



Martin Jonen Consulting

abap

conf2025



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Hamburg

mit **AD**ventas
Consulting

Principles to “beautify” your code

Martin Jonen

🕒 16:30 - 17:30 CET
Channel 3
German





**20-25 min. to
“deep focus”**



20% of IQ



Burnout



**Unstructured
code**





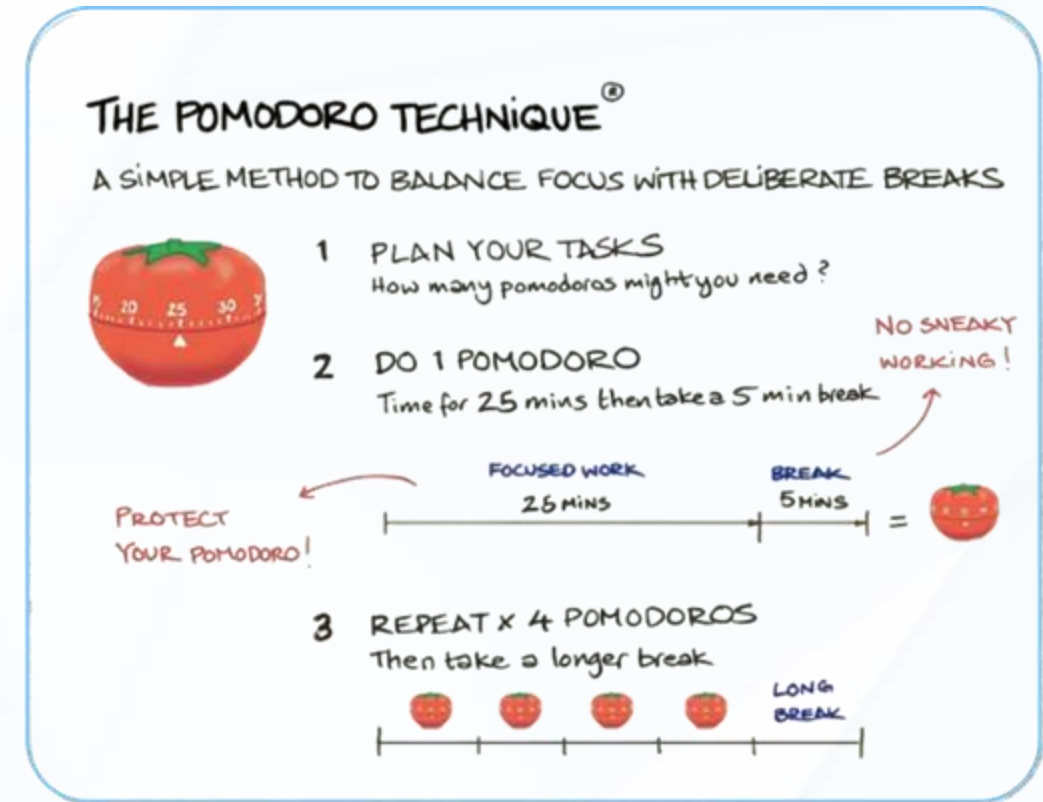
Principle #1 – Avoid distractions and gain focus

Goal: High Focus => Higher code quality

- 20 – 25 min to “deep focus”
- 20% IQ drop by “just” having phone on your table

Actions:

- Ban your “mobile phone” (flight mode, out of focus)
- Time fixed slots for focus work
 - Use **POMODORO**



CONCEIVED BY FRANCESCO CIRILLO

sketchplanations



Martin Jonen

SAP Consultant & Developer | SAP Software Engineering Coach

My journey so far ...

- Freelance **SAP Consultant & Developer** (15+ years)
- Certified '**Exponential**' **SAP ABAP Software Engineering Coach**
 - **ASE Coaching** (www.ase-coaching.com)
 - Collaboration with Damir Majer & Prof. Dr. Christian Drumm
 - **ABAP Clean Coder Academy**
(<http://www.martinjonen.com/academy>)
- **Author** (Online Courses)
- **Hobbies:** Running, Health, Yoga



At the end of this presentation

... You will have learned ...

