Comments



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Agenda



Comments: A necessity and a crutch

Comments to avoid

Useful comments



Typical Interview

How do you write code that's readable and maintainable by others?









Are comments great, or a code smell?



Comments: A Necessity and a Crutch



Prefer expressive code over comments

Use comments when code isn't sufficient



Comments to Avoid

Redundant

Intent

Apology

Warning

Zombie Code

Divider

Brace Tracker

Bloated Header

Defect Log



Redundant Comments

```
int i = 1; // Set i = 1
var cory = new User(); //Instantiate a new user
/// <summary>
/// Default Constructor
/// </summary>
public User()
/// <summary>
/// Calculates Total Charges
/// </summary>
private void CalculateTotalCharges()
 //Total charges calculated here
```

Intent Comments

```
// Assure user's account is deactivated. if (user.Status == 2)
```



if (user.Status == Status.Inactive)

Clarify intent without comments:

Improve function name

Declare intermediate variable

Declare a constant or enum

Extract conditional to function



Apology Comments

- // Sorry, this crashes sometimes so I'm swallowing the exception.
- // I was too tired to refactor this pile when I was done...

Don't apologize

Fix it before commit/merge

Add a TODO marker comment if you must



Warning Comments



// Here be dragons - see Bob

// Great sins against code below...







Kill Zombie Code

```
protected void Page_Load(object sender, EventArgs e)
    if (!IsPostBack)
        Page.ClientScript.RegisterStartupScript(this.GetType(), "maps", "initialize();", true);
        address1.Value = Request.QueryString["z"];
        txtEstDistance.Visible = true;
    if (!Page.IsPostBack)
        imgbtnBinManagerGreen.Visible = false;
       imgbtnBinCheckGreen.Visible = false;
       imgbtnBinManagerBasicGreen.Visible = false;
        SetNewCustomerID();
    //HttpWebRequest request = WebRequest.Create("http://api.hostip.info/get json.php") as HttpWebRequest;
    //WebResponse response = request.GetResponse();
    //DataContractJsonSerializer serializer = new DataContractJsonSerializer(typeof(ZipCode));
    //ZipCode zip = serializer.ReadObject(response.GetResponseStream()) as ZipCode;
  // address1.Value = "64064";
   //address1.Value = zip.country name;
    //Label1.Text = ipaddress;
/// <summary>
/// If an existing customer is selected on the previous step, then NewCustomerID = 0.
/// It needs to have a value since it's referenced when creating the quote. So set the NewCustomerID
/// to the UserID sent in the querystring
/// </summary>
private void SetNewCustomerID()
    SessionHelper.NewCustomerID = Convert.ToInt32(Request.QueryString["uid"]);
//protected void LinkButton1 Click(object sender, EventArgs e)
          Page.ClientScript.RegisterStartupScript(this.GetType(), "maps", "initialize();", true);
          txtBoxEnterZip.Visible = false;
//
          txtEstDistance.Visible = true;
//
         lnkbtnGetZip.Visible = false;
//
          address1.Value = txtBoxEnterZip.Text;
```

//}





Common Causes

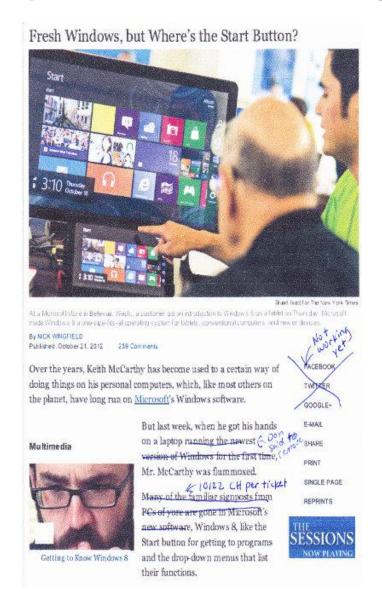


Risk Aversion

Hoarding mentality



Optimize the Signal to Noise Ratio



We wouldn't stand for this.

