

# Software Development

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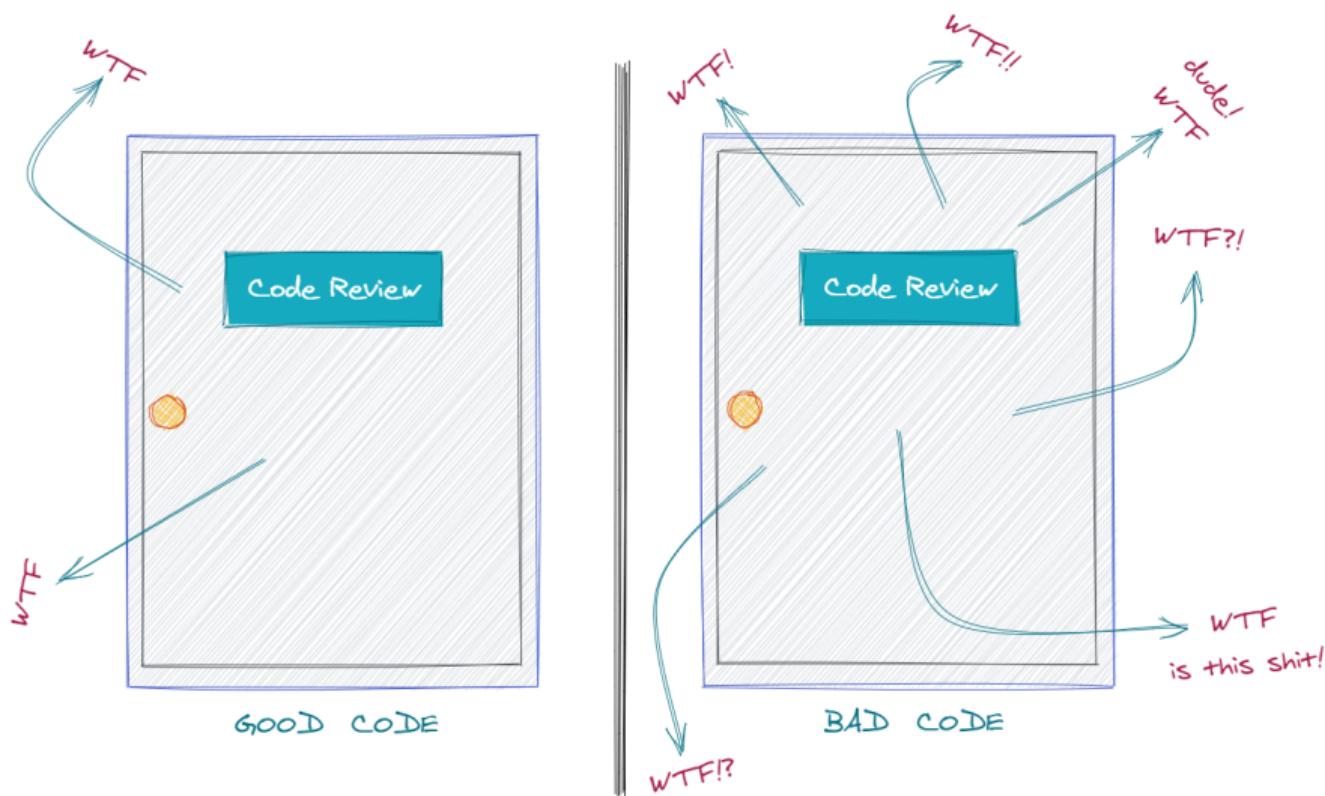