- **7 principles, which help ...**
 - ☒ You structure your coding
 - ☒ You calm your mind and gain more focus
 - ☒ Your colleagues and future-self to read and understand your coding faster and easier ("audience in mind")

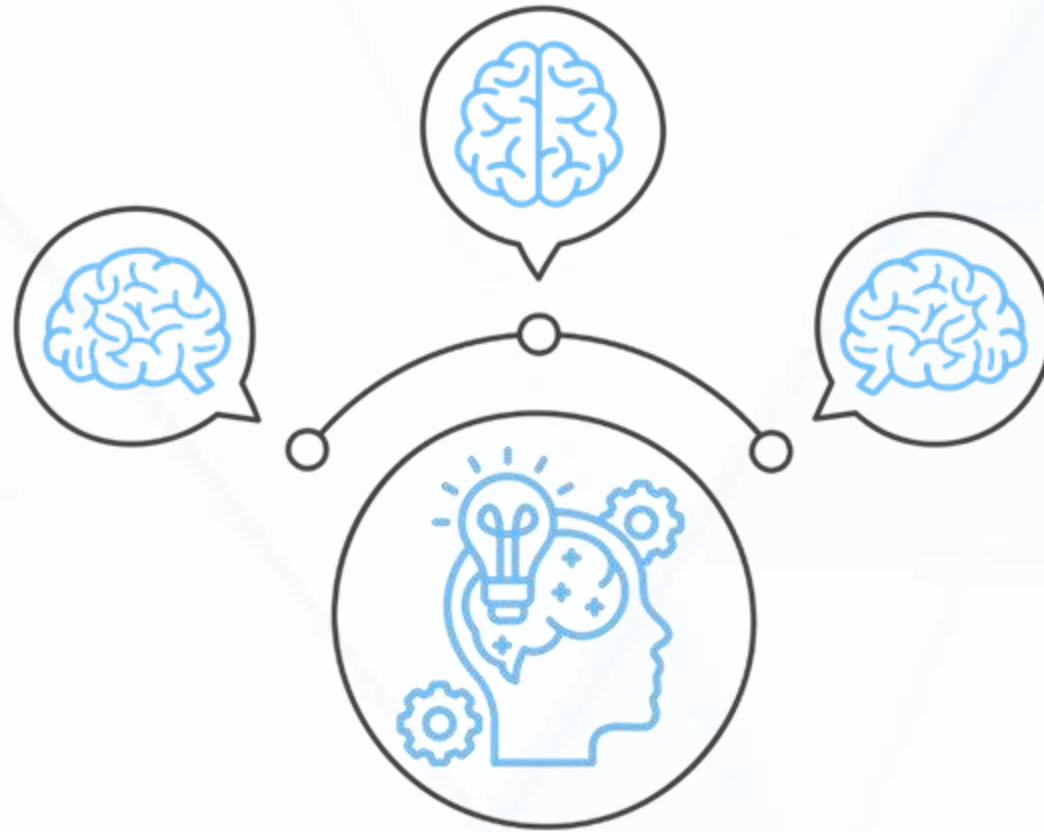


Our TO-DO List:

- ☒ **#1** Avoid distractions and gain focus
- ☐ **#2** Power of Three
- ☐ **#3** Extract (functional) method
- ☐ **#4** “Good” naming
- ☐ **#5** Take a break
- ☐ **#6** TEST first
- ☐ **#7** Boy’s Scout Rule meets KISS



Principle #2 – Power of Three



Super Brain



Principle #2 – Power of Three

 **Goal: Higher quality by challenging your ideas**

- Higher code quality
- Avoid cognitive overload
- Learning field



Actions:

- Pair Programming
 - **POMODORO** - 🕒 **25 min**: 1 screen, 7-min. keyboard/buddy/keyboard, set timer
- Design 3 different solutions up front

