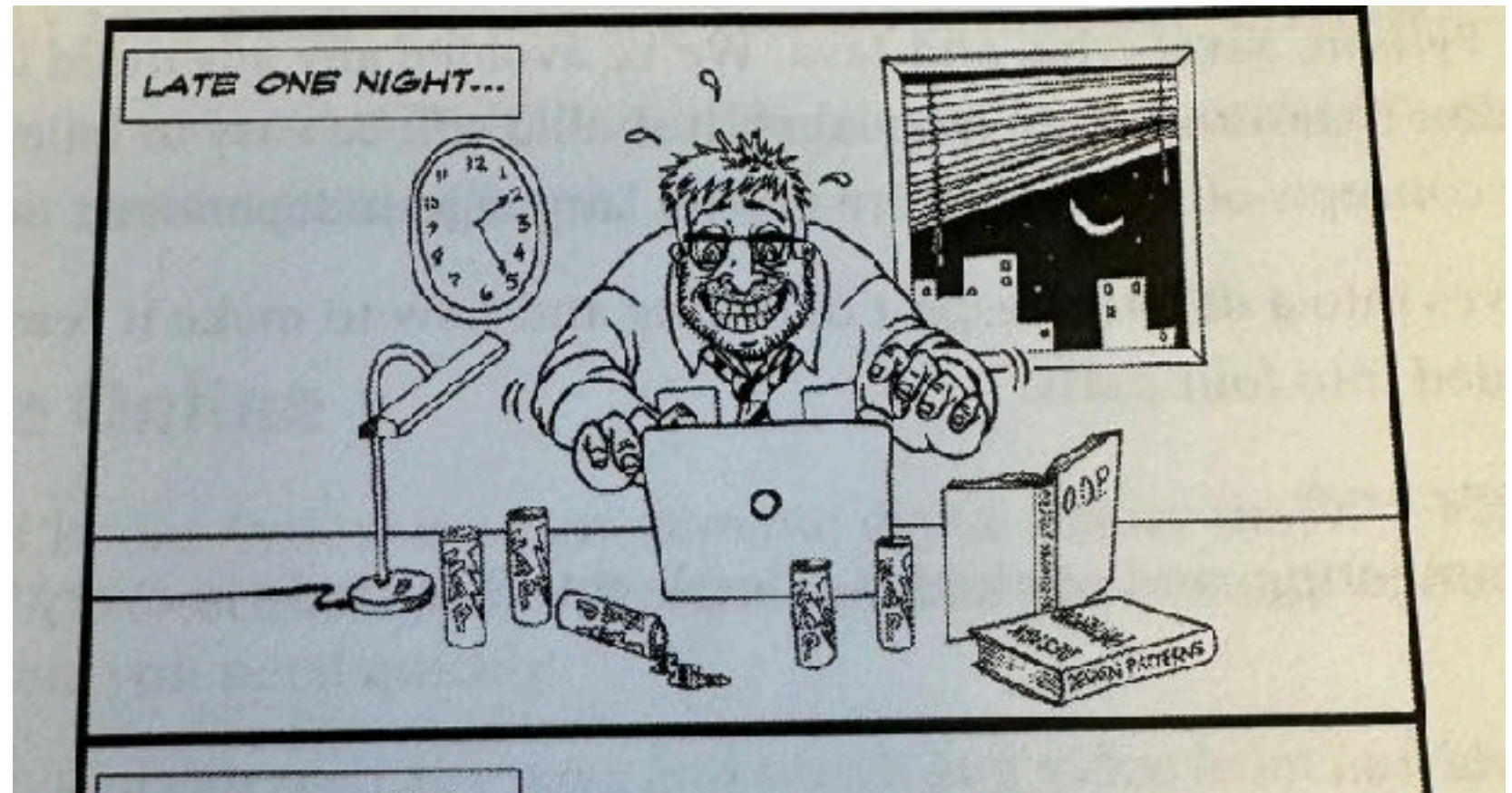


# Naming, Comments, and Readable Code

CSCI 4448/5448: Object-Oriented Analysis & Design

Code will be  
read more  
than it is  
written.  
Including by  
you!



parsable by machines. In the classic textbook *Structure and Interpretation of Computer Programs*, the authors make this clear: “Thus, programs must be written for people to read, and only incidentally for machines to execute.” Yes, the joke is that Perl is “write-only”—but you can always tell it was written by human beings.



# Names Are Important



"Now this end is called the thagomizer . . . after the late Thag Simmons."

