

Principles



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Agenda



Clean Code Principles



Three Clean Code Principles



Clean Code Principles

1) Right tool for the job



2) High signal to noise ratio



3) Self-documenting



1) The Right Tool for the Job



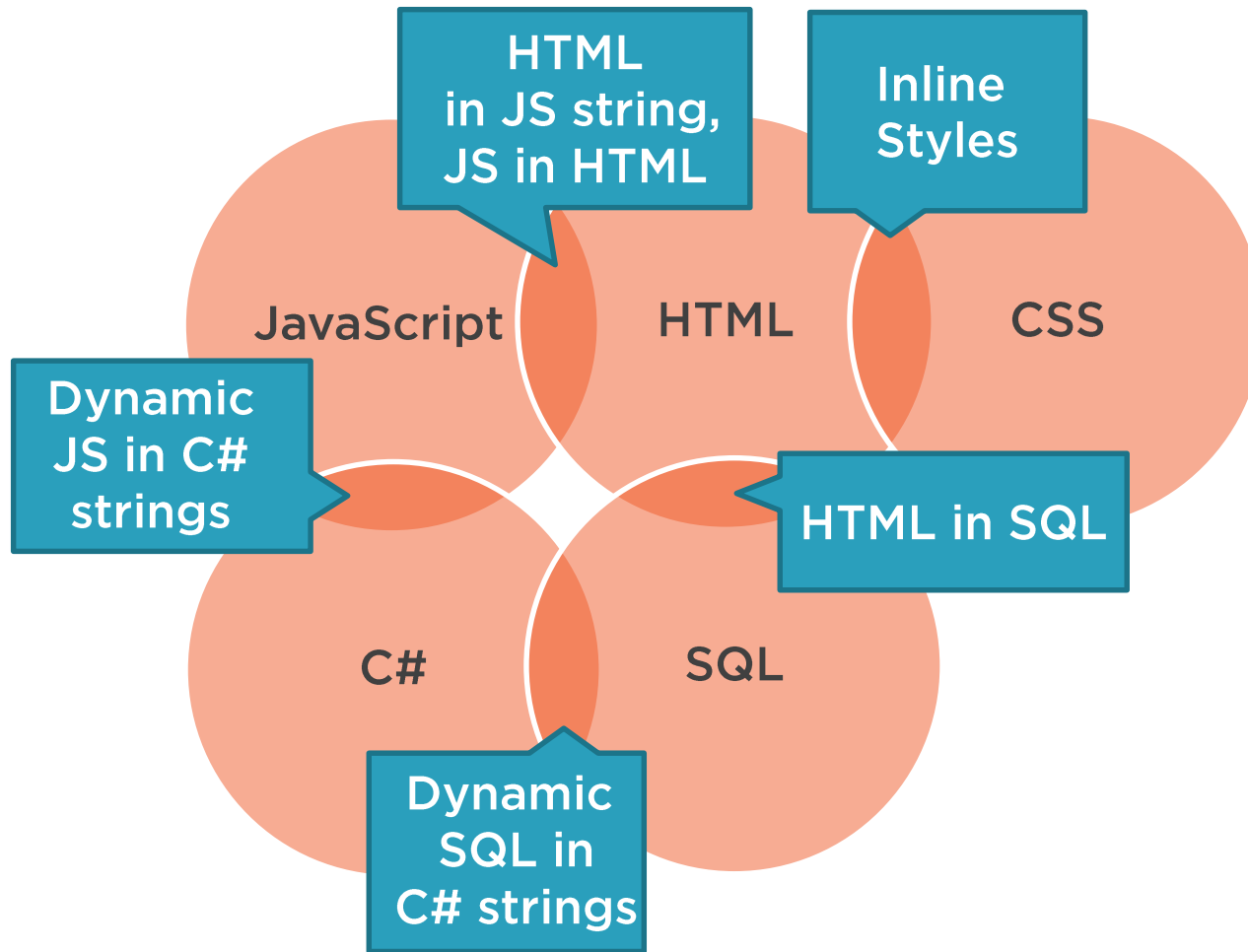
<http://ex-parrot.com/~pdw/Mail-RFC822-Address.html>



