

Lines of Code (LoC)


YEGOR BUGAYENKO

Lecture #1 out of 24

80 minutes

The slidedeck was presented by the author in this [YouTube Video](#)

All visual and text materials presented in this slidedeck are either originally made by the author or taken from public Internet sources, such as website. Copyright belongs to their respected authors.



1. Everybody wants higher quality of code, but nobody knows how to measure it.



2. Code maintainability, probably, is the ultimate objective of increasing the quality of source code.



3. Code size makes the biggest negative impact on code maintainability.

4. It may be wrong to measure productivity of a programmer by counting lines of code, but for the quality of code the LoC metric is a perfect indicator.



5. Instead of counting lines, it may be more reasonable to count NCSS (Non Commenting Source Statements), but not always.



6. There are 27.8M lines of C code in Linux kernel. What does it tell us?



7. In 2011, Uncle Bob suggested that 200 lines per Java class is a good guideline to stay below.

8. Java is two times more verbose than Ruby. Does it mean the quality of an average Ruby code is higher?

Read this:

[The Formula for Software Quality \(2017\)](#)

[How Much Do You Pay Per Line of Code? \(2014\)](#)

[Hits-of-Code Instead of SLoC \(2014\)](#)

[Strict Control of Java Code Quality \(2014\)](#)