

Clean Code

5

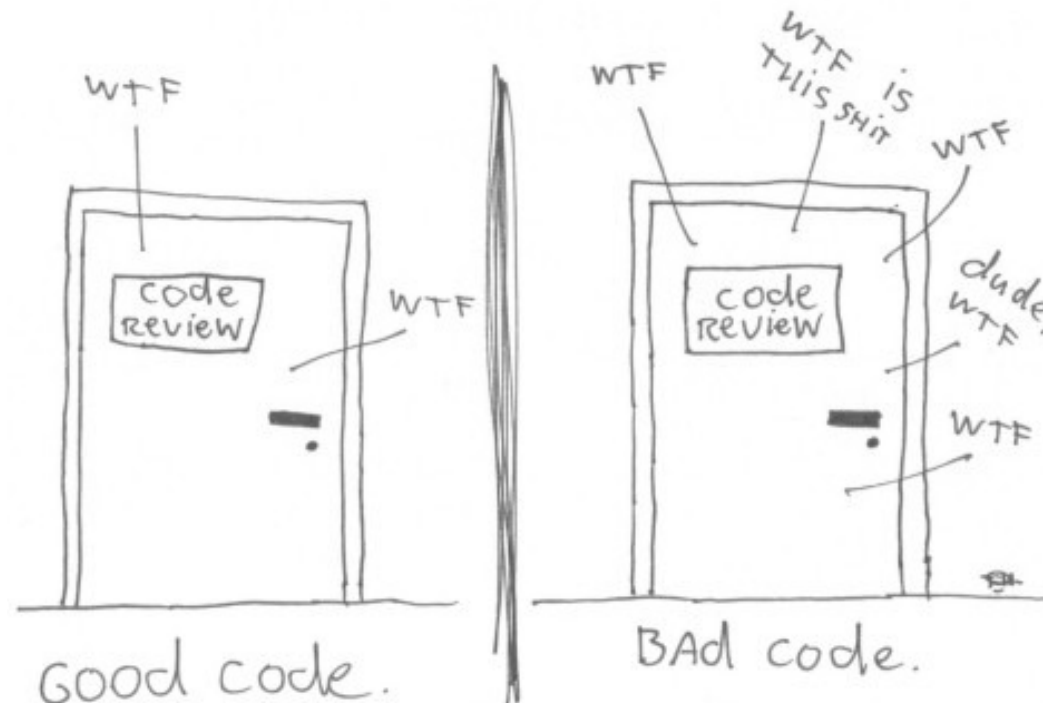
A Handbook of Agile Software Craftsmanship

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Note by waegaein@github.com

Clean Code

The ONLY valid measurement
of code quality: WTFs/minute



The Total Cost of Owning a Mess

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- Every change they make to the code breaks two or three other parts of the code.
- No change is trivial.
- Every addition or modification to the system requires that the tangles, twists, and knots be “**understood**” so that more tangles, twists, and knots can be added.

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- As productivity decreases, management does the only thing they can; they add more staff to the project in hopes of increasing productivity.
- But that **new staff is not versed** in the design of the system.

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- Furthermore, they, and everyone else on the team, are under horrific pressure to increase productivity.
- So **they all make more and more messes**, driving the productivity ever further toward zero.

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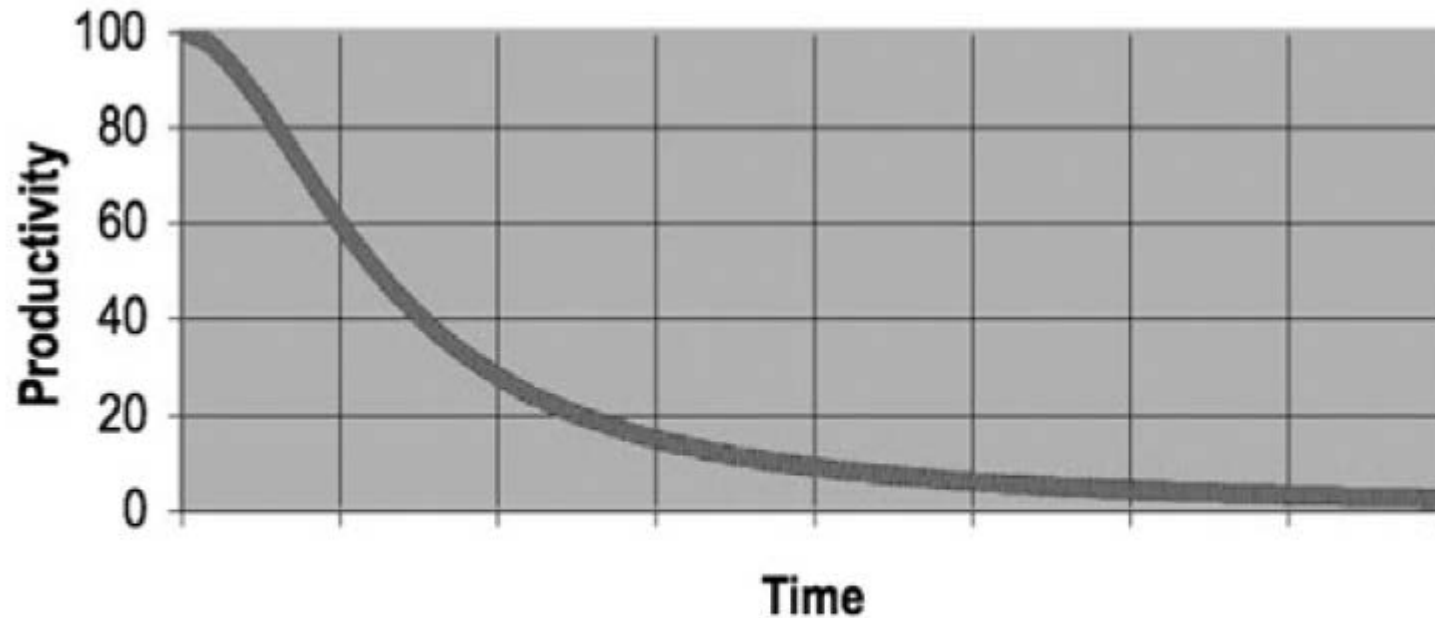


Figure 1-1

Productivity vs. time

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- These symptoms are all too common.

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- Why does this happen to code?

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- Why does good code rot so quickly into bad code?

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- We bemoan the schedules that were too tight to do things right.
- We blather about **stupid managers** and **intolerant customers** and useless marketing types and telephone sanitizers.

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- **We are unprofessional.**

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- It's your job to **defend the code** with equal passion.

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- A patient is complaining about doctor's washing hands taking too long.
- It would be unprofessional (never mind criminal) for the doctor to comply with the patient and give up washing hands.
- So too it is unprofessional for programmers to bend to the will of managers who don't understand the risks of making messes.

The Boy Scout Rule

Leave the campground cleaner than you found it.