What NOT to Comment

The passage stresses how vital it is to have useful comments in code. It says comments shouldn't just repeat what's obvious from the code itself. Instead, they should explain tricky parts or clear up confusion. The main point is to steer clear of comments that are just repeating what's already clear in the code. It suggests that it's better to focus on writing code that's easy to understand and naming things well than relying too much on comments.

Recording Your Thoughts

The passage talks about how important it is to write helpful comments when writing code. It says you should comment on important things, like when something unexpected happens or if there are limits to what the code can do. It also suggests using labels like TODO or FIXME to point out problems or things that need to be fixed later. It's a good idea to comment on constants too, to explain what they're for. Basically, the passage stresses the importance of writing clear comments to make code easier to understand, maintain, and work on together.

Put Yourself in the Reader's Shoes

The passage talks about how important it is to think about how other people will understand and use your code. It suggests explaining anything that might confuse them, like unusual code or things that might go wrong. Also, it says it's important to give big-picture explanations of the code, like how it's organized and how different parts work together. Basically, good commenting helps people understand the code better by explaining its logic, possible problems, and overall setup.

Final Thoughts—Getting Over Writer's Block

The passage talks about how many programmers don't like to write comments because they think it takes too much effort to make them good. It says you can overcome this by just starting to write whatever you're thinking, even if it's not perfect. Then you can review and improve the comments step by step. This helps make your code notes better over time and avoids having to write a ton of comments all at once, which can feel overwhelming.