**97 things every programmer should know**

**▼ Title Of Book and Chapter**

# Chapter 12 Code Is Design

**▼ What are Three Things I learned today**

1. Before – I thought code is not design.

After – But then code is also design for other people to understand my code too. And front end is also a code and which is also a design.

2. Before – I used to think that coding is just all about problem solving and any other things.

After – But then I realized that when coding I should also think that I’m designing the code.

3. Before – When I code I only solve problems as long as its functionable.

After – But then I realized that I should not only focus its functionable but also how clean the code is.

**▼ Title Of Book and Chapter**

# Chapter 13 Code Layout Matters

**▼ What are Three Things I learned today**

1. Before – I used to think that if a code is working is it is correct

After – But then  If code that behaves the same looks the same, then my perceptual system will help me pick out the differences. That's why I also observe conventions about how to lay out the parts of a class within a compilation unit: constants, fields, public methods, private methods.

2. Before – I tend not to use the right name for my code.

After - I've all learned to take the time to find the right names so that our code expresses as clearly as possible what it does, rather than just listing the steps.

3. Before – I only write lines of instructions.

After -  I get that feeling from really good code, that everything in the text has a purpose and that it's there to help me understand the idea. Unfortunately, writing code doesn't have the same romantic image as writing poetry.