# iClicker Question

What does this function call return? Select all that apply

```
def f(w):  
    v = []  
    for a in w:  
        y = 0  
        for x in a:  
            y += x  
        v.append(y)  
    return v  
  
f([[1, 2, 3], [10, 20, 30], [100, 200, 300]])
```

- A. A list of lists
- B. An integer
- C. [666]
- D. [6, 60, 600]

# Names Matter

```
def sum_lists(lists_of_numbers):  
    sums = []  
    for num_list in lists_of_numbers:  
        sum = 0  
        for integer in num_list:  
            sum += integer  
        sums.append(sum)  
    return sums
```

```
sum_lists([[1, 2, 3], [10, 20, 30], [100, 200, 300]])
```

[6, 60, 600]

# Names

```
public class Room {  
    private int xVal; // x coordinate of room  
  
    public int getRoomX(){  
        return xVal;  
    }  
}
```

```
ArrayList<Integer> cX = new ArrayList<>();
```

```
public ArrayList<Integer> getCreatureX(){  
    ArrayList<Integer> cX = new ArrayList<>();  
    for(Creature creature : creatures){  
        cX.add(creature.getRoom().getRoomX());  
    }  
    return cX;  
}
```

Nothing wrong here



```
for (int i = 0; i < totalCreatures; i++) {
```

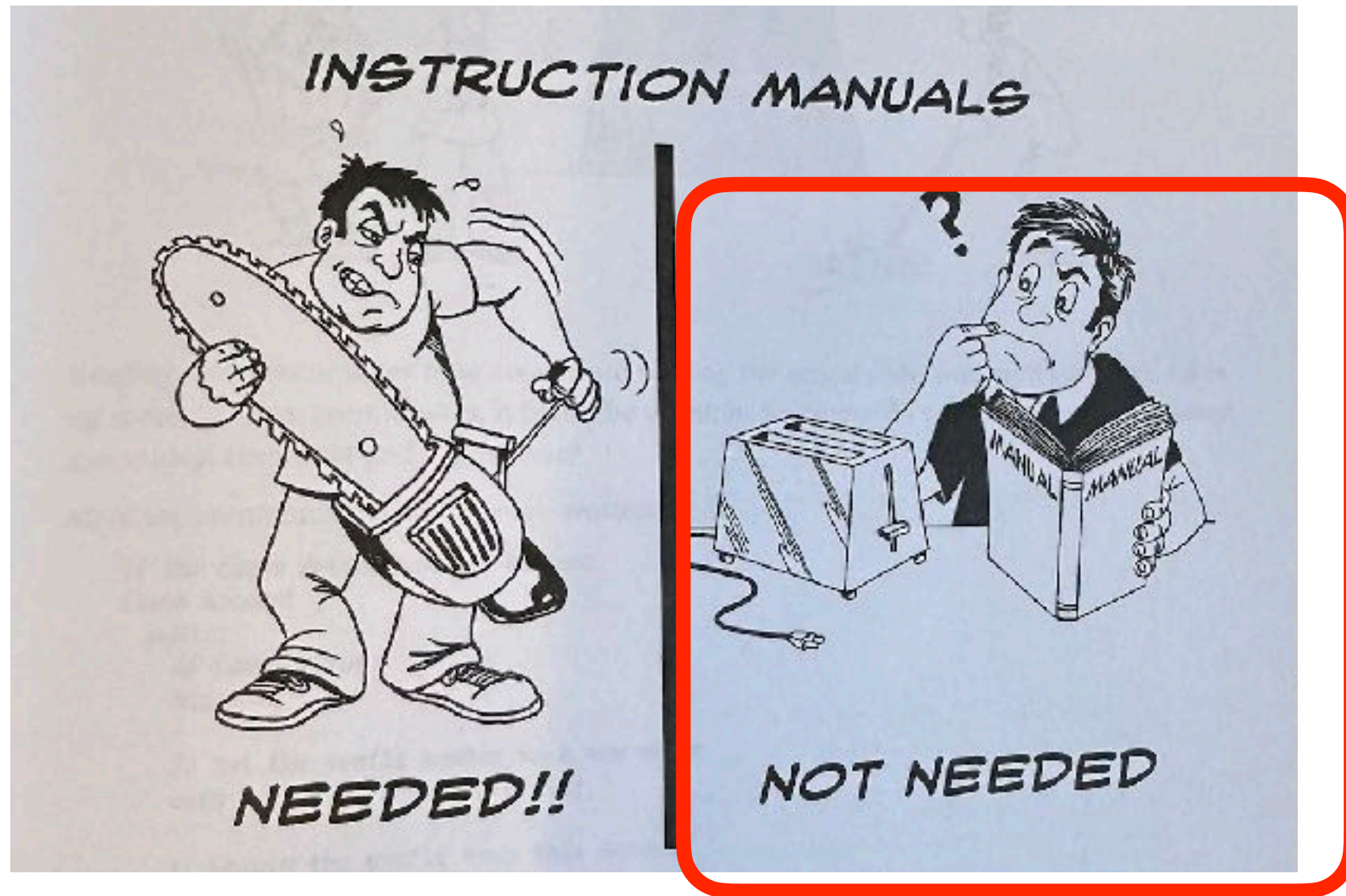
# Use Camel Case

thisIsCamelCase  
useItWhenWritingJava

this\_is\_snake\_case  
use\_it\_when\_writing\_python



# To Comment or Not To Comment?





# To Comment or Not To Comment?

```
int ar = rollDice(); // Adventurer's roll  
int cr = rollDice(); // Creature's roll
```

```
// other lines of code
```

```
// if (ar > cr) {  
// ...
```

```
int adventurersRoll = rollDice();  
int creaturesRoll = rollDice();
```

