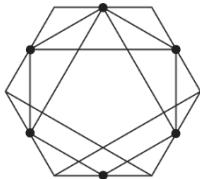
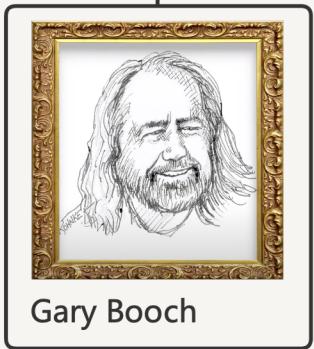


02 CODE ROT?





Clean Code

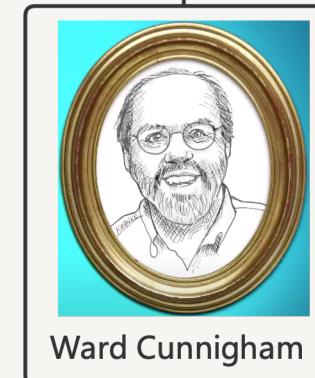


Simple & Direct

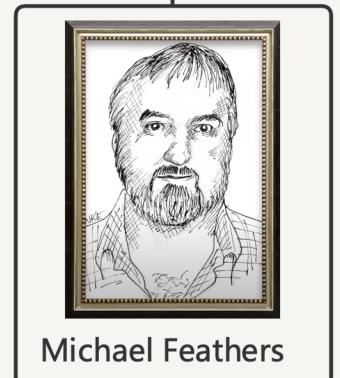
Reads as well-written prose



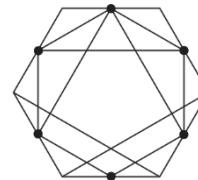
Elegant & Efficient. Should do one thing



Every Routine is pretty
much what you expected



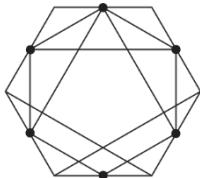
Written by someone who cares



SOFTWARE BEGINNS CLEAN

- ❑ Clean Code = simple, easy to extend
- ❑ Clean Architecture = simple, flexible

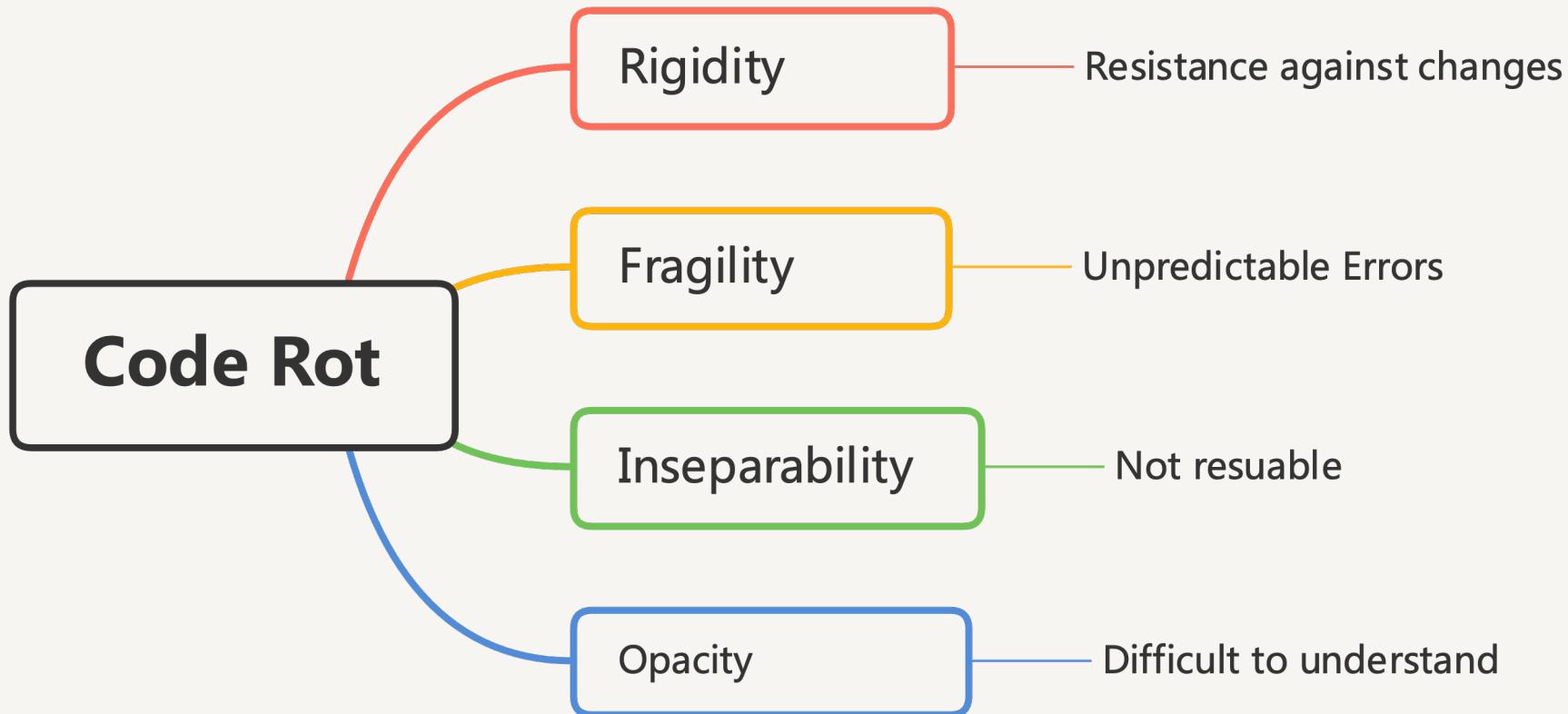
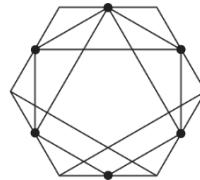




