

# ThoughtWorks®

Clean Code ?  
Dirty Code ?

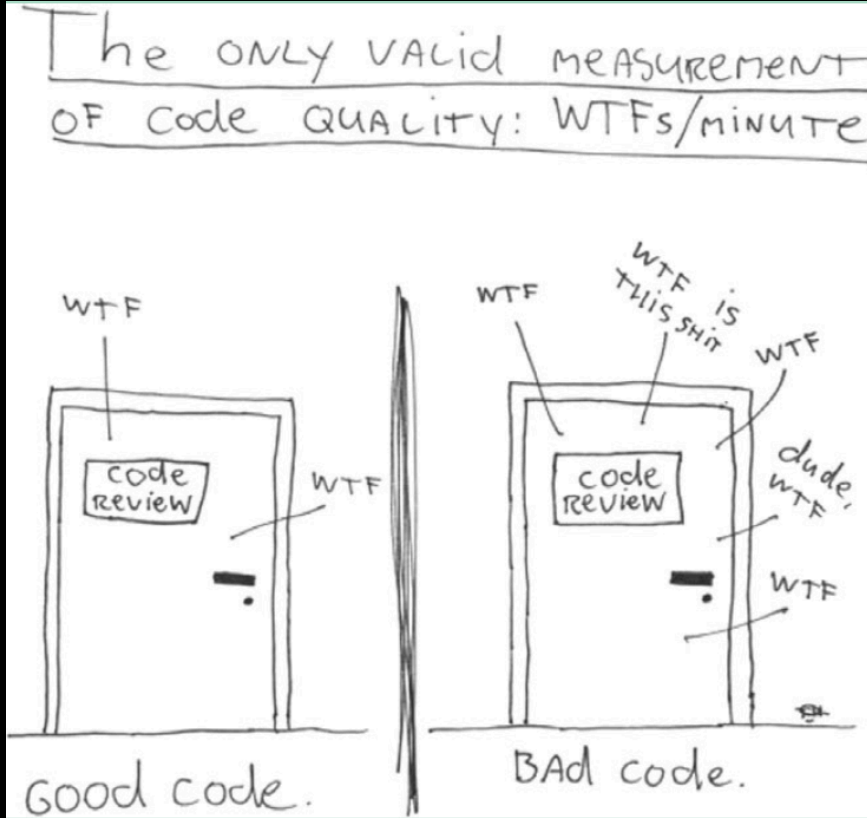


# What Is Clean Code?

---



# What Is Clean Code?



# You Are The Parents Of Your Code



# Variable Name

---

```
int i = getCountByName(s);  
.....  
.....  
process(i);
```



```
int countByName =  
getCountByName(myName);  
.....  
.....  
process(countByName);
```



# Parameter Name

---

price(int **i1**, int **i2**)



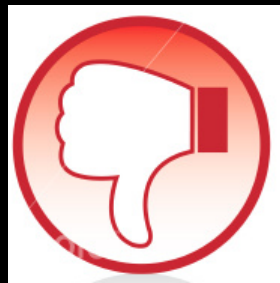
price(int **mile**, int **unitPrice**)



# Method Name

---

String **doYiHang**(String **hang**)



String **format**(String **line**)



# Class Name

---

```
class Calculation{  
    .....  
}
```



```
class TaxCalculator{  
    .....  
}
```





# Comment

---

```
//it will format each  
//line, parameter  
//hang means each line  
doYiHang(String hang)
```



```
format(String lineString)
```



# IF / Else

---

```
if(i=="黑眼圈"&& i=="精神  
萎靡"&& i=="戴眼镜"&& i=="单  
身"){  
    .....  
}
```



```
if(isITMan(i)){  
    .....  
}
```



# IF / Else

---

```
if(a=='A'){  
    process('A', new C());  
}  
else if (a=='B'){  
    process('B', new D());  
}
```

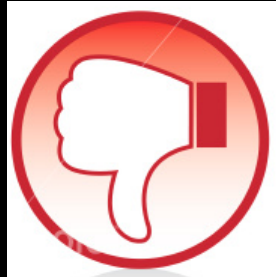


```
if(a=='A'){  
    o = new C();  
}  
else if (a=='B'){  
    o = new D();  
}  
process(a, o);
```



