“Generally, JavaScript codes are obfuscated and dense by software designers who are apprehensive about guarding against intellectual property or even sustaining data bandwidth.”

Hi Albert,

Having done a lot of Perl programming at the workplace, I’ve seen a lot of obfuscated code. I think though, that most of it was written without that intent, at least where I work. Purposefully obfuscating one’s code for the purpose of trying to keep it proprietary is an interesting concept, and one I haven’t heard about until you brought it up. However, if one studied the code, can they merely just reverse-engineer it, obfuscate it in another way, and claim it as their own?

Regards,

Emanuel

Hi Rony,

Thanks for your comments. I think that the pictures you provided aid in the description of these concepts. I’m finding myself applying the same habits from “regular” programming to web programming. Start with the bare minimum and simplest unit first, and make sure that it compiles and does what it was intended to do. Then proceed by adding another unit or functionality, and recompile. I find this preferable to debugging large units of code. Since I’m still kind of getting the hang of web programming, I’m applying a similar style, and using the W3C validator in place of the compiler. I think as I get better at this, I can probably write out bigger portions of code confident that there are no bugs before submitting to the validator.

Regards,

Emanuel