



# PRACTICAL WAYS TO WRITE BETTER JAVASCRIPT CODE

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01

CODE PRINCIPLES

# DRY PRINCIPLE

# DON'T REPEAT YOURSELF

Duplication of code can make code very difficult to maintain. Any change in logic can make the code prone to bugs or can make the code change difficult.

# CURLY'S LAW

# CURLY'S LAW – DO ONE THING

A entity (class, function, variable) should mean one thing, and one thing only.

# KISS PRINCIPLE



# KEEP IT SIMPLE, STUPID

Most systems work best if they are kept simple rather than made complicated; therefore, simplicity should be a key goal in design, and unnecessary complexity should be avoided.

# YAGNI PRINCIPLE

# YOU AREN'T GOING TO NEED IT

Always implement things when you actually need them, never when you just foresee that you need them. It saves time and avoid unnecessary code blocks.

# BOY-SCOUT RULE

# BOY-SCOUT RULE

Any time someone sees some code that isn't as clear as it should be, they should take the opportunity to fix it right there and then - or at least within a few minutes.

„Always leave the code behind in a better state than you found it“





02

TYPICAL INTERVIEW QUESTIONS  
AND NICE THINGS TO KNOW



01

What's the difference  
between undefined and  
null?



02

What does the `&&`  
operator do?



03

What does the `||`  
operator do?

04

What does the `!!`  
operator do?



05

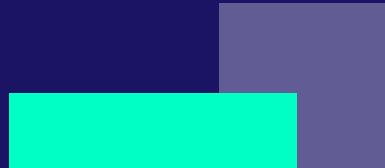
What are the falsy  
values in JavaScript?





06

# What are Template Literals?





07

# What is Object Destructing?





08

What is the arguments  
object?



09

What is the ternary  
operator?

10

What does the following  
code evaluate to?

```
typeof typeof 0
```





03

CODE THIS, NOT THAT



**EXAMPLE 01**

**LOGIC EXAMPLE**





## EXAMPLE 02

# VARIABLE MANIPULATION





04

ROUND UP KAHOOT



<https://github.com/lukasganster/betterJS/>



# THANK YOU !

Resources and examples from dev.to, WebDevSimplified and the book „Cracking the coding interview“