

# Code craft 1: coding convention

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Individual Software Process  
Spring Semester 2014

Code, code, code



**UI**

**ARCHITECTURE**

**CODE**

# Software is built to change

- Change is inevitable.
- Change is usually made in code.
- Code is important.
- Code is extremely important.
- Code is KING.

# Good code

- Good code should be easy to:
  - Understand
  - Change

```
function a(b,c,d) {  
  var e=b; if(c>e)e=c;  
  if(e<d)d=e;return d;  
}
```

*Which one do you like?*

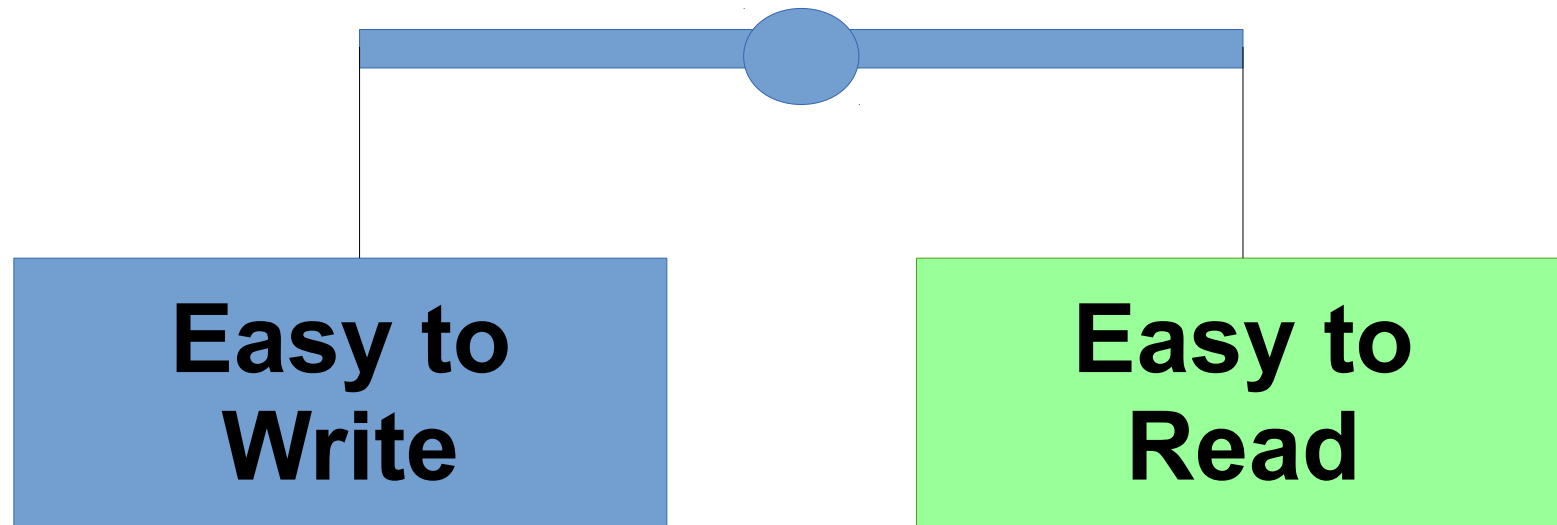
```
function findMax(b,c,d) {  
  var max = b;  
  if(c > max)  
    max = c;  
  if(d > max)  
    max = d;  
  return max;  
}
```

# Why?

- Why do we want to write good code?

