Coding Best Practices

out of body experience

Coding is Easy…

- You can bust out a keyboard and blurt syntax
- You can get your application to run (kind of)
- It compiles

Coding is Hard…

- Growing complexity
- Several team members and styles
- (de)Evolves over time
- Changing requirements

Guiding Consciousness

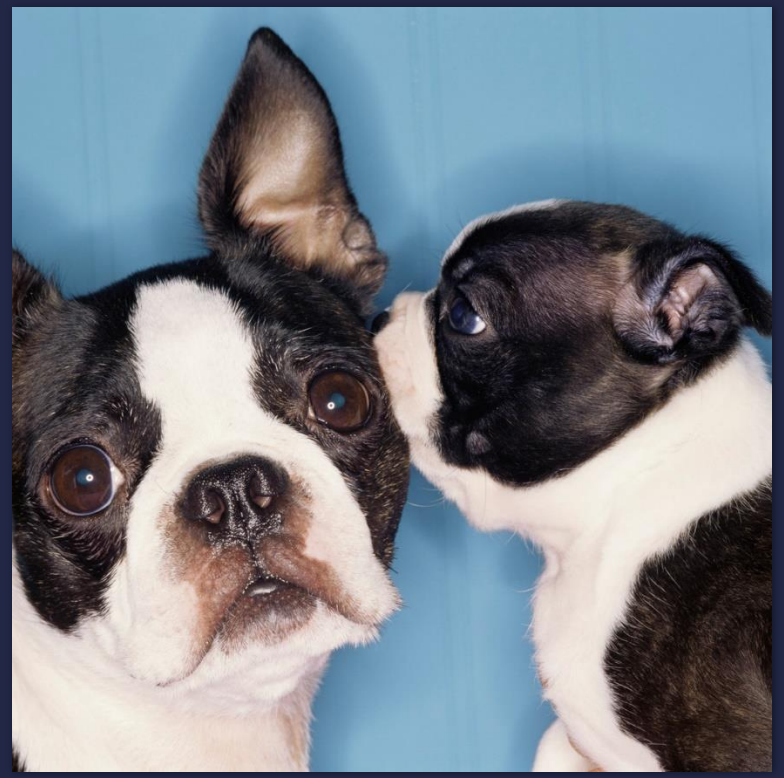
- Looking at our practice “from above” – go beyond syntax
- Apply principals and methods
- “Time Traveler”: Code for the “you” from the future.

Stand on the shoulders of giants

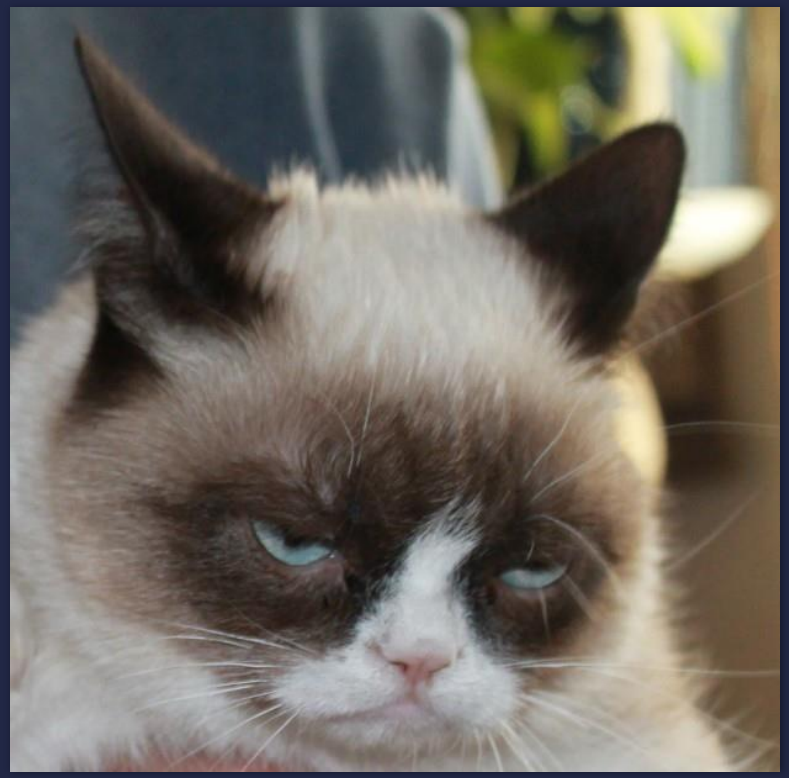
Adopt a value system

Shotguns Hurt

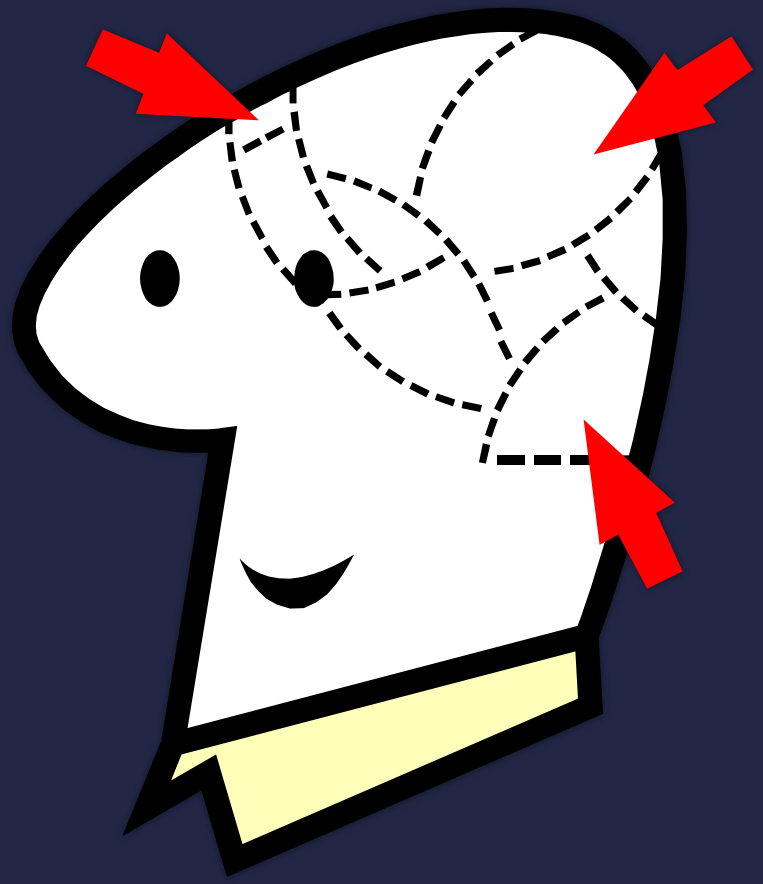
None of Your Business!



Leave It Alone!



Abstract Art



Decisions, decisions…

Interface

- Open implementation choice
- Late binding
- Hide details
- Must fully implement
- Class can implement many

Abstract Class

- Extend implementation choice
- Common partial implementation
- Single Inheritance

Summary

- DRY: Don’t Repeat Yourself
- SRP: Single Responsibility
- Open Close: Write it once
- Abstract: Well defined boundaries, open to interpretation

a href="…"

- http://blog.codinghorror.com/code-smells/ Jeff Attwood
- bit.ly/VOFioS The Clean Coder / Robert C. Martin ("Uncle Bob")