# IF / Else

```
if(a=='A'){  
    int xyz=123;  
    .....  
}  
else if (a=='B'){  
    String abc="abc";  
    .....  
}
```



```
if(a=='A'){  
    processTypeA();  
}  
else if (a=='B'){  
    processTypeB();  
}
```



# IF / Else

```
if(city=="XiAn"){  
    int price=10;  
    .....  
}  
if (city=="BeiJing"){  
    int price=20;  
    .....  
}
```



```
price = city.getPrice();  
.....  
class City{}  
class XA extends City{}  
class BJ extends City{}
```



# Small Method

---

```
print(){  
  //print player  
  .....  
  //print map  
  .....  
  //print building  
  .....  
}
```



```
print(){  
  printPlayer();  
  printMap();  
  printBuilding();  
}
```



# Small Method

---

```
start() {  
    System.out.print("Help")  
    System.out.print("----")  
    .....  
    initMap();  
}
```



```
start(){  
    printHelp();  
    initMap();  
}  
  
printHelp(){  
    System.out.print("Help");  
    .....  
}
```



# Small Method

```
printMap() {  
  for(i=0;i<row;i++){  
    for(j=0;j<col;j++){  
      if(i!=0 || j !=0){  
        head=true;  
      }  
      else{  
        new Node(i,j);  
        .....  
      }  
    }  
  }  
}
```



```
printMap() {  
  for(i=0;i<row;i++){  
    for(j=0;j<col;j++){  
      if(isHead(i,j)){  
        setHead();  
      }  
      else{  
        setNormal(i,j);  
      }  
    }  
  }  
}
```





# Small Method

```
printMap() {  
  for(i=0;i<row;i++){  
    for(j=0;j<col;j++){  
      if(isHead(i,j)){  
        setHead();  
      }  
      else{  
        setNormal(i,j);  
      }  
    }  
  }  
}
```



```
printMap() {  
  for(i=0;i<row;i++){  
    for(j=0;j<col;j++){  
      printNode(i,j);  
    }  
  }  
} printNode(int row,int col)
```



# Small Class

---

```
class Taxi{  
    getTaxiPrice();  
    getBookingPrice(time);  
    getFarePrice(time);  
}
```



```
class Taxi{  
    getTaxiPrice();  
}  
  
class City{  
    getBookingPrice(time);  
    getFarePrice(time);  
}
```



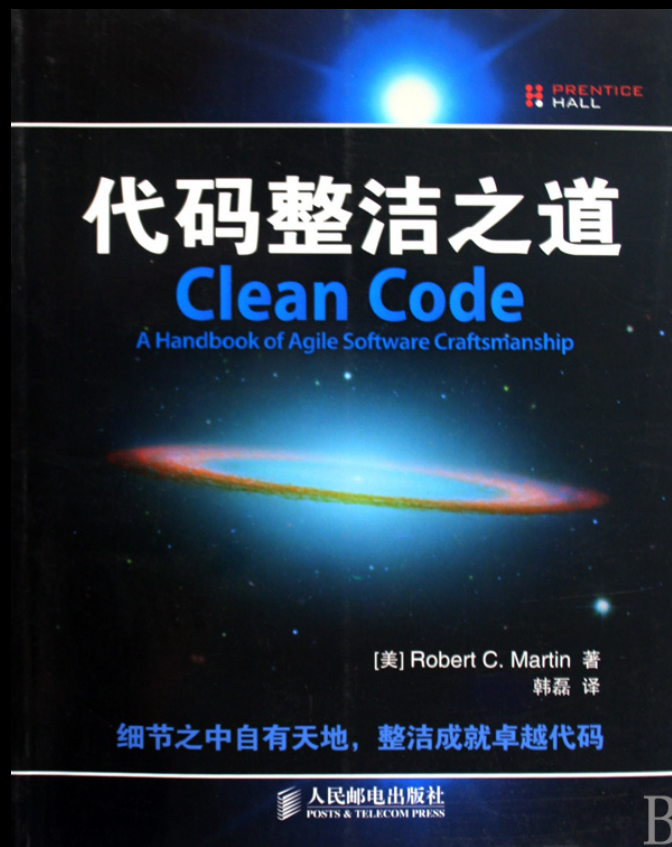
# What We Got...

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- \* Meaningful Name
- \* Less comments, more self-explained code
- \* If Else / Switch
- \* Small Method
- \* Small Class

# Clean Code

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Thank you very much

Contact me

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