Clean code in object development

Duration: 1 day
Audience: Professionnel TI

Who is this training for?

Anyone involved in object development.

Training objectives

- Expose all modern rules and guidelines for writing clean code.
- Clearly explain with concrete examples how these guidelines can be effectively integrated into your projects.
- Bring back simplicity, readability, and better structuring in your code so that it is more scalable and maintainable in the long run.

Summary

Learning to write clean code is not that easy. It takes more than knowledge of principles and patterns, it takes practice. There is no longer any excuse or justification for ignoring these mature rules and guidelines in object-oriented programming.

Course outline

- Fundamental rules applicable to the source code.
- Guidelines for names, members, classes, and interfaces.
- Guidelines for all types of comments and pitfalls to avoid.
- Guidelines for writing methods and constructors: indentation levels, DRY principle, multiple choice and number of argument handling.
- Optimal length of methods, classes, and packages or namespaces.
- Impact of static methods.
- Impact of getters and setters.
- Naming and formatting conventions.

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Approach and methodology

- Lectures
- Exercises
- Demonstrations

Prerequisites

Essential concepts in object development, Essential implementation patterns in object development, or equivalent experience in object-oriented programming.

Recommendations

Review: the basic concepts of OOP (classes, objects, inheritance, encapsulation)

Identify your issues: code that is difficult to maintain duplication of logic lack of readability

Bring (if possible): an example of code or project to improve

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