Together Everyone Achieves More



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Principle #3 – Extract (functional) method

```
▶ ZCL_VE_AVERAGE_RATING_MJ ▶ IF_SADL_EXIT_CALC_ELEMENT_READ~CALCULATE
17
18 METHOD if_sadl_exit_calc_element_read~calculate.
19   DATA products TYPE STANDARD TABLE OF Z_C_Product_M_MJ.
20   products = CORRESPONDING #( it_original_data ).
21
22   " Read the ratings for the product(s) from the Z_C_Product_M_MJ entity
23   READ ENTITIES OF Z_C_Product_M_MJ
24     ENTITY Product BY \_Rating
25     FIELDS ( Rating )
26     WITH CORRESPONDING #( products )
27     RESULT FINAL(ratings).
28
29   " Calculate the average rating for each product by DB select
30   SELECT Product,
31     AVG( rating AS DEC( 2, 1 ) ) AS average_rating
32   FROM @ratings AS r
33   GROUP BY Product
34   INTO TABLE @DATA(average_product_ratings).
35
36   " Map average ratings to the products (output)
37   LOOP AT products ASSIGNING FIELD-SYMBOL(<product>).
38     READ TABLE average_product_ratings
39       WITH KEY Product = <product>-ProductId
40       INTO DATA(average_product_rating).
41     IF sy-subrc = 0.
42       <product>-AverageRating = average_product_rating-average_rating.
43     ENDIF.
44   ENLOOP.
45
46   ct_calculated_data = CORRESPONDING #( products ).
47   ENDMETHOD.
48
```



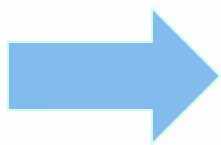
Principle #3 – Extract (functional) method

```
27 METHOD if_sadl_exit_calc_element_read~calculate.
28   DATA products TYPE STANDARD TABLE OF Z_C_Product_M_MJ.
29   DATA average_product_ratings TYPE tt_average_product_ratings.
30
31   products = CORRESPONDING #( it_original_data ).
32
33   " Read the ratings for
34   READ ENTITIES OF Z_C_Product_M_MJ
35   ENTITY Product BY \_
36   FIELDS ( Rating )
37   WITH CORRESPONDING #(
38   RESULT FINAL(ratings)
39
40   " Calculate the average rating for each product by DB select
41   SELECT Product,
42          AVG( rating AS DEC( 2, 1 ) ) AS average_rating
43   FROM @ratings AS r
44   GROUP BY Product
45   INTO TABLE @average_product_ratings.
46
47   " Map average ratings to the products (output)
48   products = map_average_ratings2products( average_product_ratings = average_product_ratings
49                                           products = products ).
50
51   ct_calculated_data = CORRESPONDING #( products ).
52 ENDMETHOD.
53
```



Principle #3 – Extract (functional) method

```
METHOD if_sadl_exit_calc_element_read~calculate.  
  DATA(products) = CORRESPONDING tt_products( it_original_data ).  
  
  DATA(average_product_ratings) = read_average_rating4products( products ).  
  
  products = map_average_ratings2products( average_product_ratings = average_product_ratings  
                                           products                  = products ).  
  
  ct_calculated_data = CORRESPONDING #( products ).  
ENDMETHOD.
```



Fast entry points

Avoiding 'cognitive overload'



Principle #3 – Extract functional method

Why “functional” method?

- Messaging (IN and OUT)
- Makes clear **WHAT WE NEED** to receive **FEEDBACK**





Principle #3 – Extract functional method



Goal: Create clear workflow

- Higher code quality
- Avoid 'cognitive overload'
 - Information hiding
- **Single Responsibility Principle** (Do **one** thing and do it right)

Actions:

- If you can name the WHAT (**one** task), extract it
- Use ADT in Eclipse quick fix "Extract method" (mark coding and press CTRL + 1)




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Principle #4 – “Good” Naming

Name the **WHAT**



```
" Map average ratings to the products (output)
products = map_average_ratings2products( average_product_ratings = average_product_ratings
                                         products                  = products ).
```

Comment the **WHY**



“Avg ratings should be displayed in the output

```
products = map_average_ratings2products( average_product_ratings = average_product_ratings
                                         products                  = products ).
```



Principle #4 – “Good” Naming

Use clear, specific names (make talking about coding effortless)

- LV_BUKRS → COMPANY_CODE
- LV_GPART → BUSINESS_PARTNER → CUSTOMER or VENDOR ?