# Ch3: Code Construction Lec#4

# Uncle Bob??!!



# Code Quality Measure



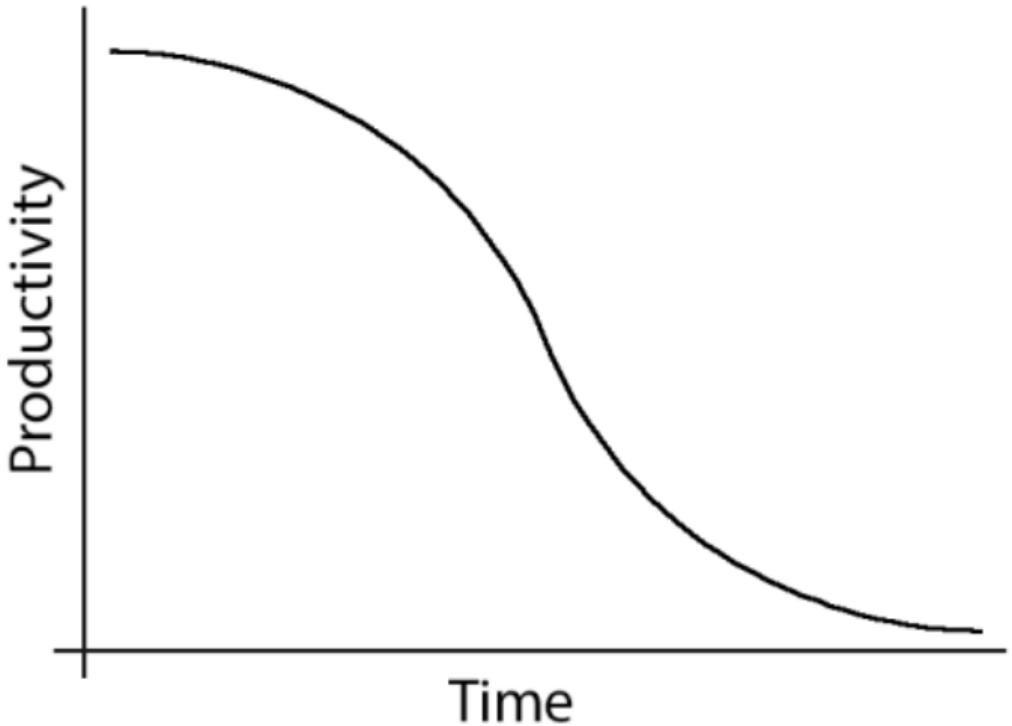
# How Do You Write Clean Code?

**ATTENTION**

YOUR MOTHER DOESN'T  
WORK HERE.

PLEASE CLEAN UP YOUR  
OWN MESS!

# Cost of Bad Code



# What is Clean Code?

\* One Question ...



...many answers!

# Why Clean Code??

- Simplicity & clearness.
- Ability to respond to change requests.
- Easy to bring new resources into project.
- Logic behind the code.
- Time & Cost savings. **LeBlanc's law: Later equals never.**

خليها كدا دلوقت بس ونعملها ريفاكتورينج  
علي نضيف بعدين..  
- مسيلمة الكذاب

- Easy to unit test code.
- Issue detection and resolution is more efficient.
- Reduce repeated code.

