

# Clean Code Development Cheat Sheet

## Variables

- Variable names should be relevant to intended functionality.
- Use unambiguous, pronounceable and searchable names.

### Bad Practice

```
var dd = File.ReadAllLines("employee.txt");
```

### Good Practice

```
var employees = File.ReadAllLines("employee.txt");
```

## Functions

- Try to keep functions as small as possible.
- Function must do one thing.
- Function name should be relevant, pronounceable and searchable.
- Preferably fewer arguments.

## Code Design & Structure

- Break your code into functions and classes
- Make separate configuration files for app settings
- Use dependency injection
- Use inheritance and polymorphism

## Design Patterns

- Don't Repeat Yourself (DRY)
- Keep It Simple Stupid (KISS)
- Law of Demeter (LoD)
- You Aren't Gonna Need It (YAGNI)
- Single-Responsibility Principle
- Open-Closed Principle
- Interface Segregation Principle
- Dependency Inversion Principle