Software Engineering Coding Practises



Why it matters?

- Improve your craft as engineers
- Reduce software error
- Code always evolves

Why it is hard?

- Individual silos
- Code is frozen
- Hard to refactor code
- No pride in code

Write Code
for
Humans
not
Machines

SOFTWARE IS NEVER DONE

- Bugs are discovered
- Customers want new features
- Market demands new functionality
- Actively refactor code

Code for Change

Things You Should hate

- Dead code
- Unused variables
- Long parameter lists
- Long functions
- Inconsistency

Deep Dive

- Naming
- Code Comments
- Beautiful Code

Examples in book chapters

Naming

```
// BAD
int i1, i2, i3, i4, 11, 12, 13, 14;
long nActs, int c;
// GOOD
int input1, input2, input3, input4;
int output1, output2, output3, output4;
void doWork();
long nActivities, count;
void human(int id) {
    int alive = !planet.find(id).dead;
    eat (alive);
void eat(boolean living);
/* Make up you mind */
int numSucesss;
int errors;
int number exceptions;
class DeviceManager {
    int userLogin();
class LoginManager {
    int login();
               khivi.com
```

```
function length(area) {
    // square root
    a = 1
    b = area
    while (abs(a-b)>ErrorMargin)
       a = (a+b)/2
       b = x/a
    endwhile
    return a;
```

Avoid Code

```
Comment function length(area) {
                      function squareRoot(area) {
                          a = 1
                          b = area
                         while (abs(a-b)>ErrorMargin)
                            a = (a+b)/2
                            b = x/a
                         endwhile
                         return a
                      return squareRoot()
```

Avoid Code Comment

```
function saveUser(user) {
    // connect to db
    db = DB::open()
    // saving the use
    db.save(user)
    // close the database
    db.close()
```

Avoid Code Comment

```
starbucks.order(3); // large

enum CoffeeSize {
    LARGE=3,
    ....
}
starbucks.order(CoffeeSize.LARGE)
```

Beautiful Code - Example 1

```
NO
```

```
class Discounter :
    @classmethod
    def discount(self, u):
        if (not u.age > 12):
            return 50
        elif (u.age <= 18 and u.gender == 'F'):</pre>
            return 25
        if (u.age>= 65):
            if (u.preferred):
                return 45
            else:
                return 40
        else:
            if (u.preferred):
                return 5
            else:
                return 0
```

YES

```
class Discounter:

    @staticmethod
    def discount(user):
        def preferred(user):
            if (user.preferred):
                return 5
            return 0

    if (user.age <= 12):
            return 50
    if (user.age <= 18 and user.gender == 'F'):
            return 25
    if (user.age >= 65):
            return 40 + preferred(user)
            return 0 + preferred(user)
```

Beautiful Code - Example 2

```
class Sum1:
    @staticmethod
    def doit(1):
        averages = []
        idx = 0
        while idx < len(1) -1:
            e = (l[idx] + l[idx+1]) / 2.0
            idx += 1
            averages.append(e)
        return averages
class Sum2:
    @staticmethod
    def doit(1):
        averages = []
        for i in range(0,len(1) - 1,1):
             e = (l[i] + l[i+1]) / 2.0
             averages.append(e)
        return averages
class Sum3:
    @staticmethod
    def doit(1):
        averages = [(x + y) / 2.0 \text{ for } (x, y) \text{ in } zip(l[:-1], l[1:])]
        return averages
```

Testing

TESTING FRAMEWORK

- a common test framework
- test framework can be run by all engineers
- easy to add tests
- on test failure the framework makes it easy to debug
- options to run a particular test or a full suite
- the build test cycle for a developer must be quick
- the tests run on every commit
- on failure team members are notified

MORE TESTING ...

- build more complicated tests on unit tests
- reported bugs recreate in test
- verify code with test
- apply good code practices when writing tests
- over time build more tests on existing test suite