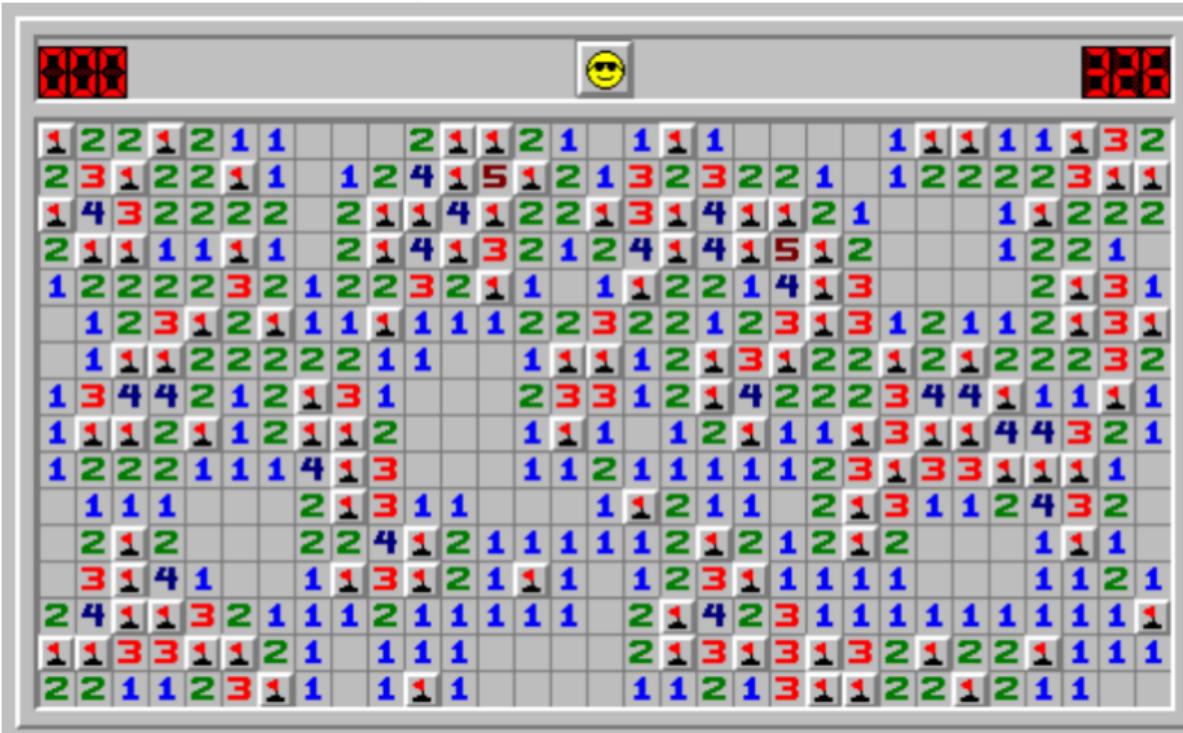
# Clean Code, for Naming

Use Intention-Revealing Names

```
public List<int[]> getThem() {  
    List<int[]> list1 = new ArrayList<int[]>();  
    for (int[] x : theList)  
        if (x[0] == 4)  
            list1.add(x);  
    return list1;  
}
```

# Clean Code, for Naming ...

A game of Minesweeper



# Clean Code, for Naming ...

- Inject the "**domain language**" into your code.  
[AccountVisitor](#), [JobQuese](#)
- Add meaningful context.  
`firstName`, `lastName`, `street`, `city`, `state`  
better solution is: class [Address](#)

```
public List<Cell> getFlaggedCells() {  
    List<Cell> flaggedCells = new ArrayList<Cell>();  
    for (Cell cell : gameBoard)  
        if (cell.isFlagged())  
            flaggedCells.add(cell);  
    return flaggedCells;  
}
```

# Clean Code, for Naming ...

## Avoid Disinformation

```
int a = l;  
if (0 == l)  
    a = 01;  
else  
    l = 01;
```

## Make Meaningful Distinctions

```
public static void copyChars(char a1[], char a2[]) {  
    for (int i = 0; i < a1.length; i++) {  
        a2[i] = a1[i];  
    }  
}
```

# Clean Code, for Naming ...

- Don't make the compiler happy. Don't change names to make them work.

Use Pronounceable Names

```
class DtaRcrd102 {  
    private Date genymdhms;  
    private Date modymdhms;  
    private final String pszqint = "102";  
    /* ... */  
};  
  
class Customer {  
    private Date generationTimestamp;  
    private Date modificationTimestamp;;  
    private final String recordId = "102";  
    /* ... */  
};
```

# Clean Code, for Naming ...

```
for (int j = 0; j < 34; j++) {  
    s += (t[j] * 4) / 5;  
}
```

*Use Searchable Names*

```
int realDaysPerIdealDay = 4;  
const int WORK_DAYS_PER_WEEK = 5;  
int sum = 0;  
for (int j = 0; j < NUMBER_OF_TASKS; j++) {  
    int realTaskDays = taskEstimate[j] *  
realDaysPerIdealDay;  
    int realTaskWeeks = (realdays / WORK_DAYS_PER_WEEK);  
    sum += realTaskWeeks;  
}
```

