be encapsulated . It is also a good practice when we consider security .

Code should be written in a way that it is adaptable to further changes . Changes should also be such that reduces the complexity of code and make it more efficient and easy rather then making it bulky and complex . Write code that is easy to delete not easy to extend .

Now days software development cycle occur in Flow . During this flow the programmers have to meet many deadlines for different tasks for timely development of software .In this rush programmers compromise with the quality of code , it is better to shift the deadline a bit rather then deteriorating the quality of code .Programmer should develop sustainable code The idea of sustainable development is to meet the people needs of the present and not to keep adding stuff for the perfect architecture that will take a long time and there are chances that when it comes up users don’t like it because of various factors .Our goal should be to develop code sooner and not faster . When we talk about fast we consider only speed but when we talk about sooner means the developer know the requirements of users and right direction in which he/she have to develop code.