# DWA_01.3 Knowledge Check_DWA1

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1. Why is it important to manage complexity in Software?

To make sure that you your code works as efficiently as possible which increases the quality of code and to make sure there are no bugs in the code to make the program crash

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2. What are the factors that create complexity in Software?

There are 3 things that can cause complexity in code:
Problems with the domain
Problems / complexity that the programmer because of the platform
Bad habits as a programmer that can cause unnecessary code or code that can not be understood

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3. What are ways in which complexity can be managed in JavaScript?
-Adopt minimalism
 don't use extra libraries when you only going to use a small part, can code self because a whole library can cause it to be slow or to crash your computer
-Code readability
it is better to have clean code that can be read easily than documentation that could be wrong,code could only run the way you tell it to do so with that the code is never wrong,the documentation and the way that the coding is done is.
-Remove useless code

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4. Are there implications of not managing complexity on a small scale?

Yes because anytime you go back to code it can confuse you or it makes the code larger than it needs to be and it can cause bugs when there are changes made

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5. List a couple of codified style guide rules, and explain them in detail.

Braces are required for all control structures (i.e. if, else, for, do, while, as well as any others), even if the body contains only a single statement. The first statement of a non-empty block must begin on its own line.
A simple if statement that can fit entirely on a single line with no wrapping may be kept on a single line with no braces when it improves readability
Spread operator
Function calls may use the spread operator(...) .Prefer the spread operator to Function.prototype.apply when an array or iterable is unpacked into multiple parameters of a variadic function. No spaces after …

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6. To date, what bug has taken you the longest to fix - why did it take so long?

My most difficult bug in JS was IWA16, I struggled with the display of the date and time, because i didn't know how to split date and time that was in the same object
My most difficult bug in HTML was the placement I wanted for a image, the margins around the image was to small and with playing around with margins and the sizes of different elements I got the placement how I wanted it




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