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Cs 361

Exploration 3.2: Formatting & Objects

1. In just a couple sentences, describe Uncle Bob's suggestions on formatting your code.

Keep instance variables in a consistent place don’t just through them around in random places.

Variable declaration variables should be close to the usage of that control variable usually.

Vertical density - things that are related should be closer to each other and there should be breaks when the code is not closely related.

1. Imagine a co-worker of yours scoffs, "Meh, caring about formatting is a waste of time. Whitespace *isn't even code*, which is what we're paid to write, design and engineer. Stop obsessing over how it looks!!" Do you agree or disagree, and describe one reason that justifies your position.

I think it is important to an extent especially when breaking up different functions so that it is not a giant wall of text and keeping the variables together.

1. Historically, have you been the type of developer who has taken the time to be attentive to the format of code? If not, why not? (Be brief.)

I am usually not the type of person to focus too much on formatting outside of auto formatting after working on a project for a while. Also I will format my code more when it is a larger code so it looks nice and I can feel better about what I have done.

1. What is the Law of Demeter? (Explain in your own words rather than reciting the text.) How can you spot a violation of it easily?

The law of Demeter is that an object should not know exactly what the exact details of the thing it manipulates. I think of this as a race car driver has to know exactly what the car he drives is made of he just needs to know the controls of the car to do his job.