JASMINE LISONDRA

Part Three: Reorganizing Your Code

Chapter 10: Extracting Unrelated Subproblems

It's like separating different tasks in your homework assignment so you can tackle them one at a time. You'll learn how to break down big problems into smaller, more manageable pieces, and then organize those pieces into separate functions. This way, your code becomes easier to understand and reuse.

Chapter 11: One Task at a Time

This chapter is like focusing on one step at a time when baking a cake. You'll learn the importance of breaking down complex tasks into smaller, more manageable ones, and then tackling them one by one. By approaching problems step by step, you'll make your code easier to understand and debug.

Chapter 12: Turning Thoughts Into Code

It's like translating your thoughts into a language everyone can understand. You'll learn how to describe your logic clearly in code, using your programming tools effectively. By understanding your programming libraries and applying logical thinking, you can turn even the most complex problems into elegant solutions.

Chapter 13: Writing Less Code

Sometimes less is more, even in coding. This chapter is like learning how to simplify your code by questioning your requirements, keeping your codebase small, and using existing libraries whenever possible. You'll see examples of how Unix tools can replace lengthy code, showing that sometimes the best code is the code you don't have to write.

Part Four Selected Topics

Chapter 14: Testing and Readability

- Imagine writing a test like writing a recipe – it should be clear and easy to follow. This chapter is about making your tests easy to understand and maintain. It talks about common mistakes in tests and how to improve them, like making error

messages readable, choosing good inputs, and naming test functions. You'll also learn about test-friendly development practices and when you might be going too far with testing.

Chapter 15: Designing and Implementing a "Minute/Hour Counter"

- It's like building a gadget that counts minutes and hours. This chapter presents a problem and walks through different attempts to solve it. You'll see how the design evolves from a naive solution to more sophisticated ones, like a conveyor belt design and a time-bucketed design. Each attempt is compared, highlighting the pros and cons of each approach.