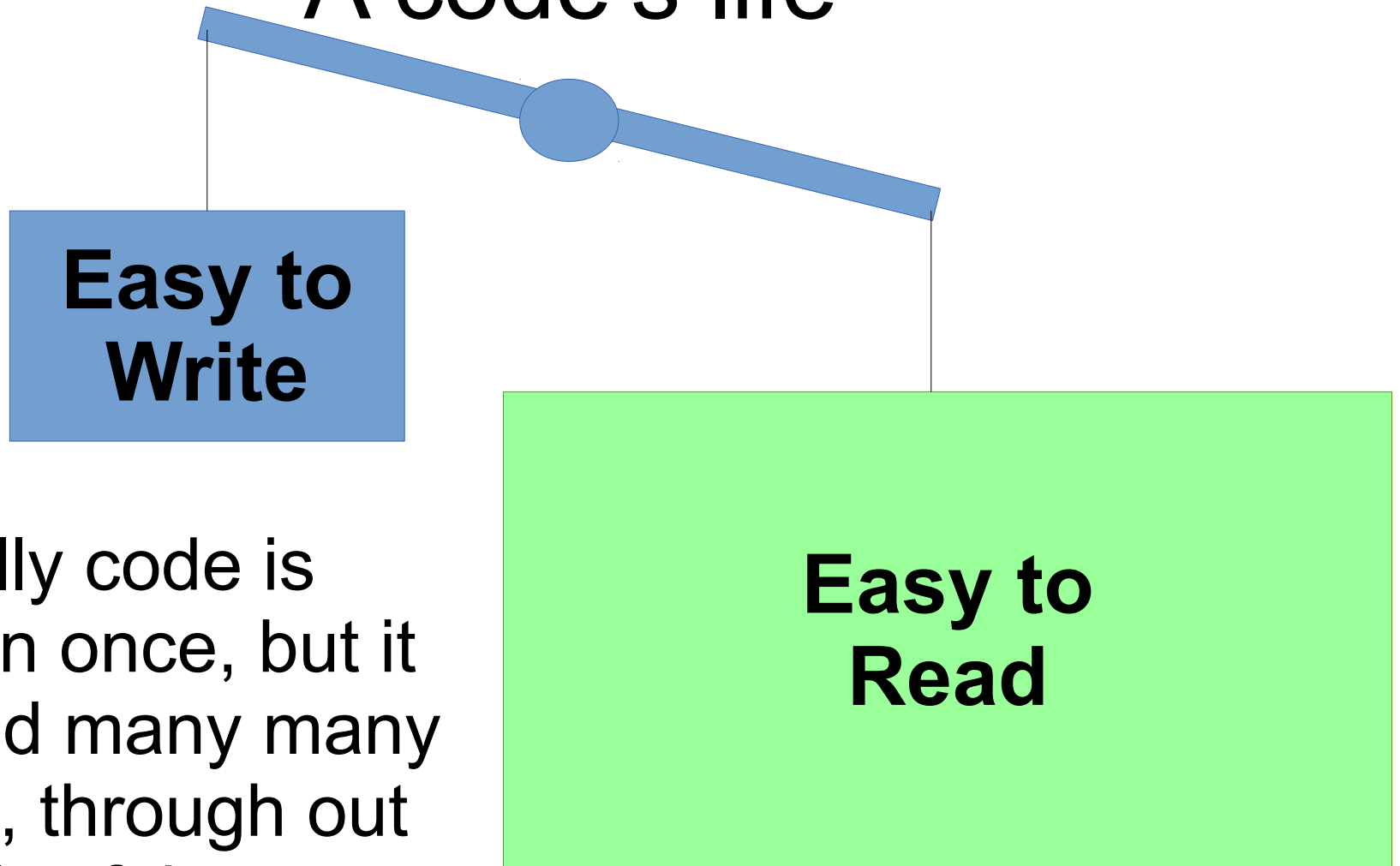


# A coder's dilemma



- How to balance effort between making the code:
  - Easy to write
  - Easy to read

# A code's life



- Usually code is written once, but it is read many many times, through out the life of the software

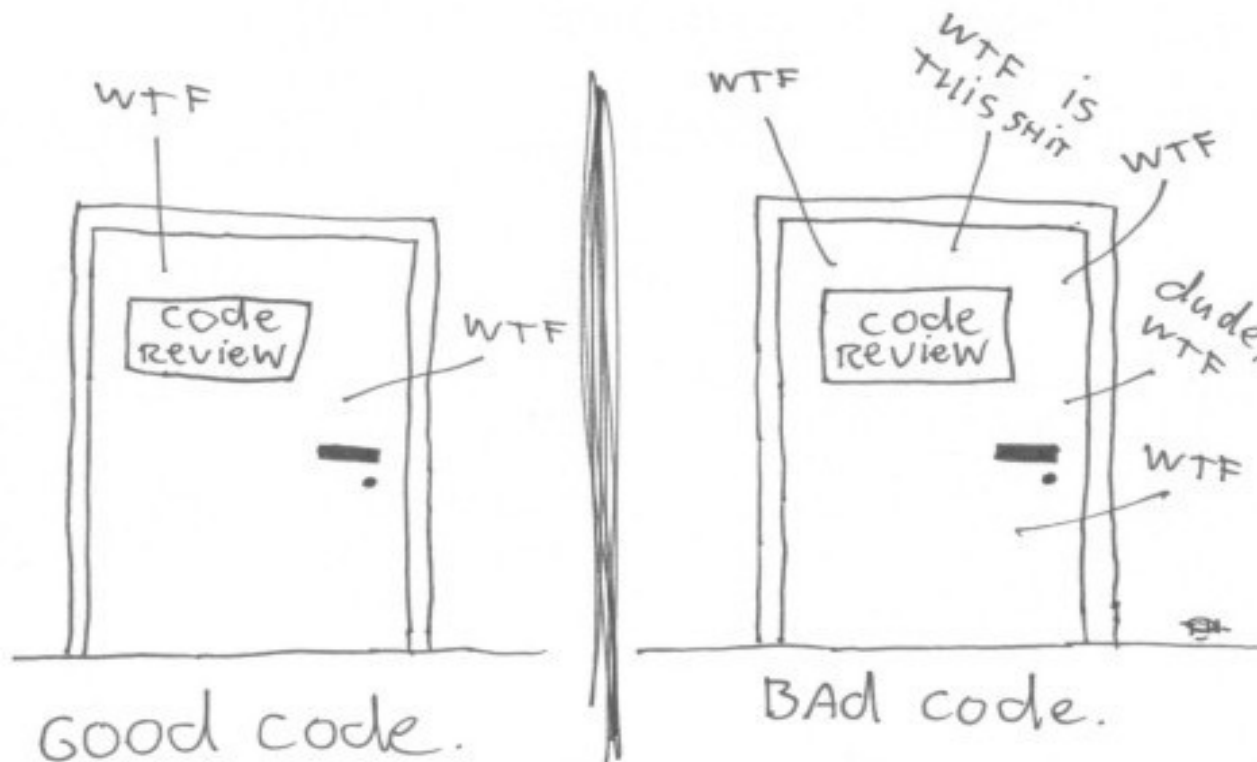
# Good code

- We want good code because it makes our life easier.
- We write good code for our selves (in the future).



