

Ten Commandments for Functions

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1. Thou shalt write functions (The Rule of Three)
2. Thou shalt only write functions to do *one thing*
3. Thou shalt unfailingly document thy code
4. Thou shalt give variables sensible names
5. Thou shalt assume the user is a moron (data validation, error handling, etc.)
6. Thou shalt generously accept inputs
7. Thou shalt not hard code variables
8. Thou shalt plan ahead (abstract inputs and outputs; input and output as structs)
9. Thou shalt debug and *test boundary cases*
10. Thou shalt use versioning.