Principle #4 – “Good” Naming

program_name
message
offset
source_code_list

```
REPORT ZSAGESSE_ABAP_CODE_INJ.  
* Program Name  
DATA: gv_prg_name TYPE sy-repid VALUE 'ZREPORT1'.  
* Compiler Output  
DATA: gv_msg TYPE string.  
DATA: gv_line TYPE string.  
DATA: gv_word TYPE string.  
DATA: gv_off TYPE string.  
* Source Code of dynamically created ABAP Program ( Code Injection Example )  
DATA: gt_src TYPE STANDARD TABLE OF char1024.  
  
* Add injected ABAP Source Code to internal table  
APPEND |REPORT { gv_prg_name }.| TO gt_src.  
APPEND |WRITE: / 'LogPoint for SAP Solutions protect your SAP Systems!'.| TO gt_src.  
  
* Create a (TYPE '1')- Executable ABAP Program,  
  
INSERT REPORT gv_prg_name FROM gt_src PROGRAM TYPE '1' UNICODE ENABLING 'X'.  
  
* Compile the dynamically created ABAP Program  
GENERATE REPORT gv_prg_name MESSAGE gv_msg LINE gv_line WORD gv_word OFFSET gv_off.  
  
IF sy-subrc = 0.  
* Execute successfully generated ABAP program  
  SUBMIT (gv_prg_name) AND RETURN.  
ENDIF.  
  
* Delete dynamically created ABAP Program  
DELETE REPORT gv_prg_name.
```




Principle #4 – “Good” Naming

Be consistent

- All in German/English
- With/without ‘Hungarian Notation’
- Align with the team

In OO:

- **Members:** me->...
- **Locals:** company_code, business_partner_list (without ‘Hungarian Notation’)

```
METHOD if_sadl_exit_calc_element_read~calculate.  
  DATA(products) = CORRESPONDING tt_products( it_original_data ).  
  
  DATA(average_product_ratings) = read_average_rating4products( products ).  
  
  products = map_average_ratings2products( average_product_ratings = average_product_ratings  
                                           products                  = products ).  
  
  ct_calculated_data = CORRESPONDING #( products ).  
ENDMETHOD.
```



Principle #4 – “Good” naming



Goal: Reducing comments, make code “talkable”/ more understandable

- Name the **WHAT**, Comment the **WHY**
- Be consistent
- Align with the team



Actions:

- Apply the ‘WHAT and WHY technique’ to one method/class
- Talk about your coding. Is it “talkable”?
- Create a naming rulebook in your team



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Principle #5 – Take a break

Brain Wave Frequencies		
Type and Range		What it Does
Gamma Waves Higher than 30 Hz		While concentrating, focusing, and learning
Beta Waves 13 – 30 Hz		During most activities while awake
Alpha Waves 8 – 12.99 Hz		While relaxed or sleepy
Theta Waves 4 – 7.99 Hz		During stage 1 and 2 (light) sleep
Delta Waves 1 – 3.99 Hz		During stage 3 (deep) sleep



20% increased brain activity when standing



max. 40 min

Reduce stress

1000% increase if doing sports

Most creative



Principle #5 – Take a break



Goal: Staying focused throughout the day

- Max. 40 min learning/working cycle
- Alpha waves = creativity zone
- Avoid being a “monitor zombie”

Actions:

- Take regular breaks (POMODORO)
- Move your body (“brain squats”, “cross hand to knee”)
- Take a walk (“fresh air”)





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Principle #6 – Test first

- Do not rush into programming
- What should your software achieve?
 - **Tests**
- **Sketch the solution (PEN & PAPER, best of Three)**
 - **Acceptance criteria (tests)**