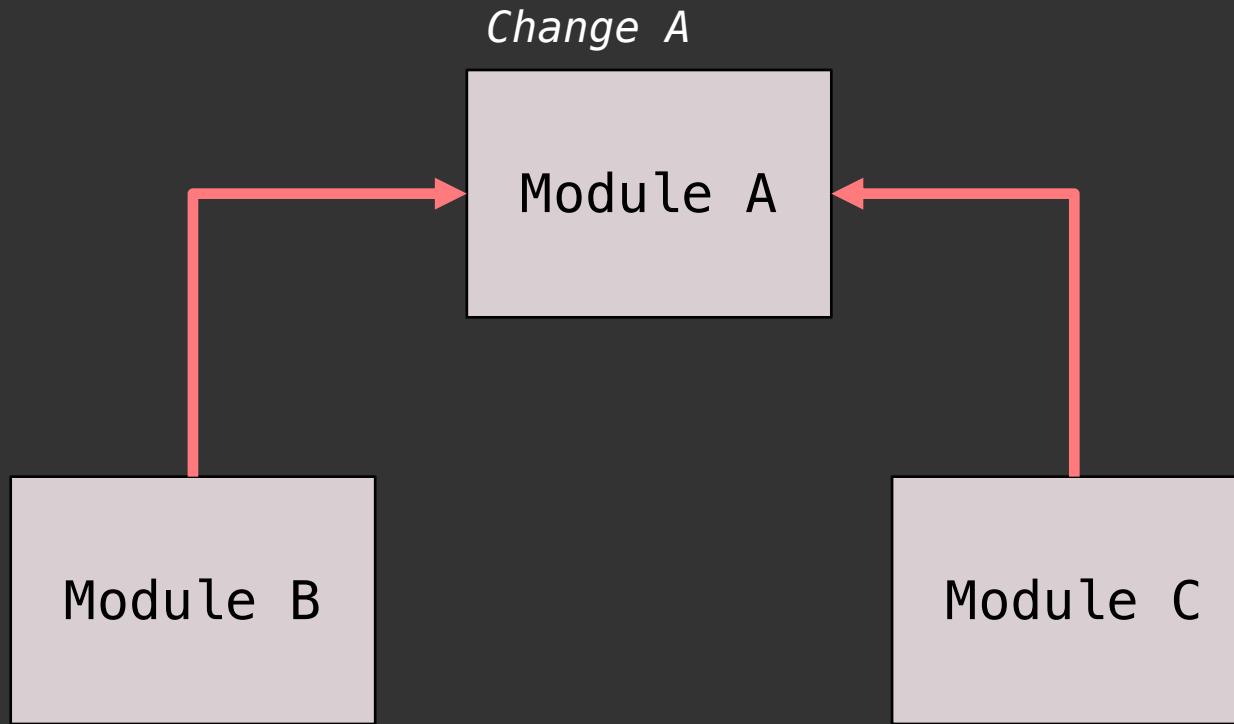
THEN...

