Personal CCD Cheat Sheet

1. Single Responsibility Principle meaning that a classes only focuses on one thing this way we can make the code more clean for example my tile class is only responsible for a representing a tile on the game board not the game logic

2. Meaningful Names meaning putting the names in a way that at least the developer himself can understand what is going on for example not using x as a variable especially when we are using it for different parts.

3. Commenting meaning to comment a line and tell what is going on here or some info that we need

4. Use Constants meaning instead of putting something that doesn't need to change as a changeable variable to non-changeable variable for example I used all the colors used as constants in a different dart page

5. Nested logic for example instead of putting if under if write it with and or. This helps with readability and understanding the logic.

6. SolarQube and linter for helping with errors and writing clean code as provided with the screenshots.

7.Unit testing meaning putting the widgets and other scripts we want to use to test first as I showed in the screenshots for part 11

8. Avoid duplicate codes

9. Avoid unused variables and imports to be sure that the code is running smoothly

10. short functions meaning to write the functions shortly for example writing