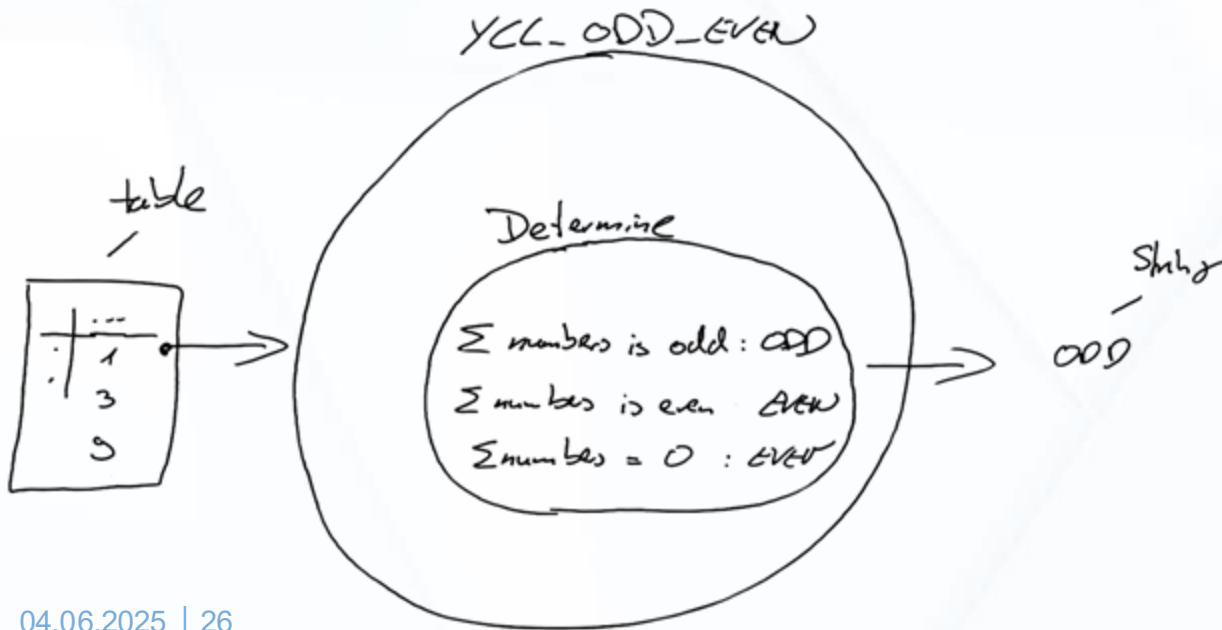


Principle #6 – Test first

Even or Odd

Given an array of numbers, determine whether the sum of all the numbers is odd or even.

Give your answer in string format as 'odd' or 'even'. If the input array is empty, consider it as: [0] (array with a zero).



Acceptance criteria:

- Sum is even → Output = "even"
- Sum is odd → Output = "odd"
- Sum is zero → Output = "even"



Principle #6 – Test first



Goal: Focused, goal-oriented programming

- Focus on “solving the task”
- Give your workflow structure and orientation
- Less ‘deviation’ (YAGNI)



Principle #6 – Test first

Actions:

- Sketch the solution -> Acceptance criteria
- Optional: Create “scaffolding tests” → TDD
e.g. Sum (1) is odd → Output = “odd”

Free TDD-Challenge:

<https://www.martinjonen.com/tdd-3-day-challenge>





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Principle #7 – Boy's Scout Rule meets K.I.S.S.



*"Always leave the **place** better than you found it."*

*"Always leave the **code** better than you found it."
- Robert C. Martin*



=> Invest 10% of time in refactoring



Principle #7 – Boy's Scout Rule meets K.I.S.S.

K.I.S.S.

- **Keep It Simple, Stupid**
- “Do not overcomplicate things” → Find the simplest solution



Principle #7 – Boy's Scout Rule meets K.I.S.S.

 **Goal: Clean code base by regularly investing time in refactoring**

- “Leave it cleaner than you found it”
- “Keep It Simple, Superstar”

Actions:

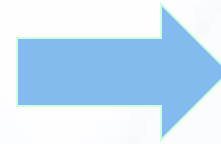
- Plan 10% time for refactoring
- Take the first baby step (smallest adjustment)





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Stay organised

Calm your mind



Thank you for showing up!

✨ Let's Make Clean ABAP Your New Standard

If you're ready to:

- ✓ reduce bugs
- ✓ write testable, future-proof code
- ✓ grow without burning out...

🚀 The ABAP Clean Coder Academy

is open for **3 new members this month**

No pressure.

Just a conversation to see if it's the right fit for you.

Interested? Let's connect: 🖱️



martin@martinjonen.com



<https://www.martinjonen.com/academy>

<http://linkedin.com/in/martin-jonen/>

Or simply talk to me after the session



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Thank you!

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