

# Main Section

## Creating the main section for the web-page

### Best Coding Practices for Hassle-free Programming

Just like with any other activity, the world of coding is also governed by informal rules. Most of these rules are formulated over decades. Programming languages often remain in usage for longer than their founders expect.

Programmers find innovative ways to recreate these languages for different purposes. Thus, some static do's and don'ts are always of use in the fluid zone called coding. Normally, a great code has three common features: maintainability, dependability, and usability. It should also be adaptable enough to be efficient even in changing environments. However, before coding even begins, a few prerequisites need to be fulfilled in order to provide a solid foundation on which readable code can be written.

#### PREREQUISITES

This is easily the most important step of all. In absence of these, a code may be inefficient even if it is completed. The prerequisites that need to be in place for an efficient code covers matters like design and architecture. An important question is how development is structured. What is the specific purpose of the software? The problem that the code is meant to solve must be clear to the developer. What is the design of the individual components? Such basic requirements have to be fulfilled when a good code is being written.

Once these are met, it becomes easier to follow some established good coding practices.

- **COMMENTING**

Commenting is one such practice that is often ignored by programmers, especially for codes that are written by multiple programmers. However, comments reduce the cost of knowledge transfer. Name of the module, purpose of the module, description of the module, original author, modifications and authors who modified code with a description on why it was modified were components of an early commenting practice.

- **GOOD NAMING CONVENTIONS**

Using good naming conventions is the next step to good coding. Often developers use Y1 or X1 as variables, and then do not replace them with meaningful names. To prevent this confusion and utter waste of time, descriptive names should be used.

- **DEPLOYMENT**

Once the code has been written, it has to be deployed. The installation files should be kept to a minimum and updated regularly. Unused code or anything that is not necessary should not be installed.

The best practices for coding are, most of all, designed to reduce risk whenever there are chances of it. For a beginner, a few of these will not be completely applicable. But as a hard-boiled programmer writing numerous codes, all these guidelines will come in handy. Since codes can run up to millions of lines at times, outdated advice like 'keep it simple' or 'less is more' is priceless and should always be remembered.

Header

Article

❖ Main section is divided into header and article section

## Header

**<header>**

**<h1>**

Best Coding Practices for Hassle-free Programming

**</h1>**

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## Article section

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**<!-- Bullet points -->**

**<ul>**

**<li>**

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