



Abstraction

Choosing Names Names typically don't matter for correctness but they matter a lot for composition $% \left(1\right) =\left(1\right) \left(1\right$ From: Names should convey the meaning or purpose of the values to which they are bound. true_false rolled_a_one dice The type of value bound to the name is best documented in a function's docstring. helper take_turn Function names typically convey their effect (print), their behavior (triple), or the value returned (abs). num_rolls my_int l, I, 0 k, i, m

Which Values Deserve a Name Reasons to add a new name More Naming Tips Repeated compound expressions: Names can be long if they help document your code: if sqrt(square(a) + square(b)) > 1:
 x = x + sqrt(square(a) + square(b)) average_age = average(age, students) is preferable to hypotenuse = sqrt(square(a) + square(b)) PRACTICAL GUIDELINES if hypotenuse > 1:
 x = x + hypotenuse # Compute average age of students aa = avg(a, st)• Names can be short if they represent Meaningful parts of complex expressions: generic quantities: counts, arbitrary functions, arguments to mathematical operations, etc. x = (-b + sqrt(square(b) - 4 * a * c)) / (2 * a)n, k, i - Usually integers x, y, z - Usually real numbers f, g, h - Usually functions $\begin{array}{l} \mbox{discriminant} = \mbox{sqrt}(\mbox{square}(\mbox{b}) \, - \, 4 \, * \, a \, * \, c) \\ \mbox{x} = (-\mbox{b} + \mbox{discriminant}) \, / \, (2 \, * \, a) \\ \end{array}$

Testing

Test-Driven Development

Write the test of a function before you write the function.

A test will clarify the domain, range, & behavior of a function.

Tests can help identify tricky edge cases.

Develop incrementally and test each piece before moving on.

You can't depend upon code that hasn't been tested.

Run your old tests again after you make new changes.

Bonus idea: Run your code interactively.

Don't be afraid to experiment with a function after you write it.

Interactive sessions can become doctests. Just copy and paste. (Demo)













