**97 things every programmer should know**

**▼ Title Of Book and Chapter**

# Chapter 14 Code Reviews

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

1. Before – I don’t do code reviews as long as it’s working and functional.

After – I now do code reviews because they increase code quality and reduce defect rate. But not necessarily for the reasons you might think.

2. Before – I don’t like code reviews because I think that as long as it is working it is okay.

After – I like my code being reviewed because it makes me grow. I once have a friend, he was my classmate he’s smart but he doesn’t like his code getting reviewed.

3. Before – I thought that reviewing code is just simply correcting mistakes in code.

After – Now I know the purpose of code reviews should be to share knowledge and establish common coding guidelines. Sharing my code with other programmers enables collective code ownership. Let a random team member walk through the code with the rest of the team. Instead of looking for errors I should review the code by trying to learn it and understand it.

**▼ Title Of Book and Chapter**

# Chapter 15 Coding with Reason

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

1. Before – Sometimes I think goto is a good decision when coding.

After – Now I Avoid using goto statements, as they make remote sections highly interdependent.

2. Before – I used to make modifiable global variables.

After – But then I realized that some sections can be dependent on them and it’s not a good idea to make modifiable global variables. Global variables must be static I think for now as an OJT.

3. Before – Before I was a first year student in IT I use variables in a lot of scope.

After – But then I realized that it is not good to use variables with a lot of scope and I should use variables in a smallest scope as possible.