

Time vs Quality, as more time progresses, the better a piece of code can be, if cut short on time, the code will be subpar. This is one dilemma when developers write code, is it effective for the task and can this be done in a timely manner. Each line of code is vital to the architecture of the system and the developers must choose what is appropriate and what code is bad code.

Loops, each time you are needing to look a piece of code, what kind of output are you expecting. The loop of choice is dependent on the code it is executing. The for loop is applicable in most cases, however developers need to see different results from different loops. As such in the grand scheme of the code, what is the most effective way of executing this task in loops.

Good structure/ architecture, you know your code. What about others trying to understand your code. Naming functions and variables appropriately and clearly helps both yourself and others when developing the code for your projects. Random functions are not helpful to the developer of the code.