# Clean Code, for Naming ...

Member Prefixes (Avoid encodings)

```
public class Part {  
    private String m_dsc; // The textual description  
    void setName(String name) {  
        m_dsc = name;  
    }  
}  
  
public class Part {  
    String description;  
    void setDescription(String description) {  
        this.description = description;  
    }  
}
```

# Clean Code, for Naming ...

Hungarian Notation (Avoid encodings)

```
PhoneNumber phoneString;  
// name not changed when type changed!
```

```
PhoneNumber phone;
```

# Clean Code, for Naming ...

## Avoid Mental Mapping

```
for (i = 0; i < 10; i++)  
    for (j = 0; j < 10; j++)
```

## Class Names

Customer, WikiPage, Account, AddressParser  
// a class name should not be a verb

## Method Names

postPayment, deletePage, save  
// methods should have verb or verb phrase names

# Clean Code, for Naming ...

Pick One Word per Concept

fetch, retrieve, get // as equivalent methods

controller, manager, driver // confusing

Don't Dup

// avoid using the same word for two purposes

# Clean Code, for Functions

*Small!*

```
// rules of functions:  
//     1. should be small  
//     2. should be smaller than that  
  
// < 150 characters per line  
// < 20 lines
```

*Do One Thing*

```
// FUNCTIONS SHOULD DO ONE THING. THEY SHOULD DO IT WELL.  
// THEY SHOULD DO IT ONLY.
```

# Clean Code, for Functions ...

- Think of the "What" not the "How".

*One Level of Abstraction per Function*

```
// high level of abstraction  
getHtml()  
  
// intermediate level of abstraction  
String pagePathName = PathParser.render(pagePath);  
  
// remarkably low level  
.append("\n")
```

*Reading Code from Top to Bottom*

```
// the Stepdown Rule
```

# Clean Code, for Functions ...

## Function Arguments

```
// the ideal number of arguments for a function is zero
```

## Common Monadic Forms

```
// asking a question about that argument
boolean fileExists("MyFile")
```

```
// operating on that argument, transforming and returning it
InputStream fileOpen("MyFile")
```

```
// event, use the argument to alter the state of the system
void passwordAttemptFailedNtimes(int attempts)
```

# Clean Code, for Functions ...

## Dyadic Functions

```
writeField(name)  
// is easier to understand than  
writeField(outputStream, name)
```

```
// perfectly reasonable  
Point p = new Point(0,0)
```

```
// problematic  
assertEquals(expected, actual)
```

# Clean Code, for Functions ...

## Argument Objects

```
Circle makeCircle(double x, double y, double radius);  
Circle makeCircle(Point center, double radius);
```

## Verbs and Keywords

```
write(name)  
writeField(name)
```

```
assertEquals(expected, actual)  
assertExpectedEqualsActual(expected, actual)
```

# Clean Code, for Functions ...

Have No Side Effects

```
// do something or answer something, but not both
public boolean set(String attribute, String value);

setAndCheckIfExists

if (attributeExists("username")) {
    setAttribute("username", "unclebob");
    ...
}
```

# Clean Code, for Functions ...

## Switch Statements

```
class Employee...
    int payAmount() {
        switch (getType()) {
            case EmployeeType.ENGINEER:
                return _monthlySalary;
            case EmployeeType.SALESMAN:
                return _monthlySalary + _commission;
            case EmployeeType.MANAGER:
                return _monthlySalary + _bonus;
            default:
                throw new Exception("Incorrect Employee");
    }
}
```

# Clean Code, for Functions ...

## Switch Statements

```
class EmployeeType...
    abstract int payAmount(Employee emp);

class Salesman...
    int payAmount(Employee emp) {
        return emp.getMonthlySalary() + emp.getCommission();
    }

class Manager...
    int payAmount(Employee emp) {
        return emp.getMonthlySalary() + emp.getBonus();
    }
```

# Clean Code, for Formatting

## Vertical Distance

// variables  
// should be declared as close to their usage as possible

// instance variables  
// should be declared at the top of the class

// dependent functions  
// if one function calls another, they should be vertically  
// close, and the caller should be above the called

```
int calculate(int x, int y){  return add(x, y);  }  
int add(int x, int y){  return x + y;  }
```

