# Clean code

This section intends to cover clean code learnings, that can be referred by all of us to write code that is clean to read and maintain. Under this heading, for each chapter, we intend to create a sub-page that will cover the summary of learning from that page.

Chapters:

Chapter 01 - Clean Code

Chapter 02 - Meaningful Names

Chapter 03 - Functions

Chapter 04 - Comments

Chapter 05 - Formatting

Chapter 06 - Objects and Data Structures Chapter 07 - Error Handling

Chapter 08 - Boundaries

Chapter 09 - Unit Tests

Chapter 10 - Classes

Chapter 11 - Systems

Chapter 12 - Emergence

Chapter 13 - Concurrency

Chapter 14 - Successive Refinement Chapter 15 - JUnit Internals

Chapter 16 - Refactoring

Chapter 17 - Smells and Heuristics