Let's use
<lunatic's favorite tool>
for *everything*



Watch for Boundaries





```
string script = @"<script type=""text/javascript"" defer=""defer"">
    //<![CDATA[
        var _gaq = _gaq || [];
        _gaq.push(['_setAccount', '"' + ws.GoogleAnalyticsID + @""]);
        _gaq.push(['_trackPageview']);

        (function() {
            var ga = document.createElement('script');
            ga.src = ('https:' == document.location.protocol ? 'https://ssl' : 'http://www') +
                '.google-analytics.com/ga.js';
            ga.setAttribute('async', 'true');
            document.documentElement.firstChild.appendChild(ga);
        })();
    //]]>
</script>";

this.Header.Controls.Add(new LiteralControl("\r\n" + script));
```





```
//In GoogleAnalytics.js
var _gaq = _gaq || [];
_gaq.push(['_setAccount', WebsiteSetup.GoogleAnalyticsKey]);
_gaq.push(['_trackPageview']);

(function () {
  var ga = document.createElement('script');
  ga.src = ('https:' == document.location.protocol ? 'https://ssl' : 'http://www') +
    '.google-analytics.com/ga.js';
  ga.setAttribute('async', 'true');
  document.documentElement.firstChild.appendChild(ga);
})();|

<!--In document head-->
<script type="text/javascript">
  var WebsiteSetup = { "GoogleAnalyticsKey": "JDSGI832JDUG9831" };
</script>
```