Ambiguity Hinders Debugging

```
protected void Page Load(object sender, EventArgs e)
    if (!IsPostBack)
        Page.ClientScript.RegisterStartupScript(this.GetType(), "maps", "initialize();", true);
       address1.Value = Request.QueryString["z"];
       txtEstDistance.Visible = true;
    if (!Page.IsPostBack)
       imgbtnBinManagerGreen.Visible = false;
       imgbtnBinCheckGreen.Visible = false;
       imgbtnBinManagerBasicGreen.Visible = false;
       SetNewCustomerID();
    //HttpWebRequest request = WebRequest.Create("http://api.hostip.info/get_ison.php") as HttpWebRequest:
    //WebResponse response = request.GetResponse();
    //DataContractJsonSerializer serializer = new DataContractJsonSerializer(typeof(ZipCode));
    //ZipCode zip = serializer.ReadObject(response.GetResponseStream()) as ZipCode;
  // address1.Value = "64064";
   //address1.Value = zip.country_name;
    //Label1.Text = ipaddress:
/// <summarv>
/// If an existing customer is selected on the previous step, then NewCustomerID = 0.
/// It needs to have a value since it's referenced when creating the quote. So set the NewCustomerID
/// to the UserID sent in the querystring
/// </summarv>
private void SetNewCustomerID()
   SessionHelper.NewCustomerID = Convert.ToInt32(Request.QueryString["uid"]);
//protected void LinkButton1_Click(object sender, EventArgs e)
          Page.ClientScript.RegisterStartupScript(this.GetType(), "maps", "initialize();", true);
         txtBoxEnterZip.Visible = false;
          txtEstDistance.Visible = true;
         lnkbtnGetZip.Visible = false:
          address1.Value = txtBoxEnterZip.Text:
//}
```

What did this section do?
Was this accidentally commented?
Who did this?
Do I need to refactor this too?
How does my change impact this code?
What if someone uncomments it later?



Kill Zombie Code

Reduces readability

Creates ambiguity

Hinders refactoring

Adds noise to searches

Code isn't "lost" anyway



Kill Zombie Code Checklist

About to comment out code? Ask:

When would this be uncommented?

Can I just get it from source control later?

Is this incomplete work that should be worked via a branch?

Should this be toggled via configuration?

Did I refactor out the need for this code?



Divider Comments

```
private void MyLongFunction()
 // lots
 // of
 // code
 // Start search for available concert tickets
 // lots
 // of
 // concert
 // search
 // code
 // End of concert ticket search
 // lots
 // more
 // code
```

Brace Tracker Comments

```
private void AuthenticateUsers()
 bool validLogin = false;
 //deeply
  //nested
   //code
   if (validLogin)
    // lots
    // of
    // code
    // here
   } // end user login
  //even
 //more code
```

```
private void AuthenticateUsers()
 bool validLogin = false;
 //deeply
  //nested
   //code
   if (validLogin)
    LoginUser();
  //even
 //more code
```

Avoid line endings

Don't repeat yourself

Follow conventions

Bloated Header

```
// Filename: Monolith.cs
// Author: Cory House
// Created: 12/20/2019
// Weather that day: Patchy fog, then snow
// Summary
// This class does a great many things. To make it *
// extra useful I placed pretty much all the app
// logic here. You wish your class was this
// powerful. Bwahhahha!
```



Defect Log

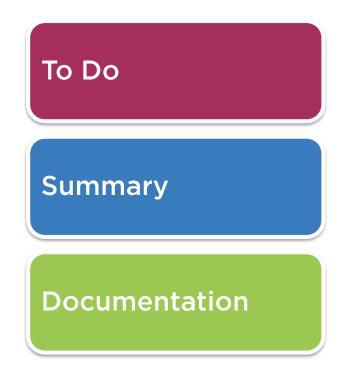
```
// Defect #5274 DA 12/10/2010
// We weren't checking for null here
if (firstName != null)
{
    //...
}
```

Change metadata belongs in source control

A well written book isn't covered in author notes



Clean Comments



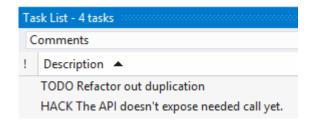


To Do Comments



// TODO Refactor out duplication

// HACK The API doesn't expose needed call yet.



Standardize

Watch Out

- May be an apology or warning comment in disguise
- Often ignored



Summary Comments



// Encapsulates logic for calculating retiree benefits

// Generates custom newsletter emails

Describes intent at general level higher than the code

Often useful to provide high level overview of classes

Risk: Don't use to simply augment poor naming/code level intent



Documentation



// See microsoft.com/api for documentation

Useful when it can't be expressed in code.



About to Write a Comment?

Comments are useful, but generally a last resort.

Ask:

- 1. Could I express what I'm about to type in *code*?
 - Intermediate variable, eliminate magic number, utilize enum?
 - Refactor to a well-named method.
 - Separate scope
 - More likely to stay updated
 - Better testability

- 2. Am I explaining bad code I just wrote instead of refactoring?
- 3. Should this be a source control commit message?



Summary



Comments: A necessity and a crutch

Goal: Self-documenting code

Try to convey intent without comments

Avoid

Redundant, Intent, Apology, Warning,
 Zombie Code, Divider, Brace Tracker,
 Bloated Header, Defect Log

Clean

- To do, summary, documentation

Next: Refactoring to Clean C#

