**97 THINGS EVERY PROGRAMMER SHOULD KNOW- CHAPTER 14: CODE REVIEWS**

**WHAT ARE THREE THINGS I LEARNED TODAY**

1. **Before**- I don’t practice code review with my capstone team during the development of our system.
2. **After**- Code reviews are very essential to create high quality code.
3. **Before**- I am afraid of code review before because I don’t have any confident with my code. I am very pessimistic to every situation before regarding code reviews.
4. **After**- Code reviews are not necessarily formal, it should be fun and sharing of knowledge regarding coding best practices should be observed.
5. **Before**- Code review is another term for debugging but having fellow developer to debug your code.
6. **After**- Code review is to have your peers or colleagues share some idea on how to improve the quality of the given code.

**97 THINGS EVERY PROGRAMMER SHOULD KNOW- CHAPTER 15: CODING WITH REASON**

**WHAT ARE THREE THINGS I LEARNED TODAY**

1. **Before**- My functions are responsible for multiple tasks.
2. **After**- Functions are intended only for one single task.
3. **Before**- I am struggling to create meaningful naming convention
4. **After**- Naming variables should self-documenting to avoid confusions throughout the program.
5. **Before**- The scope of my variable is very broad and generalized.
6. **After**- Each variable should have the smallest possible scope for the reason that other developers can understand directly the code.