Stay Native - Advantages

Cached

Code colored

Syntax
checked

Separation of
concerns

Reusable

Avoids string
parsing

Can minify &
obfuscate

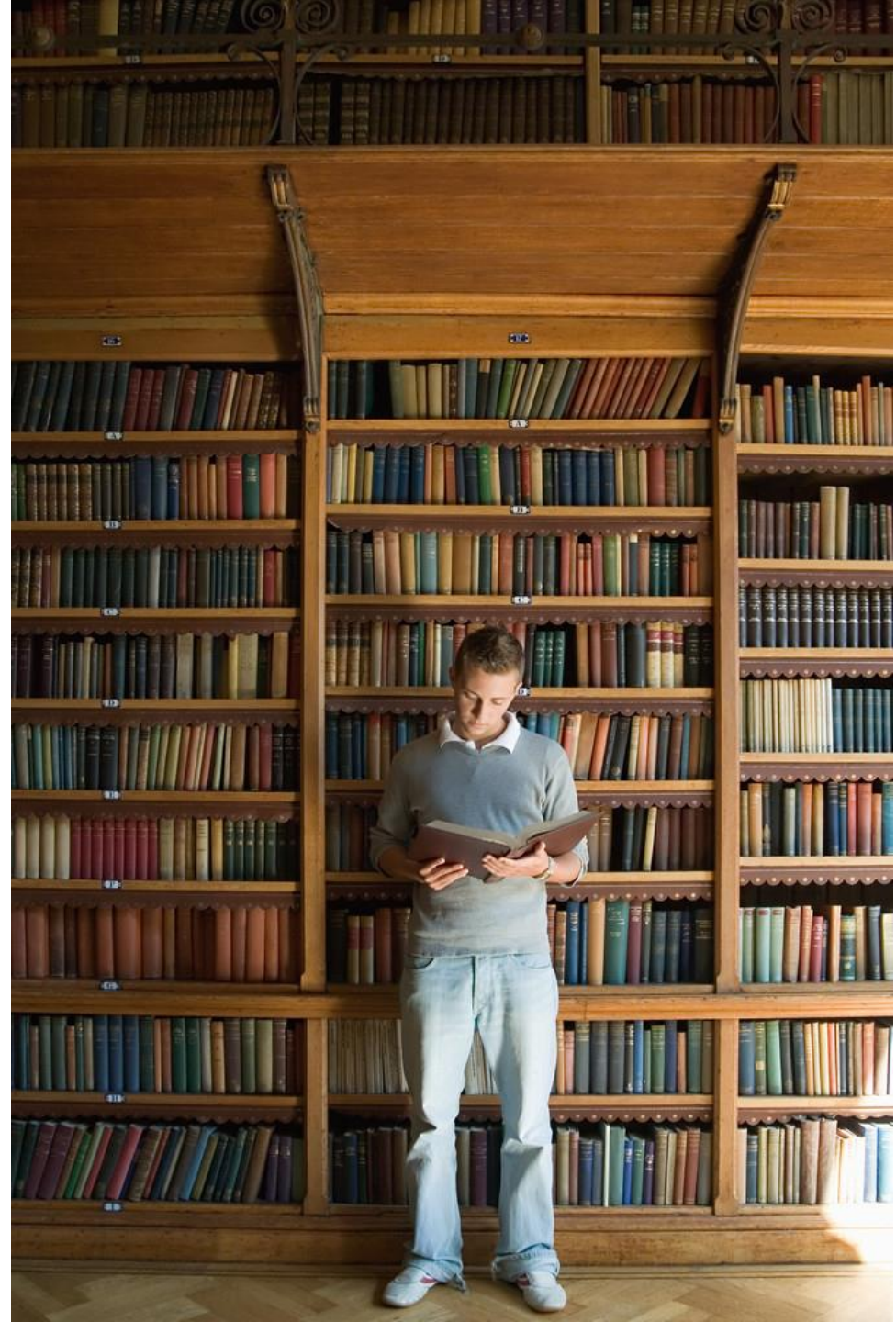


Avoid using one language to write another language/format via strings.

Avoid using C# strings to create:

- JavaScript
- XML
- HTML
- JSON
- CSS

Leverage libraries



One language per file.



Every Tech is Potential Evil

Tech

Potential Evil

LINQ-2-SQL

Massive queries, outer joins

SQL

Embedding display logic

C#

Writing JS & HTML in strings



2) Maximize Signal to Noise Ratio

Signal



Terse
Expressive
Does one thing

Noise



High cyclomatic complexity

Excessive indentation

Zombie code

Unnecessary comments

Poorly named structures

Huge classes

Long methods

Repetition

No whitespace

Overly verbose



So. Much. Noise.



```
#region -- InitCountryDropdown Method --  
/// <summary>  
/// Summary description for CountryDropDownList.  
/// </summary>  
protected override void InitCountryDropdown(EventArgs e)  
{  
    if (Items.Count == 0)  
    {  
        this.DataSource = CountryTable();  
        this.DataTextField = "CountryName";  
  
        //CH 2012-4-5 - Adding separate data value field  
        //to fix bug #4535  
        //We're now storing the country ID instead  
        //of the country name if desired  
        if (useCountryName == true)  
        {  
            this.DataValueField = "CountryName";  
        }  
        else  
        {  
            this.DataValueField = "CountryID";  
        }  
  
        this.DataBind();  
        this.CssClass = "entryfield";  
    }  
}  
#endregion
```



```
protected override void InitCountryDropdown(EventArgs e)  
{  
    if (Items.Count > 0) return;  
  
    this.DataSource = CountryTable();  
    this.DataTextField = "CountryName";  
    this.DataValueField = useCountryName ? "CountryName" : "CountryID";  
    this.DataBind();  
    this.CssClass = "entryfield";  
}
```

Goal: Density. More in each “eye full”

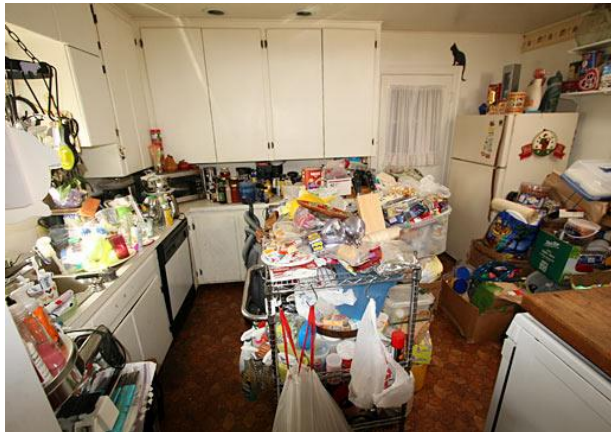


Why is Signal to Noise Ratio Important?

