# My Comments for Better Python Programming



#### 1. Take advantage of Python itself. (a.k.a. *Pythonic*)

e.g. Swap using unpacking

```
temp = a

a = b VS. (a, b) = (b, a)

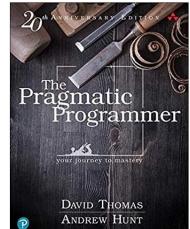
b = temp
```

- References
  - <u>Code Style</u>, The Hitchhiker's Guide to Python
  - Write More Pythonic Code, Real Python
  - PEP 8 Style Guide for Python Code, Python

## 2. Utilize the existing libraries (a.k.a. Don't reinvent the wheel) and master them if they are useful.

- Problem #1) Too many libraries
  - Search your keywords in Google, Github (with python), ...
  - Select related and popular libraries (if possible) and read their tutorials and documents. → Ask ChatGPT for help.
- Problem #2) A few documents and examples
  - Search your problem in Google (or read and analyze their source codes).

#### The Pragmatic Programmer





# My Comments for Better Programming

#### Please love your work.

- Your work is *your child* and *your part of your soul*.  $\rightarrow$  Please give a name to *your work*.
- Your work is your career portfolio. → Please manage your Github profile.

### More practice makes better programming.

- Programming is similar to problem solving rather than theoretical understanding.
- Programming is similar to swimming and riding a bicycle.

## Debugging is more important than programming.

- You may spend much more time on debugging, than on programming.
- For better debugging

#### Data visualization

- Please use (conditional) breakpoints rather than printing out data.
- **Data recording** (a.k.a. dataset)
  - You should be able to reproduce your problem.
- **Test codes** (a.k.a. test-driven development and unit-tests)
- Convenient development environments!
  - It includes not only software environments but also physical environments.

#### The Pragmatic Programmer

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- Please take advantage of advanced tools.
  - Advances in IDEs: Syntax highlighting → Auto-completion → Code suggestion
  - e.g. Git, CI/CD (automation), ChatGPT, Github Copilot (free for students)

#### Design Pattern?

- Please read (and analyze) good implementations (available on Github).
- My humble design principles
  - Decoupling (or divide-and-conquer)
    - e.g. Engine/GUI, data/algorithm, .../test (~ MVC (model-view-controller) pattern)
  - Avoid repetition.
  - Readability (conciseness and consistency) matters.
    - e.g. Naming conventions, comments, coding convention, avoiding a long function, ...
  - Faster is better.
- Miscellaneous
  - Pilot projects (as tracer bullets)
  - Refactoring (to avoid a broken window)

