

Uncomment Your Code

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Only 96
slides!

Relax, it will be over
faster than you
think

And there is a
game at the end

I've read an article

(Yes, I read stuff)

Thought it might
interest you

It's about **not**
commenting your
code

which will make it
better

A quote

“Always write code as if the maintenance programmer were an axe murderer who knows where you live”

- Mike Dunn

He wasn't joking



Meet Donald E.
Knuth

**Don't ask “who is
he?”**

Another quote

“If something can be described in the language itself, one should do that, and not just mention it in a comment”

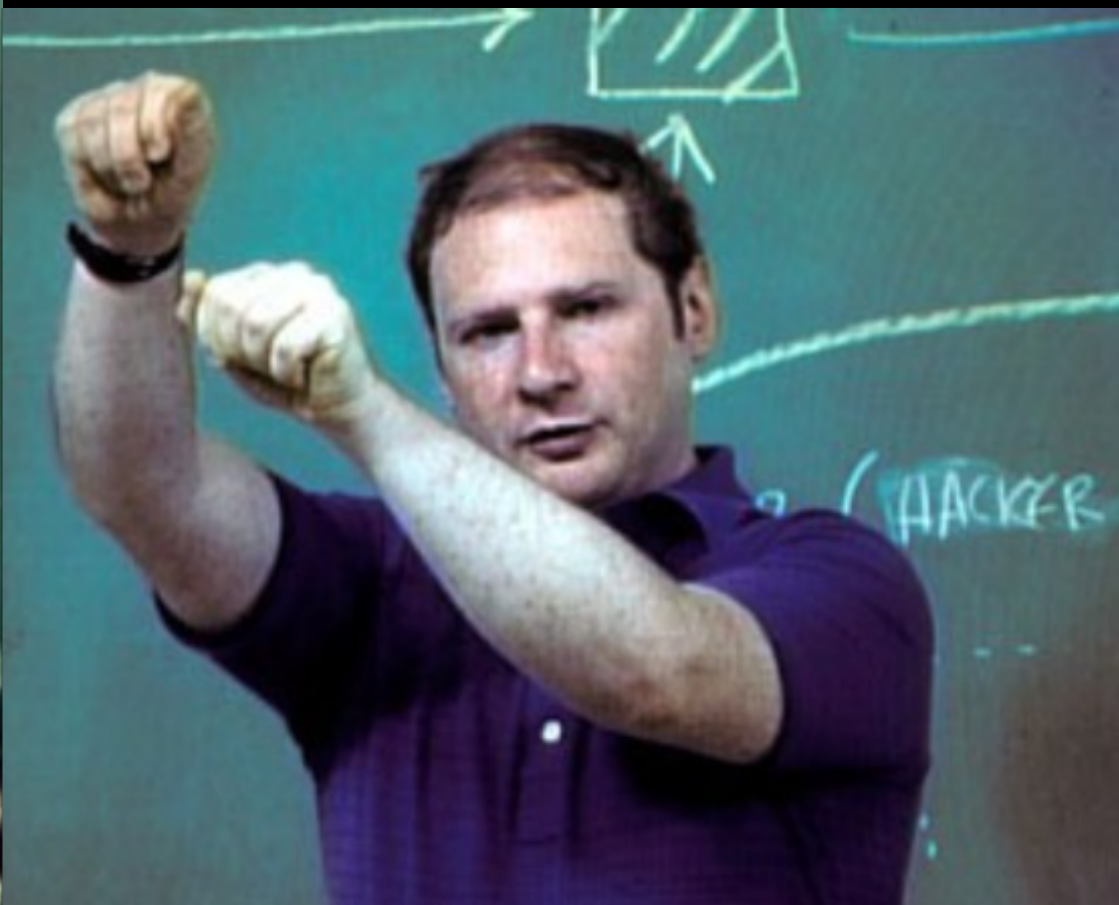


This is Bjarne
Stroustrup

Hope you know
who he is

One more

“Programs must be
written for people to
read, and only
incidentally for
machines to execute”



These are Hal
Abelson and Jerry
Sussman

(That's MIT for you)

Last quote
(for now)

**“Do not comment
bad code, rewrite it”**



This is Brian W.
Kerningham

Not so frightening
as the others

Let's get dirty

```
// stores information printed
// on person badge
type Badge struct {
    ...
}
```


Looks OK?

How about ...

```
type InfoOnBadge struct {  
    ...  
}
```

Wait!

there's more

```
type InfoOnBadge struct {  
    Pid    int    // Person Id  
    Name string // Person name  
}
```

can become

```
type InfoOnBadge struct {  
    PersonId      int  
    PersonName string  
}
```

We can do the
same for
parameters


```
// NewBadgeInfo create new InfoOnBadge with
// `id` which is the person id
func NewBagdeInfo(id int) *InfoOnBadge {
...
}
```

will become

```
func NewBagdeInfo(personId int) *InfoOnBadge {  
...  
}
```

also

```
func NewBadgeInfo(personId int) *InfoOnBadge {  
    // Load from database  
    db := connectToDatabase()  
    cursor := db.cursor()  
    ....  
}
```

Can be improved to

```
func NewBadgeInfo(personId int) *InfoOnBadge {  
    items := loadFromDatabase(personId)  
    ...  
}
```

Also delete useless
comments


```
// Open the file  
infile, _ = os.Open("some_file")
```

turns to

```
infile, _ = os.Open("some_file")
```

Why delete
comments?

We take shortcuts

and write
comments

(which is easy)

to explain obscure
code

instead of writing
clear code

(which is hard)

Problem is

code **always** gets
updated

but comments only
sometimes

So we get obscure
code

with outdated
comments

Not the place we
want to be

However don't take
this to extreme

```
func findStockItemsFromOverseasWithInventoryLessThan10() {  
....  
}
```

we can either

```
func findStockItems(  
    isFromOverseas bool,  
    maxInventory int) {  
    ...  
}
```

or state the reason
for the constraints

```
func findStockItemsToReplenish() {  
    ...  
}
```



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replenish

One entry found for **replenish**.

Main Entry: **re·plen·ish** 🔊

Pronunciation: ri-'ple-nish

Function: *verb*

Etymology: Middle English *replenisshen*, from Anglo-French *repleniss-*, stem of *replenir* to fill, from *re-* + *plein* full, from Latin *plenus* -- more at [FULL](#)

transitive verb

1 a : to fill with persons or animals : [STOCK](#) **b** *archaic* : to supply fully : [PERFECT](#) **c** : to fill with inspiration or power : [NOURISH](#)

2 a : to fill or build up again <*replenished* his glass> **b** : to make good : [REPLACE](#)

intransitive verb : to become full : fill up again

- **re·plen·ish·able** 🔊 /-ni-sh&-b&l/ *adjective*

- **re·plen·ish·er** *noun*

- **re·plen·ish·ment** 🔊 /-nish-m&nt/ *noun*

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Comments are not
all bad

Good for the “big
picture”

and

Sometime we do
write tricky code

Just make sure

it's absolutely
necessary

To quote a wise
person

“If the
implementation is
hard to explain, it's
a bad idea”

“If the
implementation is
easy to explain, it
may be a good
idea”



This is Tim Peters

(Google him)

The quote is from
the Python Zen

Now go and
terminate these
comments

Or



will come after you

with an axe

**And I do know
where you live**

References

C2 Wiki

Treat Comments with suspicion

“Turning comments
into code”

By Kent Tong

(“Objective View”, 8'th edition)

Python Zen
(here or
“import this”)

“Programming
language inventor
or serial killer”

game

Thank You