

A grayscale photograph of a person with dark hair wearing large headphones, looking intently at a laptop screen. Their hands are clasped together near their chin. The background is blurred, showing what appears to be a modern office or studio environment. A white rectangular border is superimposed over the image, framing the text.

# COMMENTS

Java clean code

# Outline

## **Lesson 1.**

Clean code

## **Lesson 2.**

Names

## **Lesson 3.**

Methods

## **Lesson 4.**

Classes

## **Lesson 5.**

Comments

*Any fool can write code that  
a computer can understand.  
Good programmers write code that  
humans can understand.*

**Martin Fowler**



# To comment or not to comment?

## Two types of programmers

- No comments
- Comment everything
- Find the balance



# DRY principle

- Do not repeat yourself
- Do not copy and paste
- Multiple code similarity
- Do not write the same code repeatedly.





# DRY bad example

```
/**DamagedState is a damaged state.  
*/  
public class DamagedState implements RailgunState  
{  
    /**  
     * railgun object of type Railgun.  
     */  
    Railgun railgun ;  
    /**  
     * MAX_AMMO max ammonitions.  
     */  
    static int MAX_AMMO = 11;
```



# DRY bad example

```
/**result what the result is.
```

```
*/
```

```
int result = 6;
```

```
/**
```

```
* state object of type Railgun.
```

```
*/
```

```
RailgunState state ;
```

```
/**DamagedState default constructor.
```

```
*/
```

```
DamagedState()
```

```
{
```

```
}
```



# DRY bad example

```
/**getPosition().  
 * @return the posssition of the point  
 */  
public Point getPosition()  
{  
    return railgun.getPosition();  
}  
/**setState sets the state of the railgun state.  
 * @param state  
 */  
void setPosition(Point point)  
{  
    this.point = point;  
}
```





# DRY good example

```
// number of digits calculation  
while (originalNumber != 0) {  
    originalNumber /= 10;  
    ++digits;  
}
```



# DRY good example

```
// result contains sum of nth power of  
its digits  
while (originalNumber != 0) {  
    int remainder =  
originalNumber % 10;  
    result += Math.pow(remainder,  
digits);  
    originalNumber /= 10;  
}
```



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<one line to give the program's name and a brief idea of what it does.>  
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```
27
28- /**
29  * <p>This class represents one share in a company. The class is an implementation
30  * of the singleton pattern. This means that there is one unique Share instance
31  * stored in a map per named key. The key to the map is the unique three letter
32  * designation of the company e.g. BBC</p>
33  *
34  * <p>This program is part of AJP-P3-2012-2013-SOLUTION.</p>
35  *
36  * <p>AJP-P3-2012-2013-SOLUTION is free software: you can redistribute it and/or
37  * modify it under the terms of the GNU General Public License as published by
38  * the Free Software Foundation, either version 3 of the License, or (at your
39  * option) any later version.</p>
40  *
41  * <p>This program is distributed in the hope that it will be useful, but
42  * WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or
43  * FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License for more
44  * details.</p>
45  *
46  * <p>You should have received a copy of the GNU General Public License along
47  * with this program. If not, see http://www.gnu.org/licenses/.</p>
48  *
49  * <p>Copyright Kiril Anastasov L1087591@tees.ac.uk 17-Oct-2012 </p>
50  */
51
```





# Good comments



Ownership and licenses



//TODO



Complex algorithms



# Intent or Apology

```
//intent Driver is working  
if(driver.status == 1) {
```

```
}
```

```
If(driver.status ==  
status.Working) {  
  
}
```

```
// sorry I did not feel like  
refactoring this code
```

# Bad comments



Documented code



Describing behavior



Justifying you programming



# Documented code

UserDto.java

```
1 package com.kirilanastsov.reservationservices.dto.model.user;
2
3 import com.fasterxml.jackson.annotation.JsonIgnoreProperties;
4
5
6
7
8
9
10
11
12
13 @Getter
14 @Setter
15 @Accessors(chain = true)
16 @NoArgsConstructor
17 @ToString
18 @JsonInclude(value = JsonInclude.Include.NON_NULL)
19 @JsonIgnoreProperties(ignoreUnknown = true)
20 public class UserDto {
21     private String email;
22     private String password;
23     private String firstName;
24     private String lastName;
25     private String mobileNumber;
26     private boolean isAdmin;
27     private Set<RoleDto> roles;
28
29     // public String getFullName() {
30     //     if(firstName != null)
31     //         return firstName + lastName;
32     // }
33
34 public String getFullName() {
35     return firstName != null ? firstName.concat(" ").concat(lastName) : "";
36 }
37 }
38
```



# Describe behavior

```
// If this happens, somebody's been screwing around with the database definitions and  
// has removed the restriction that a given alarm may have only one entry in the  
// notifications table. Bad maintenance programmer! Bad! No biscuit!
```

```
// If an alert is active on our side but inactive on theirs, that might mean  
// they closed the alert. (Or that we just haven't told them about it yet.) The  
// logic comes later; for now, we'll just compile it in a list.
```

```
// If we know for a fact that an alarm isn't getting through, we're going to whine pretty  
// aggressively about it until it gets fixed.
```



# Bad comments

```
30
31 // the main entry method for the program, which
32 // the java command line program will execute.
33 public static void main(String[] args) {
34     // prompt the user for their name using System.out, which
35     // is a PrintStream class. The PrintStream class has a
36     // method called println, which will output the text
37     // passed to the console (so that the user can see it)
38     // and then print a newline.
39     System.out.println("Welcome to my program! What is your name? ");
40
41     // this makes a new scanner, which can read from
42     // STDIN, located at System.in. The scanner lets us look
43     // for tokens, aka stuff the user has entered.
44     Scanner sc = new Scanner(System.in);
45
46     // this will create a new string variable called "name"
47     // and set the value to whatever the user types next
48     String name = sc.nextLine();
49
50     // finally we use println again, and string
51     // concatenation, with the + operator, to
52     // output or (sic) message!!
53     System.out.println("Hello " + name + " ! ");
54 }
55
```





# Bad comments

```
30  
31 while(isActive)  
32 {  
33     if(isActive)  
34     {  
35     }  
36     else // !isActive  
37     {  
38     }  
39 } // end while( isActive )  
40
```



# Checkstyle and PMD

## Stay consistent

- Default Constructors
- Clear variables: firstName, lastName, color
- Comments are for documentaion







# Structure

- Self-explanatory code
- Comments are deceiving.
- Code evolves comments do not

# Formatting



Consistency for the team



File sizes should be small



Same indentation style



A black and white photograph of three students in a classroom. Two young men and one young woman are gathered around a small table. One man is sitting on a stool, leaning over the table, while the other man stands behind him. The woman stands to the right, looking at a laptop on the table. They appear to be engaged in a collaborative learning activity.

# Comments Lesson Summary

- Comments should be rare
- Comments should not be mandatory
- Consistent Formatting

# Course Progress

Lesson 1

Clean code

Lesson 2

Names

Lesson 3

Methods

Lesson 4

Classes

Lesson 5

Comments



A sepia-toned photograph of a person clapping their hands. In the foreground, a wooden desk holds an open notebook with a smartphone resting on it. A laptop is partially visible in the background. A dark grey rectangular box with a thin white border is overlaid on the left side of the image, containing the text 'THANK YOU!' in a white serif font.

THANK YOU!