# Clean Code, for Formatting ...

## Horizontal Openness and Density

```
private void measureLine(String line) {  
    lineCount++;  
    int lineSize = line.length();  
    totalChars += lineSize;  
    lineWidthHistogram.addLine(lineSize, lineCount);  
    recordWidestLine(lineSize);  
}  
  
public static double root2(int a, int b, int c) {  
    double determinant = determinant(a, b, c);  
    return (-b - Math.sqrt(determinant)) / (2*a);  
}
```

# Clean Code, for Formatting ...

```
public class FitNesseExpediter implements ResponseSender
{
    private Socket socket;
    private InputStream input;
    private OutputStream output;
    private Request request;
    private Response response;
    private FitNesseContext context;
    protected long requestParsingTimeLimit;
    private long requestProgress;
    private long requestParsingDeadline;
    private boolean hasError;
    ...
}
```

# Clean Code, for Formatting ...

## Horizontal Alignment

```
public class FitNesseExpediter implements ResponseSender
{
    private Socket          socket;
    private InputStream      input;
    private OutputStream     output;
    private Request          request;
    private Response         response;
    private FitNesseContext context;
    protected long           requestParsingTimeLimit;
    private long              requestProgress;
    private long              requestParsingDeadline;
    private boolean           hasError;

    ...
}
```

# Clean Code, for Formatting ...

```
public class CommentWidget extends TextWidget {  
    public static final String REGEXP =  
        "^#[^\r\n]*(?:(:\r\n)|\n|\r)?";  
    public CommentWidget(String text) { super(text); }  
    public String render() throws Exception { return ""; }  
}
```

## Breaking Indentation

```
public class CommentWidget extends TextWidget {  
    public static final String REGEXP =  
        "^#[^\r\n]*(?:(:\r\n)|\n|\r)?";  
  
    public CommentWidget(String text) {  
        super(text);  
    }  
  
    public String render() throws Exception {  
        return "";  
    }  
}
```

# Clean Code, for Comments

*Comments Do Not Make Up for Bad Code*

// don't comment bad code, rewrite it!

*Explain Yourself in Code*

```
// Check to see if the employee is eligible for full  
benefits  
if ((employee.flags & HOURLY_FLAG) &&  
    (employee.age > 65))  
  
if (employee.isEligibleForFullBenefits())
```

# Clean Code, for Comments (good)

## Legal Comments

```
// Copyright (C) 2011 by Osoco. All rights reserved.  
// Released under the terms of the GNU General Public  
License // version 2 or later.
```

```
// Delete production piece along with all its references.  
public void delete(){ ..... }
```

# Clean Code, for Comments (good) ...

## Informative Comments

```
// Returns an instance of the Responder being tested.  
protected abstract Responder responderInstance();  
// renaming the function: responderBeingTested  
  
// format matched kk:mm:ss EEE, MMM dd, yyyy  
Pattern timeMatcher = Pattern.compile(  
"\\"d*:\\\"d*:\\\"d* \\\w*, \\\w* \\\d*, \\\d*");
```

# Clean Code, for Comments (good) ...

## Explanation of Intent

```
//This is our best attempt to get a race condition
//by creating large number of threads.
for (int i = 0; i < 25000; i++) {
    WidgetBuilderThread widgetBuilderThread =
        new WidgetBuilderThread(widgetBuilder, text, failFlag);
    Thread thread = new Thread(widgetBuilderThread);
    thread.start();
}
```

## Clarification

```
assertTrue(a.compareTo(b) == -1); // a < b
assertTrue(b.compareTo(a) == 1); // b > a
```

# Clean Code, for Comments (good) ...

## Warning of Consequences

```
public static SimpleDateFormat makeStandardHttpDateFormat() {  
    //SimpleDateFormat is not thread safe,  
    //so we need to create each instance independently.  
    SimpleDateFormat df = new SimpleDateFormat("dd MM yyyy");  
    df.setTimeZone(TimeZone.getTimeZone("GMT"));  
    return df;  
}
```