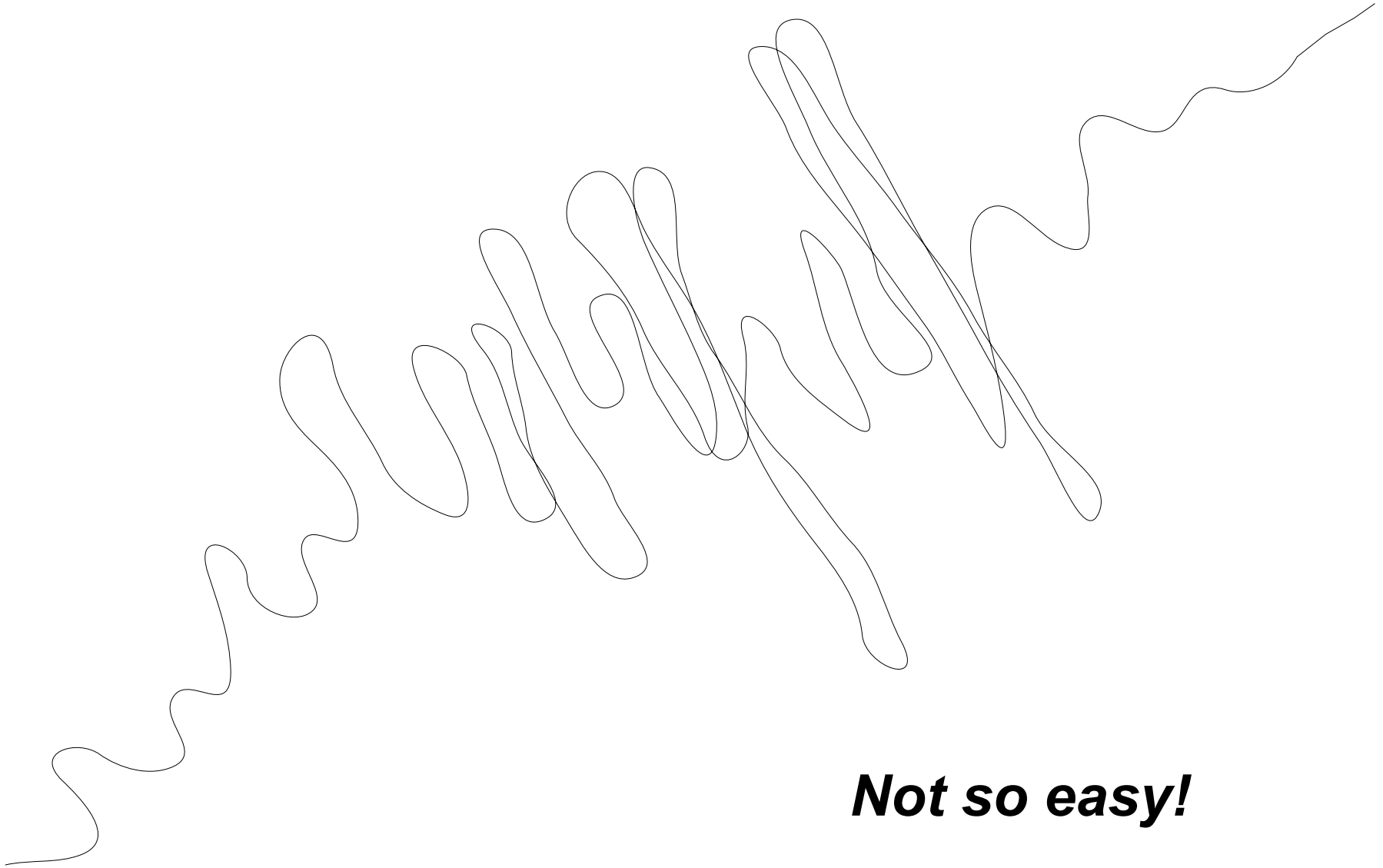
# WTF Metrics

The ONLY VALID MEASUREMENT  
OF CODE QUALITY: WTFs/MINUTE



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# A path to good code



***Not so easy!***

# Start from the easiest step

- We will learn how to write good code and how to fix bad code.
- We shall start from the easiest step.

# Coding convention

- There are rules people believe help improving your code readability and usually reduce bugs.
- You should follow them, unless you are very sure of what you are doing.

You should follow coding convention.

Yes, you really should

Last words

**Be Consistent**