

My Thoughts on: Code Reads #12: “Big Ball of Mud”

While coding I constantly get to a point where I look back on my code and redo functions in order to make things more efficient. Of course, going back to redo code requires more time, especially if other functions were depended on that function. In the end I end up with a functioning program but with pieces going everywhere. I believe that is how many novices code, creating spaghetti programs. So far most of my programs are just “Big Balls of Mud”, but as the author of this paper states, its not necessary a bad thing.

A program needs to be easy enough to follow, so you always need some type of plan on what you want to achieve and what pieces need to be put together in order to get there. If you try to master plan the whole program from start to finish you will spend way more time thinking of what to do over actually doing it. Most programs need to be pushed out so it can make the company money so that they can pay your wage. As long as the programs are legible and make some type of sense for anyone having to go back and make changes, they don't need to be pretty, they just have to work.