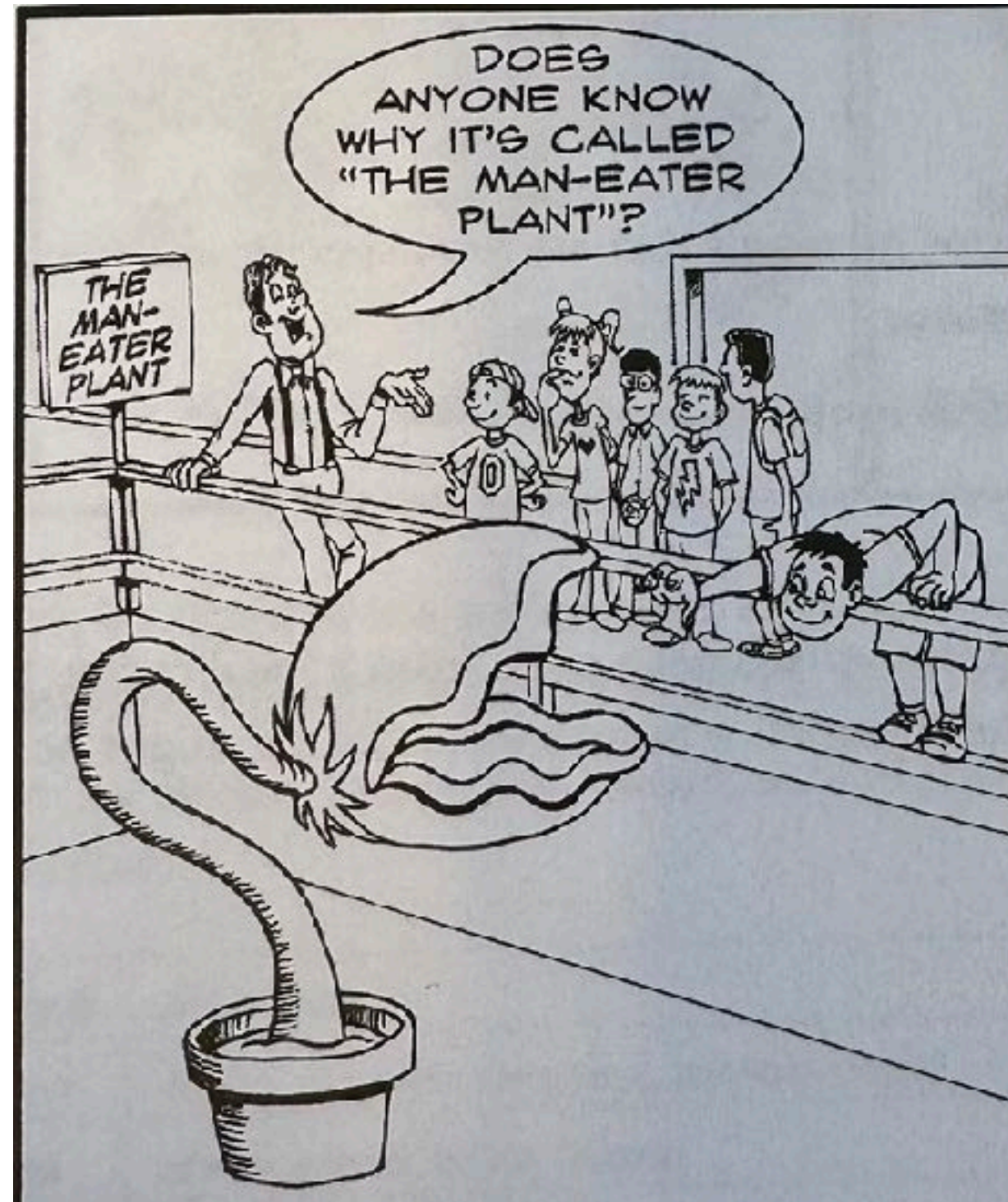
# To Comment or Not To Comment?

```
if (currentCharacter.getHealth() > 0) {  
    // Do stuff
```

```
// check if the character is still alive  
if (currentCharacter.getHealth() > 0) {  
    // Do stuff
```

```
if (currentCharacter.isAlive()) {  
    // Do stuff
```

# Packing Information Into Names



# “The 3 Laws of Writing Readable Code”

<https://www.youtube.com/watch?v=-AzSRHiV9Cc>

- Reducing nesting in code — reducing cognitive load
  - Extracting code into helper methods
- DRY
- Naming!

```
type P struct {  
    N string  
    P float64  
}  
  
func main() {  
    ps := []P{  
        {"Apple", 0.50},  
        {"Banana", 0.25},  
        {"Orange", 0.75},  
        {"Pear", 0.30},  
    }  
  
    t := 0.08  
    var tc float64 = 0  
  
    for _, p := range ps {  
        tc += p.P + (p.P * t)  
    }  
  
    ac := tc / float64(len(ps))  
}
```



# Grading Policy On Names

- 1% off for **each** bad name
- Maximum of 10% off
- Who decides what's a bad name?
- 1% off for **each** magic number
- Or magic string