- Code => difficult to understand
- Bugfixing => difficult to achieve
- Changes => too many code
- Changes => mysterious errors
- Module => can not be used alone

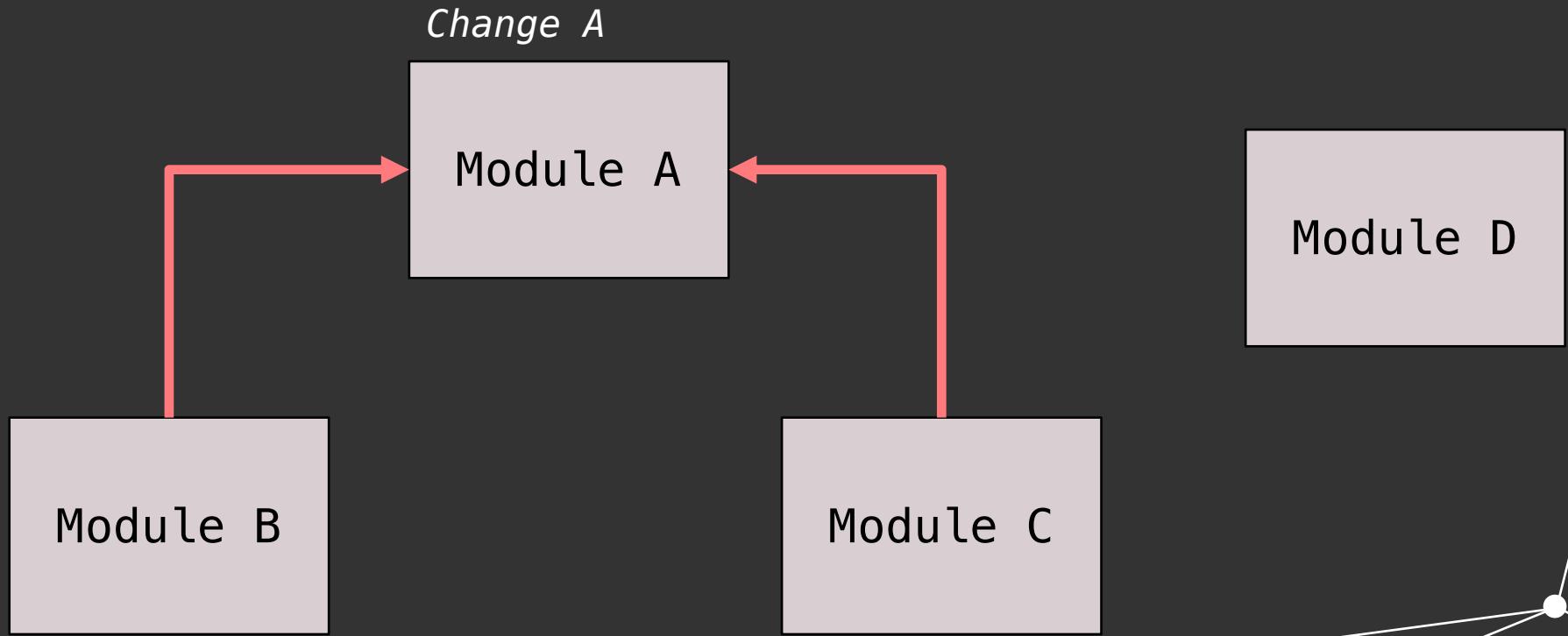
```
if operation == "MIRROR_X":  
    mirror_mod.use_x = True  
    mirror_mod.use_y = False  
    mirror_mod.use_z = False  
  
elif operation == "MIRROR_Y":  
    mirror_mod.use_x = False  
    mirror_mod.use_y = True  
    mirror_mod.use_z = False  
  
elif operation == "MIRROR_Z":  
    mirror_mod.use_x = False  
    mirror_mod.use_y = False  
    mirror_mod.use_z = True  
  
#selection at the end -add back the deselected mirror modifier object  
mirror_obj.select = 1  
modifier_obj.select = 1  
context.scene.objects.active = modifier_obj  
print("Selected" + str(modifier_obj)) # modifier ob is the active ob  
#mirror_obj.select = 0  
new = bpy.context.selected_objects[0]  
new.data.object_type = 'MESH'  
new.select = 1
```

