



## Core Principles

### Readability & Simplicity

**Principle:** Code should be easy to understand and modify.

- Use meaningful names for variables, functions, and classes.
- Keep functions small and focused on a single task.
- Avoid complex logic and nested conditional statements.

**Benefit:** Reduces cognitive load, speeds up debugging, and facilitates collaboration.

**Example:**

```
# Bad
def process_data(d, f):
    for i in range(len(d)):
        if f(d[i]) > 10:
            print(d[i])

# Good
def process_data(data, filter_func):
    for item in data:
        if filter_func(item) > 10:
            print(item)
```

### DRY (Don't Repeat Yourself)

**Principle:** Avoid duplicating code. Abstract common logic into reusable functions or modules.

**Benefit:** Reduces redundancy, simplifies maintenance, and minimizes the risk of inconsistencies.

**Example:**

```
# Bad
def calculate_area_rectangle(width, height):
    return width * height

def calculate_perimeter_rectangle(width, height):
    return 2 * (width + height)

# Good
def calculate_rectangle_properties(width, height):
    area = width * height
    perimeter = 2 * (width + height)
    return area, perimeter
```

### KISS (Keep It Simple, Stupid)

**Principle:** Favor simplicity over complexity. Choose the simplest solution that meets the requirements.

**Benefit:** Easier to understand, debug, and maintain. Reduces the likelihood of introducing bugs.

**Example:**

```
# Bad
def complex_calculation(x, y, z):
    # A very complicated formula
    result = (x**2 + y**2)**0.5 * z / (1 + x * y)
    return result

# Good
def simple_calculation(x, y):
    return x + y
```

## Functions

### Function Length

**Guideline:** Functions should be small and focused. Ideally, a function should not exceed 20-30 lines of code.

**Reasoning:** Shorter functions are easier to understand, test, and reuse. They promote modularity and reduce complexity.

**Technique:** Break down large functions into smaller, more manageable sub-functions.

**Example:**

```
# Bad
def process_order(order):
    # Many lines of code doing multiple
    things:
    # - Validate order
    # - Calculate total
    # - Apply discounts
    # - Update inventory
    # - Send confirmation email
    pass

# Good
def validate_order(order): pass
def calculate_total(order): pass
def apply_discounts(order): pass
def update_inventory(order): pass
def send_confirmation_email(order): pass

def process_order(order):
    if validate_order(order):
        total = calculate_total(order)
        discounted_total =
        apply_discounts(total)
        update_inventory(order)
        send_confirmation_email(order)
```

### Function Arguments

**Guideline:** Minimize the number of function arguments. Ideally, a function should have 0-3 arguments.

**Reasoning:** Functions with fewer arguments are easier to call and understand. They reduce the risk of errors and improve readability.

**Technique:** Use objects or data structures to group related arguments. Consider using a builder pattern for functions with many optional arguments.

**Example:**

```
# Bad
def create_user(name, age, address,
               phone, email):
    # ...
    pass

# Good
class User:
    def __init__(self, name, age,
                 address, phone, email):
        self.name = name
        self.age = age
        self.address = address
        self.phone = phone
        self.email = email

def create_user(user: User):
    # ...
    pass
```

### Function Naming

**Guideline:** Choose descriptive and meaningful names for functions. Function names should clearly indicate what the function does.

**Reasoning:** Good function names improve code readability and make it easier to understand the purpose of the function.

**Technique:** Use verbs to name functions (e.g., `calculate_total`, `validate_input`). Follow a consistent naming convention.

**Example:**

```
# Bad
def x(y): # What does x do with y?
    return y * 2

# Good
def double_value(value):
    return value * 2
```

## Comments and Documentation

### Purpose of Comments

**Guideline:** Comments should explain the *why* behind the code, not the *what*. Good code should be self-documenting.

**Reasoning:** Comments can provide valuable context and insights into the design decisions and intent of the code.

**Technique:** Use comments sparingly and only when necessary to clarify complex logic or provide additional information.

**Best Practice:** Avoid redundant comments that simply restate the code.

### Documentation

**Guideline:** Use documentation to describe the purpose, usage, and design of modules, classes, and functions.

**Reasoning:** Documentation helps other developers (and your future self) understand how to use and maintain the code.

**Technique:** Use docstrings, README files, and other forms of documentation to provide comprehensive information about the codebase.

**Tools:** Sphinx (Python), JSDoc (JavaScript), etc.

### Commenting Style

**Guideline:** Follow a consistent commenting style throughout the codebase.

**Reasoning:** Consistent style improves readability and maintainability.

**Technique:** Use appropriate commenting syntax for the programming language (e.g., `#` for Python, `//` for JavaScript).

**Example:**

```
# This function calculates the total
cost of an order.
def calculate_total(order):
    # Apply discounts based on customer
    loyalty.
    pass
```

## Error Handling

### Importance of Error Handling

**Guideline:** Implement robust error handling to prevent unexpected crashes and provide informative error messages.

**Reasoning:** Proper error handling improves the reliability and usability of the software.

**Technique:** Use try-except blocks (or equivalent) to catch exceptions and handle them gracefully.

**Best Practice:** Log errors for debugging and monitoring purposes.

### Specific Exceptions

**Guideline:** Catch specific exceptions rather than general exceptions.

**Reasoning:** Catching specific exceptions allows you to handle different types of errors in different ways.

**Technique:** Identify the specific exceptions that can be raised by the code and catch them individually.

**Example:**

```
# Bad
try:
    # Some code that might raise an
    exception
    pass
except Exception as e:
    print(f"An error occurred: {e}")

# Good
try:
    # Some code that might raise an
    exception
    pass
except ValueError as e:
    print(f"Invalid value: {e}")
except TypeError as e:
    print(f"Invalid type: {e}")
```

### Resource Management

**Guideline:** Ensure that resources (e.g., files, network connections) are properly released after use.

**Reasoning:** Failure to release resources can lead to resource leaks and performance issues.

**Technique:** Use try-finally blocks or context managers (e.g., `with` statement in Python) to ensure that resources are always released.

**Example:**

```
# Good
with open("my_file.txt", "r") as f:
    # Do something with the file
    data = f.read()
# File is automatically closed when the
'with' block exits
```