

# **Clean Code**

Rawlabs Academy

-code editor

```
• •
class UpdateController {
 i = 5;
 nm = "John Doe";
 e = "john@gmail.com";
 yyyymmdstr = moment().format('YYYY/MM/DD');
 function search(i) {}
```



# What do you think about the code?

#### What is Clean Code

**Clean Code** is term for code that is 'readable', 'understood' and 'altered' by programmers



"Working code isn't necessary good code. Your code also need to be easy to read, understand, and modify

~ Brandon Gregory

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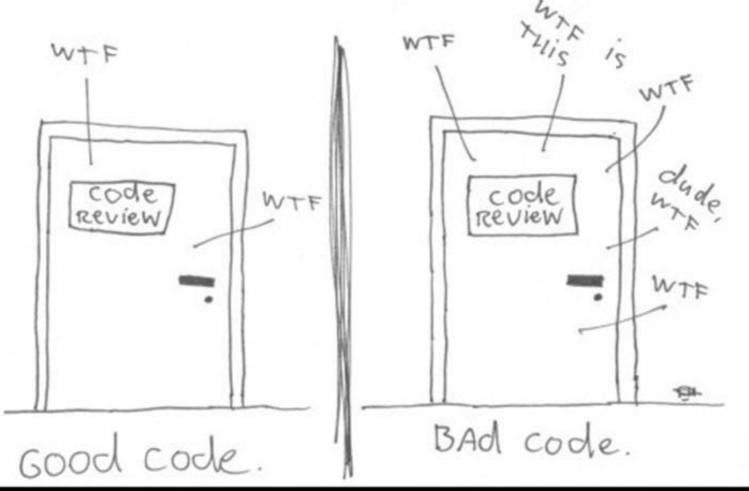


"Any fool can write code that a computer can understand. Good programmers write code that humans can understand.

~ Martin Flower

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# The ONLY VACID MEASUREMENT OF Code QUALITY: WTFs/minute



# Why Clean Code?



Work Collaboration



Feature Development



Faster Development

#### **Characteristic Clean Code?**

- 1. Easy to understand
- 2. Easy to spell and search
- 3. Be brief but describe the context
- 4. Be consistent
- 5. Avoid adding unnecessary context
- 6. Comments
- 7. Good Function
- 8. Use Conventions
- 9. Formatting

# **Example Style Guide?**



Airbnb Javascript Stryle Guide: Google Python Style Guide:



### **Suggestion Formatting?**

- 1. Line width code 80-120
- 2. One Class 300-500 lines
- 3. Lines of code that are related to each other
- 4. Keep the function close to its caller
- 5. Declaration of adjacent variables to their users
- 6. Pay attention to identation
- 7. Using **prettier** or **formatter**

# **Principle Clean Code**

**KISS** 

Keep It So Simple

Avoid creating functions created to perform A, while modifying B, checking C functions, etc.

# Tips for always KISS

- Functions or classes should be small
- Functions created to perform a single task only
- Don't use too many arguments on functions
- Care must be taken to achieve a balanced, small and minimal number of conditions

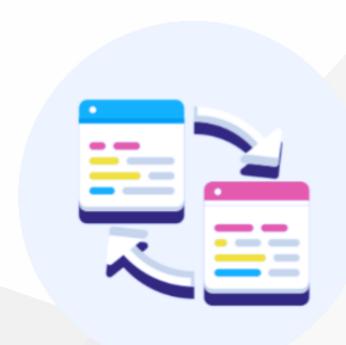
## **Principle Clean Code**

# DRY

Don't Repeat Yourself

Code duplication occurs because of frequent copy and paste. To avoid duplication of code create functions that can be used repeatedly

# Refactoring



**Refactoring** is the process of restructuring the code created, by changing the internal structure without changing the external behavior. The principle of KISS and DRY can be achieved by refactoring.

## **Technique Refactoring**

- Creating an abstraction
- Breaking down code with functions/classes
- Fix code naming and location
- Detection of duplicated code