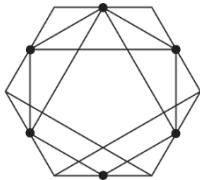


RIGIDITY



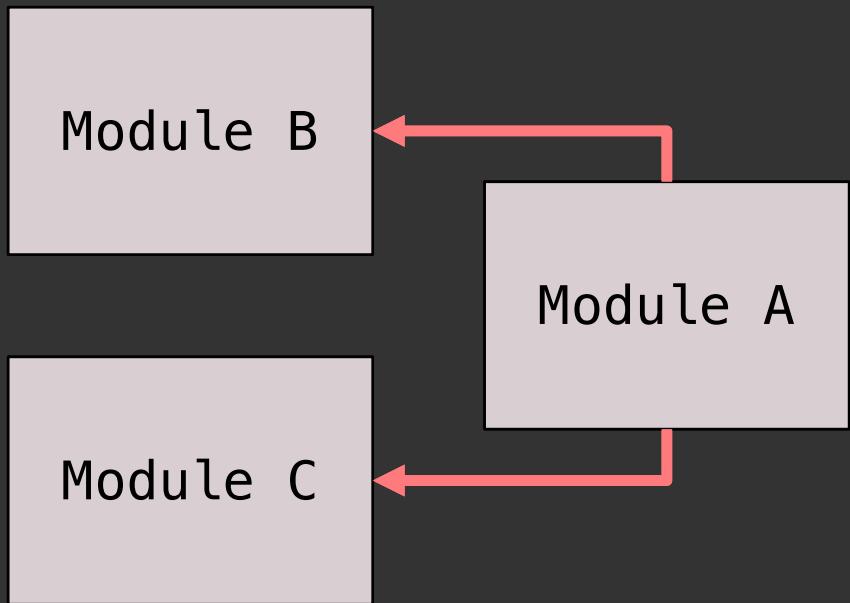
FRAGILITY



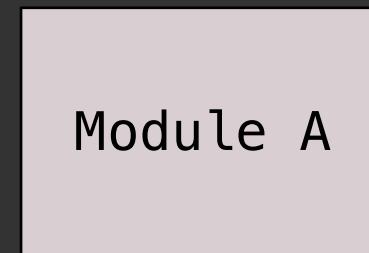


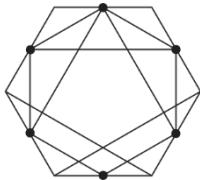
INSEPARABILITY = IMOBILITY

