

DWA_01.3 Knowledge Check_DWA1

1. Why is it important to manage complexity in Software?

- Maintainability is crucial as the code evolves and becomes more developed since it is essential for other developers, besides oneself, to easily understand and read the code in the future
 - Reliability is of utmost importance in code as it should strive for minimal or no bugs, ensuring a dependable and error-free execution
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2. What are the factors that create complexity in Software?

- code structure/code style
 - Programming is complex
 - Evolving
 - Technical debt
 - scaling
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3. What are ways in which complexity can be managed in JavaScript?

- Code modularity - making sure the code is re-usable or can be used again anywhere in any other code therefore keep the code modular
- Code documentation and comments - by consistently including comments to provide clear explanations and additional context, thereby improving comprehension for developers working with the code. This will enhance understanding and readability of code bases.
- Code organization and naming conventions - It is crucial to organize and name your code in a clear and straightforward manner to enhance comprehension.

4. Are there implications of not managing complexity on a small scale?

yes

- If complexity is left unmanaged, the code becomes challenging to comprehend, making it difficult for other developers to debug or enhance the code.
 - There will be some technical debt
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5. List a couple of codified style guide rules, and explain them in detail.

- Always include comments for explanation of complex codebases
 - Always use 2 spaces for indentation
 - There should be no unused variable in the code
 - Keep else statements on the same line as their curly brackets
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6. To date, what bug has taken you the longest to fix - why did it take so long?

When I did my IWA18 I made a mistake of declaring a variable twice without me realizing or writing the variable with a different name, so there were errors or bugs. So

my drag and drop code did not work. I did not realize the bug until I checked my console and looked for errors
