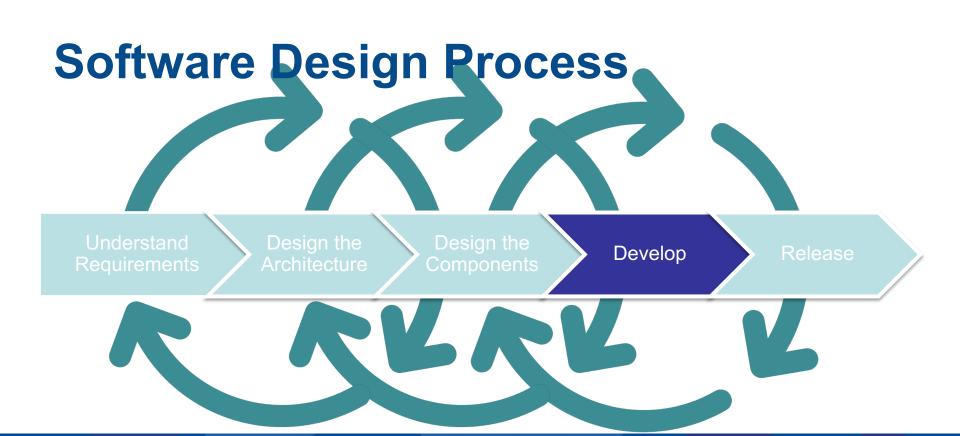


# **INFS 2044**

Week 12
Naming and Commenting

## **Learning Objectives**

 Understand the importance of naming and commenting (CO4)





# Naming Helps Understanding

You know you are working on clean code when each routine turns out to be pretty much what you expected.

(Ward Cunningham)



## **Intention-Revealing Names**

int d; // elapsed time in days

#### Better:

 int elapsedTimeInDays; int daysSinceCreation; int daysSinceModification; int fileAgeInDays;



## **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;
    }
```



### **Intention-Revealing Names**

```
public List<int[]> getFlaggedCells() {
    List<int[]> flaggedCells = new ArrayList<int[]>();
    for (int[] cell : gameBoard)
      if (cell[STATUS_VALUE] == FLAGGED)
      flaggedCells.add(cell);
    return flaggedCells;
}
```



## **Avoid Ambiguity**

- date.add(5)
- Does it add 5 weeks, days, hours,...?
  - Better: date.addDaysTo(5) or date.increaseByDays(5)
- Does it mutate the receiver (date) or return a copy?
  - better: date.daysLater(5)



### **Avoid False Clues**

- accountList should be a List object, otherwise rename the variable
  - accountGroup, bunchOfAccounts, accounts
- Avoid lower-case L or uppercase O as variable names



## **Meaningful Distinctions**

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

#### **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";
        /* ... */
    };
```



#### **Searchable Names**

- Choose names that are easy to search for
  - WORK DAYS PER WEEK vs "d" vs "5"
- The length of a name should correspond to the size of its scope
  - Single-letter variables should be confined to local scope



#### **Named Constants**

- Use named constant symbols instead of hard-coded strings or numbers
  - DAYS\_IN\_WEEK instead of 7
- Descriptive name, all CAPS
- Consider using an enum/class/etc for constants
- Easier to read, search, change value, test



#### **Class Names**

- Use noun or noun phrase names
  - Customer
  - WikiPage
  - Account
- Avoid general terms
  - Data, Info, Manager, Processor



#### **Method Names**

- Use verb or verb phrase
  - convey what the method does, not how it is implemented
- Accessors, mutators, predicates should be named according to coding conventions
  - getXXX, setXXX, isXXX, hasXXX, includesXXX, etc



## Consistency

- Pick one term per concept
  - Fetch, retrieve, or get (not all of them)
  - Controller, manager, driver
- One concept per term
  - Don't reuse the same term for multiple meanings
  - Choose the word that makes most sense: add, insert, or append



#### Comments

- Comments should describe things that are not obvious from the code
  - What & Why, not HOW
- Comments and code may not match
- Redundant comments add noise
- Improve your code rather than adding comments!



# **Self-Explanatory Code**

 // Check to see if the employee is eligible for full benefits if ((employee.flags & HOURLY\_FLAG) && (employee.age > 65))

#### Better:

if (employee.isEligibleForFullBenefits())



### **Functions/Variables over Comments**

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



### **Acceptable Comments**

- Legal comments, copyright, etc
- Explanation of intent
- Warning of consequences
- Amplification
- TODOs
- Self Documentation Javadocs



### **Explanation of Intent**

```
* This class Generates prime numbers up to a user specified
* maximum. The algorithm used is the Sieve of Eratosthenes.
* Given an array of integers starting at 2:
* Find the first uncrossed integer, and cross out all its
* multiples. Repeat until there are no more multiples
* in the array.
*/
```



### **Unacceptable Comments**

- Redundant (delete)
- Misleading (change or delete)
- Change logs, journals (use version control for this)
- Position and section markers (break up files)
- Closing brace markers (use shorter functions)
- Commented out code (delete, use version control)
- Too much information (relegate to a separate file)



#### **Redundant Comments**

```
// The day of the month. private int dayOfMonth;
```

```
// Default constructor. protected AnnualDateRule() {
```



### Write the Comments First

- 1. Write class interface comments first
- 2. Write signatures and method comments for public interface methods, leaving the body empty
- 3. Iterate this process until it seems right
- 4. Then code the implementation
- This ensures that the comments are free of implementation details (how) and no comments are missing



## **Summary**

- Meaningful names are critical for human understanding of software
- Consistent naming can speed up code understanding and reduce the potential for errors
- Good comments convey important information that is not obvious from the code.



### **Activities this Week**

- Read the required readings
- Participate in Practical 3
- Complete Quiz 8





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