- PROJECT X

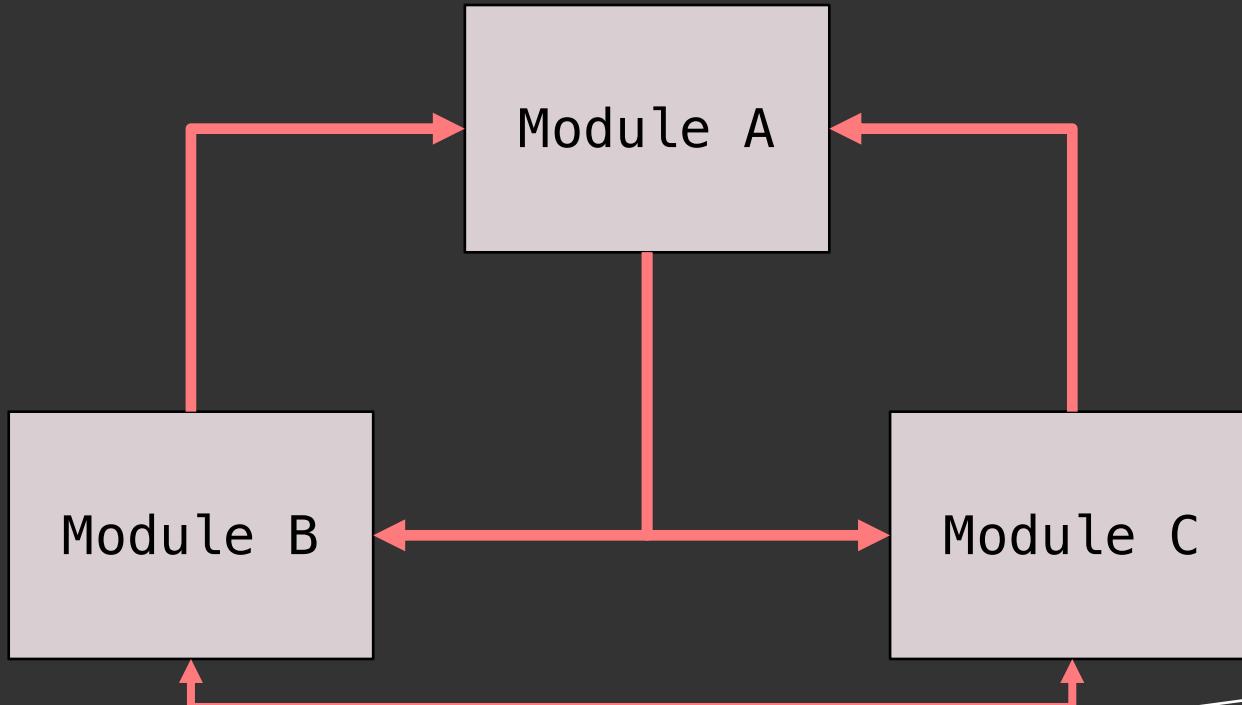


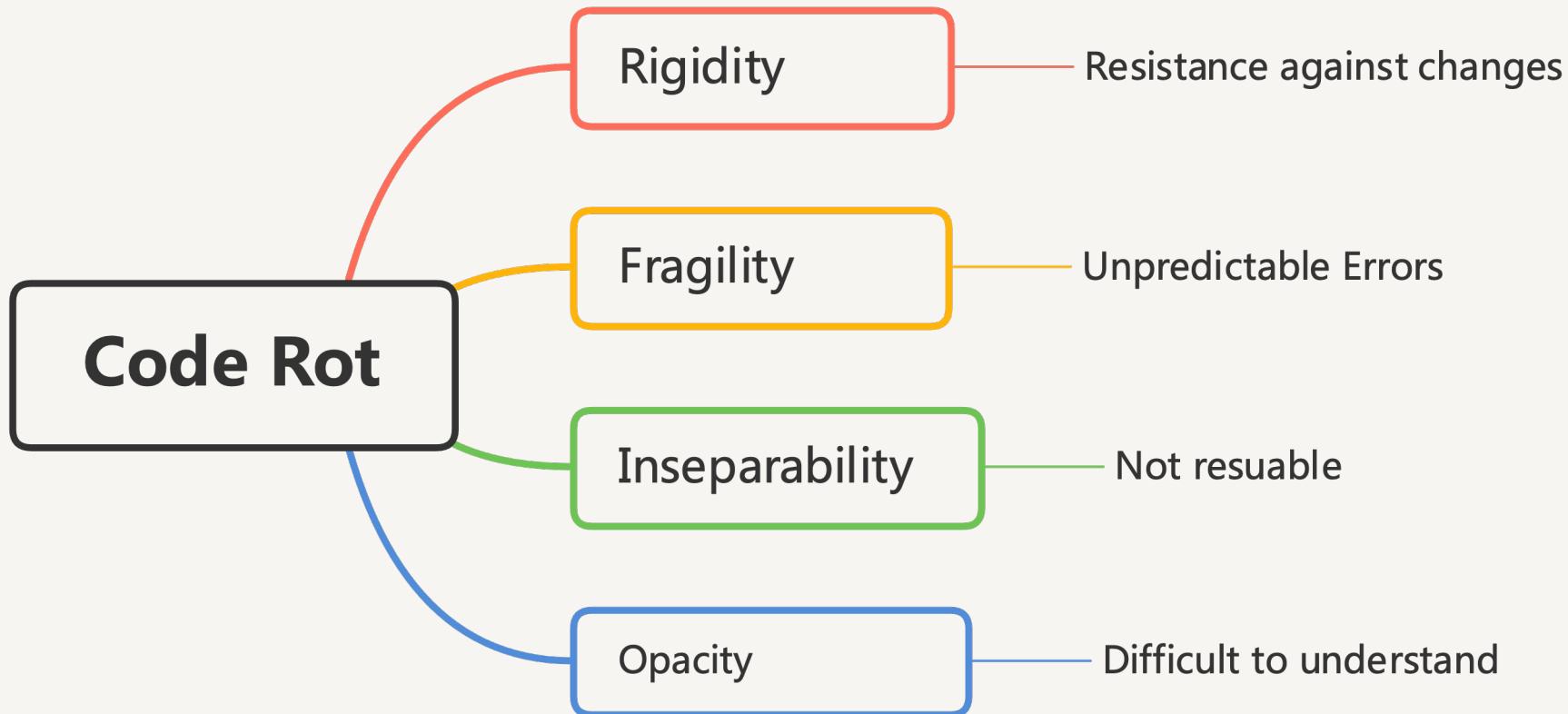
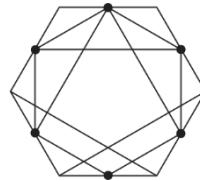
- PROJECT Y

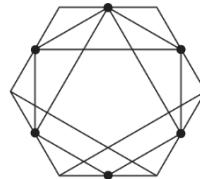