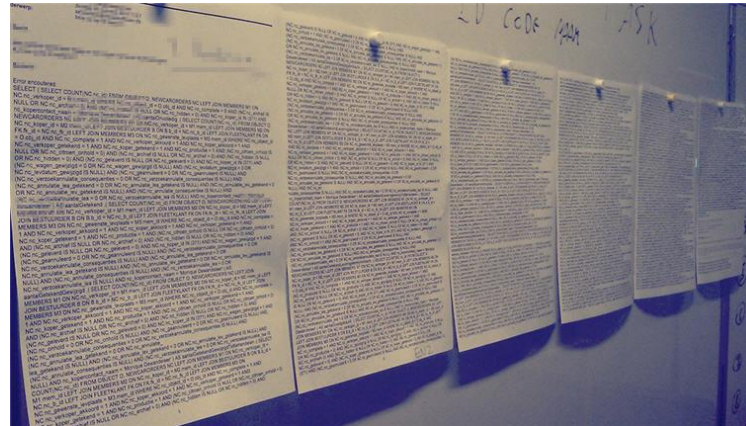
1. Our brain is the compiler



2. The mess builds quietly



=



DRY Principle: Don't Repeat Yourself



Same principle as DB normalization

Copy and paste is often a design problem



DRY Principle: Don't Repeat Yourself



Duplication Issues

1. Decreases signal to noise ratio
2. Increases the number of lines of code
3. Creates a maintenance problem

Copy and paste is often a design problem



Look for Patterns

```
if (!string.IsNullOrEmpty(ws.SEOTargetLocation1) && ws.SEOTargetLocation1.Contains(","))
{
    string[] pieces = ws.SEOTargetLocation1.Split(",", StringSplitOptions.RemoveEmptyEntries);
    if (pieces.Length == 2 && pieces[1].Trim().Length == 2)
    {
        string dl1_url = BuildDealerUrl(auto.Make, pieces[0], pieces[1]);
        string dl1_text = string.Format("<a href=\"{0}\">{1} {2} {4}, {5}</a>", dl1_url, auto.YearName ?? 0, auto.Make, auto.Model, pieces[0], pieces[1]);

        _DisclaimerUrls.Text += dl1_text + " ";
    }
}

if (!string.IsNullOrEmpty(ws.SEOTargetLocation2) && ws.SEOTargetLocation2.Contains(","))
{
    string[] pieces = ws.SEOTargetLocation2.Split(",", StringSplitOptions.RemoveEmptyEntries);
    if (pieces.Length == 2 && pieces[1].Trim().Length == 2)
    {
        string dl1_url = BuildDealerUrl(auto.Make, pieces[0], pieces[1]);
        string dl1_text = string.Format("<a href=\"{0}\">{1} {2} {4}, {5}</a>", dl1_url, auto.YearName ?? 0, auto.Make, auto.Model, pieces[0], pieces[1]);

        _DisclaimerUrls.Text += dl1_text + " ";
    }
}

if (!string.IsNullOrEmpty(ws.SEOTargetLocation3) && ws.SEOTargetLocation3.Contains(","))
{
    string[] pieces = ws.SEOTargetLocation3.Split(",", StringSplitOptions.RemoveEmptyEntries);
    if (pieces.Length == 2 && pieces[1].Trim().Length == 2)
    {
        string dl1_url = BuildDealerUrl(auto.Make, pieces[0], pieces[1]);
        string dl1_text = string.Format("<a href=\"{0}\">{1} {2} {4}, {5}</a>", dl1_url, auto.YearName ?? 0, auto.Make, auto.Model, pieces[0], pieces[1]);

        _DisclaimerUrls.Text += dl1_text + " ";
    }
}
```





3) Self-documenting Code

Understanding the original programmer's intent is the most difficult problem.

- Fjelstad & Hamlen 1979

Well written code is self-documenting.

Clear intent

Layers of abstractions

Format for readability

Favor code over comments



Summary



Use the right tool

- Watch for boundaries
- Stay native
- One language per file

Maximize the signal to noise ratio

- TED: Terse, expressive, does one thing
- DRY: Don't repeat yourself
- Watch for patterns

Strive for self-documenting code

Next up: Naming

