



CODING BEST PRACTICES: VARIABLES, FUNCTIONS, COMMENTS

Wojciech Szlosek

“Clean code always looks like it was written by someone who cares.”
~ Robert C. Martin

VARIABLES

“Later equals never.”

~ Robert C. Martin

Common mistakes

```
// 1.  
int a = 0;  
String b = "abc";  
  
// 2.  
var XYZControllerForEfficientHandlingOfStrings = "";  
var XYZControllerForEfficientStorageOfStrings = "";  
  
// 3.  
var timeHHmmSS = "12:04:40";
```

Good practices

Simple, short and to the point!

```
int middleItemFromList;  
var ageInYears = 21;  
String dogName = "Reksio";
```

FUNCTIONS

The first rule of functions is that they should be small.

```
private static void foo(List <Integer> list) {  
    int sum = 0;  
    int amount = 0;  
    int countTwo = 0;  
  
    for (int i = 0; i < list.size(); i++) {  
        sum += list.get(i);  
    }  
  
    for (int i = 0; i < list.size(); i++) {  
        amount += 1;  
    }  
  
    for (int i = 0; i < list.size(); i++) {  
        if (list.get(i) == 2) {  
            countTwo += 1;  
        }  
    }  
}
```

Good practices in functions

One function = One task

Correct naming

The more arguments the worse.

```
private static void sumAmountAndCountN(List<Integer> list, int n) {  
    int sum = sum(list);  
    int amount = amount(list);  
    int countN = countN(list, n);  
}  
  
private static int sum(List<Integer> list) {  
    int sum = 0;  
    for (int i = 0; i < list.size(); i++) {  
        sum += list.get(i);  
    }  
    return sum;  
}  
  
private static int amount(List<Integer> list) {  
    int amount = 0;  
    for (int i = 0; i < list.size(); i++) {  
        amount += 1;  
    }  
    return amount;  
}  
  
private static int countN(List<Integer> list, int n) {  
    int result = 0;  
    for (int i = 0; i < list.size(); i++) {  
        if (list.get(i) == n) {  
            result += 1;  
        }  
    }  
    return result;  
}
```


COMMENTS

“Don’t comment bad code - rewrite it.”

~ Brian W. Kernighan and P. J. Plaugher

Great code documents itself, but...

```
// Copyright (C) 2022 by xyz, Inc. All rights reserved.  
// Released under the terms of the GNU General Public License.  
  
// Be careful! this code can damage your computer!  
  
// TODO: taskXYZ
```

K E E P

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S H O R T and

S I M P L E

Summary

BIBLIOGRAPHY

Clean Code

A Handbook of Agile Software Craftsmanship



"Clean Code. A Handbook of Agile Software Craftsmanship"





THANK YOU FOR
YOUR ATTENTION!