## TODO Comments

```
//TODO-MdM these are not needed  
// We expect this to go away when we do the checkout mode]
```

# Clean Code, for Comments (bad) ...

Mumbling

```
try {
    String propertiesPath = propertiesLocation + "/" +
                           PROPERTIES_FILE;
    FileInputStream propertiesStream =
        new FileInputStream(propertiesPath);
    loadedProperties.load(propertiesStream);
}
catch(IOException e) {
    // No properties files means all defaults are loaded
}
```

# Clean Code, for Comments (bad) ...

## Redundant Comments

```
// Utility method that returns when this.closed is true.  
// Throws an exception if the timeout is reached.  
public synchronized void waitForClose  
    (final long timeoutMillis) throws Exception  
{  
    if(!closed) {  
        wait(timeoutMillis);  
        if(!closed)  
            throw new Exception("MockResponseSender  
                could not be closed");  
    }  
}
```

# Clean Code, for Comments (bad) ...

## Redundant Comments

```
/**  
 * The processor delay for this component.  
 */  
protected int backgroundProcessorDelay = -1;  
  
/**  
 * The lifecycle event support for this component.  
 */  
protected LifecycleSupport lifecycle =  
    new LifecycleSupport(this);  
/**  
 * The container event listeners for this Container.  
 */  
protected ArrayList listeners = new ArrayList();
```

# Clean Code, for Comments (bad) ...

## Mandated Comments

```
/**  
 * @param title The title of the CD  
 * @param author The author of the CD  
 * @param tracks The number of tracks on the CD  
 * @param durationInMinutes The duration of the CD in minutes  
 */  
public void addCD(String title, String author,  
                  int tracks, int durationInMinutes) {  
    CD cd = new CD();  
    cd.title = title;  
    cd.author = author;  
    cd.tracks = tracks;  
    cd.duration = durationInMinutes;  
}
```

# Clean Code, for Comments (bad) ...

## Attributions and Bylines

/\* Added by Rick \*/

## Commented-Out Code

```
InputStreamResponse response = new InputStreamResponse();
response.setBody(formatter.getResultStream(),
formatter.getByteCount());
// InputStream resultsStream = formatter.getResultStream();
// StreamReader reader = new StreamReader(resultsStream);
// response.setContent(reader.read(formatter.getByteCount()));
```

# Clean Code, for Comments (bad) ...

*Don't Use a Comment When You Can Use a Function or a Variable*

```
// does the module from the global list <mod> depend on the
// subsystem we are part of?
if (smodule.getDependSubsystems()
    .contains(subSysMod.getSubSystem()))

// this could be rephrased without the comment as
ArrayList moduleDependees = smodule.getDependSubsystems();
String ourSubSystem = subSysMod.getSubSystem();
if (moduleDependees.contains(ourSubSystem))
```

# Clean Code, for Comments (bad) ...

## Noise Comments

```
/**  
 * Default constructor.  
 */  
protected AnnualDateRule() { }  
  
/** The day of the month. */  
private int dayOfMonth;  
  
/**  
 * Returns the day of the month.  
 * @return the day of the month.  
 */  
public int getDayOfMonth() {  
    return dayOfMonth;
```

# Clean Code, for Comments (bad) ...

## Journal Comments

- \* Changes (from 11-Oct-2001)
- \* -----
- \* 11-Oct-2001 : Re-organised the class and moved it to new package com.jrefinery.date (DG);
- \* 05-Nov-2001 : Added a getDescription() method, and eliminated NotableDate class (DG);
- \* 12-Nov-2001 : IBD requires setDescription() method, now that NotableDate class is gone (DG); Changed getPreviousDayOfWeek(), getFollowingDayOfWeek() and getNearestDayOfWeek() to correct bugs (DG);
- \* 05-Dec-2001 : Fixed bug in SpreadsheetDate class (DG);
- \* 29-May-2002 : Moved the month constants into a separate interface (MonthConstants) (DG);