**CLEAN CODE**

* Rules for functions:

1. They should be small
2. Function should do one thing
3. Appropriate names
4. Avoid passing more than 3 arguments
5. Avoid passing Boolean arguments
6. Functions shouldn’t be large enough to hold nested structures, hence indent level shouldn’t be more than 1 or 2

* Size of the code shouldn’t go beyond the screen, it’s rude to make readers scroll to right
* Prefer exceptions than error codes
* Don’t repeat yourself (don’t duplicate code)
* Comments:

1. Used to explain purpose of code, if the code can’t explain its own purpose
2. Don’t comment first, try everything else then comment as a last resort
3. Use comments for regular expressions
4. Avoid noisy comments
5. Use explanatory code not comments
6. Avoid using banner comments (Ex: //instance variable)
7. Avoid closing brace comments, instead shorten the functions
8. Avoid attributions and bylines (Ex: /\*Added by Tejaswini\*/)
9. Don’t check in commented out code

* Naming:

1. A name should reveal its intent
2. Variable name should be proportional to its scope (opposite for functions and classes)
3. Avoid number series (Ex: a1, a2 etc.)

* Stable productivity (Do not slow down as the project gets old)
* Inexpensive adaptability (cost of change should be proportional to the scope of the change)
* Continuous improvement (code should be getting better with time and not rot)
* Fearless competence (Don’t be afraid to touch your code)
* Always check the code in a little better than you checked out
* Extreme quality (100% of tests should be working)
* QA should find nothing
* Test driven development:

1. You’re not allowed to write any production code until you’ve written the test that fails
2. You’re not allowed to write anymore production code than is sufficient to pass the currently failing test

* Getting software working is the easy part, getting it right is the hard part; if it’s right the effort to build and maintain it is minimized.
* The key to build fast is to build well.
* Behavior is urgent and architecture is important