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**CLEAN CODE (CHAPTER 1)**

**There Will Be Code.** There will be always code as what the title says, even though were evolving our technology, our languages, the code will always be involved. The code is the bridge between human and computer. These is where machines will understand us so that they can translate vaguely specified needs into perfectly executing programs that precisely meet those needs.

**Bad Code.** There is always a poor code quality, because of that it has a negative consequence. There are many reasons why there is a bad code and it is due to the pressures, deadline, and to rush through things because you want it to be done early.

In this chapter it serves as a reminder for developers to resist the temptation to rush through coding tasks and to prioritize clean and maintainable code for long-term project success.

**The Total Cost of Owning a Mess.** By owning a mess, it means that there will be always a degradation of productivity, where it slows down development significantly over time and eventually the team may demand a redesign of the project due to the unmanageable mess in the codebase. Also attitude and Professionalism, programmers must resist pressure to prioritize speed over code quality. They should advocate for clean code and defend the importance of maintaining code cleanliness to managers and stakeholders.

By being disciplined as a programmer writing clean code requires disciplined use of techniques and a sense of cleanliness. Programmers with "code-sense" can recognize options and variations for transforming messy code into clean code. professional responsibility of programmers to advocate for clean code and resist pressures to prioritize speed over quality.

**The School of Thought.** This is where you know that there is no absolutely right in the way of learning you just need to do continuous learning in different styles, different approach, different format the way the others you have learned, in this approach you can create enhance or create a new way of learnings and understanding.

**We Are Authors.** In this chapter I’ve learned that we are author and reader of our own codes, we make the system base on what makes it easy or hard to read, basically we dictate what we write if you want to make it easy make it more presentable and readable, if you want to make it hard make a poor-quality code.

**The Boy Scout Rule.** In this chapter I’ve learned the sayings “*Leave the campground cleaner than you found it*” so base on this quote we need to clean the mess even though that is not our mess.