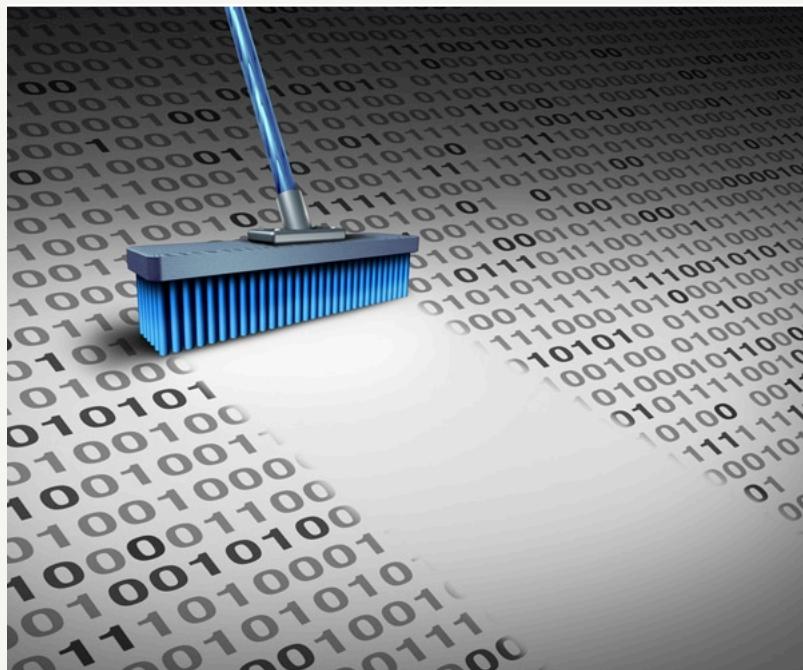
OPACITY







THE BOY SCOUT RULE



- Robert B. Powell = Father of the boy scout

Leave the world better than you found it!



VIELEN DANK FÜR IHRE AUFMERKSAMKEIT.