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# Taking care of clean code

Clean Code training.

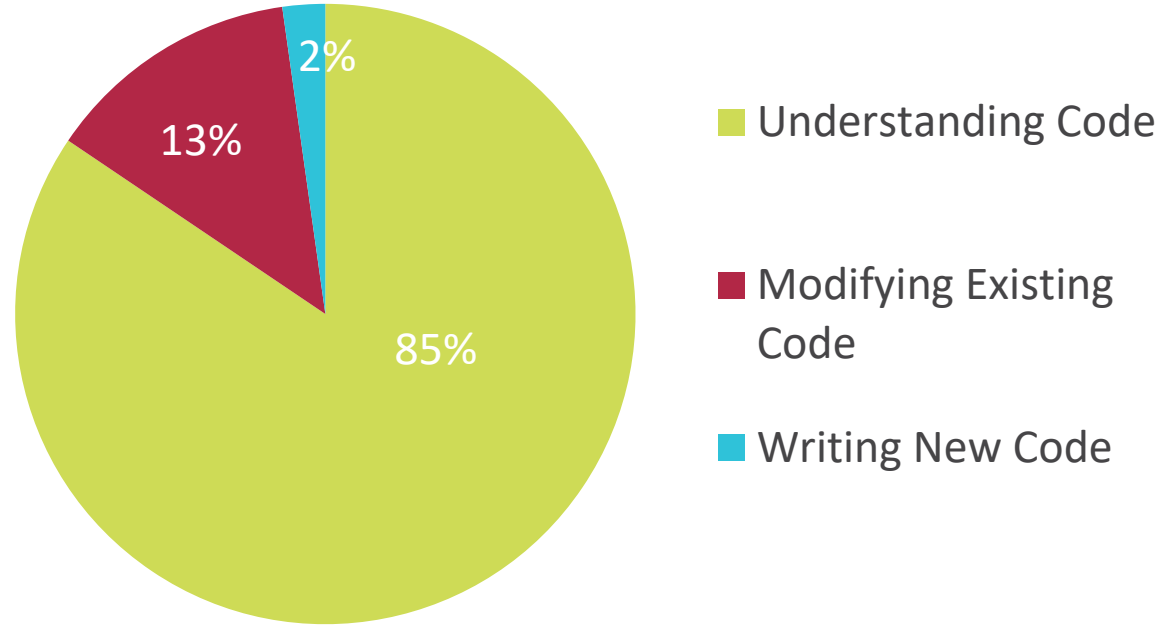


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## Developer's effort

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# Why Clean Code matters

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1 READ FAST

2 CHEAP CHANGE

3 LESS EXPENSIVE

4 LESS COMPLEXITY

5 LESS BUGS

6 PROFESSIONAL

# Keeping the code quality

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1 TEAM COMMITMENT

2 REGULAR ACTIVITY

3 STANDARDS

4 PRACTICES

5 TOOLS



# Code convention

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# Naming variables

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# Naming variables

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## USE

- Follow code convention
- Use comprehensive names
- 1 and 0 hardcoded
- Java convention:
  - `i` and `j` allowed for loops
  - `ALL_CAPS` – constant
  - `ClassFromCapital`
  - `methodOrVariable`

## AVOID

- Magic numbers
- Hungarian notation
- Abbreviations
- `x`, `y`, `z` or any one-letter apart `i/j`
- `file2`, `sum1`
- Unclear “flag”, “result”, “status”

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# Naming classes

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# Naming classes

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## USE

- Noun
- Use comprehensive names

## AVOID

- God class/ Magic Hammer
- Data storage
- Abbreviations
- Unclear “Instance”, “Entity”
- Numbers like “Test2”
- “MyClass”

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# Naming functions

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# Naming functions

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## USE

- Verb
- Use long names

## AVOID

- Several actions in one method
- Unclear “check...”, “verify”, “try...”
- void get(), String print() etc.
- Lot of parameters

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# Comments

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# Comments

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## USE

- Legal (license)
- “Javadoc” for libraries
- Intention for solution made

## AVOID

- `/* */`
- `// TODO`
- Obvious statement
- `// for,if,try,while close`
- Commented code
- “All methods should have comment”

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# Excess code

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## Excess code

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### USE

- Direct return
- Ternary

### AVOID

- `System.out.println()`
- Comparing `Boolean` with `boolean`
- Variable just for return

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# Exceptions

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# Exceptions

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## USE

- Use them

## AVOID

- Empty catch
- Throwing default exceptions like “Exception”

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# Tests

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# Tests

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## USE

- Must have assert
- One test – one assert
- Before/After
- Comprehensive exception name

## AVOID

- Test data in test name
- loops/conditional statements/lambda
- Strict tests order
- Tests dependency

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# Design principles

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# Design principles

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## USE

- KISS
- DRY

## AVOID

- Blind copy-pasting
- Complexity
- Write in main, then split into classes
- “I’ll refactor it later”

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# Tools

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# Tools

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## USE

- Code Convention
- Code Review
- Static Code Analyzers

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# Persona

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# Persona

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## USE

- Be Engineer not Coder
- Read professional books/blogs
- Talk with mature developers
- Be Honest
- Be Disciplined

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# Check list & summary

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## Summary

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- Engineer reads more code than writes
- Naming is extremely important for variables, classes, functions
- Use comments only where it's necessary
- Avoid complexity in code and tests
- KISS and DRY
- Throw custom Exceptions
- Tools like static code analyzers and code coverage trackers can help may help
- Be Engineer not Coder
- Read books

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# Extras

Version Control with Git. DevTestOps training.



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## EXTRAS

- SOLID
- Law of Demeter
- Multi-threading
- Refactoring
- IoC
- Design Patterns
- Anti-patterns

## READ MORE

- **Code Complete** by Steve McConnell
- **Clean Code** Robert Martin

