# Objective Calisthenics?

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## Calisthenics (kælıs'Øeniks)

A collection of exercises to focus on maintainability, readability, testability, and comprehensibility of your code.



## Why?

#### Easier to:

- Read
- Test
- Maintain

#### **Object Calisthenics rules**

- 1. Only one level of indentation per method
- 2. Don't use the ELSE keyword
- 3. Wrap all primitives and strings
- 4. First class collections (wrap all collections)
- 5. Only one dot per line dog.Body.Tail.Wag() => dog.ExpressHappiness()
- 6. No abbreviations
- 7. Keep all entities small
  - [10 files per package, 50 lines per class, 5 lines per method, 2 arguments per method]
- 8. No classes with more than two instance variables
- 9. No public getters/setters/properties
- 10.All classes must have state



## Why?

#### "Code is read more than it is written" - unknown (Mahatma Ghandi?)

#### Only one level of indentation per method



#### Only one level of indentation per method

```
indendation_correct.py > ...
      class Board(object):
          def init (self, data):
  2
 3
              self.buffer = ""
 4
              self.collect rows(data)
  5
 б
          def collect rows(self, data):
              for i in range(10):
  8
                  self.collect row(data[i])
 9
          def collect row(self, row):
 10
              for j in range(10):
 11
                  self.buffer += row[j]
 12
```

## Only one level of indentation per method

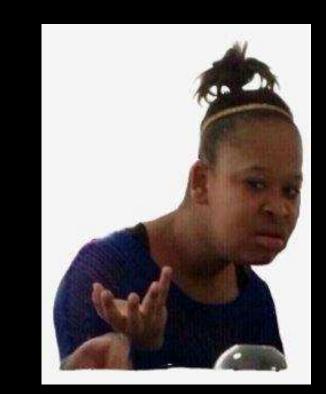
Benefits:

- Single responsibility
- Better naming
- Shorter methods

#### Do NOT use the else word

- Avoid complex conditional structures
- Promotes the use of polymorphism

```
float Amount;
float calculateClaim:
   if(vehicleClass=='A')
     Amount = 0.7 * distanceTravel;
   else if(vehicleClass=='a')
       Amount = 0.7 * distanceTravel;
        else if(vehicleClass=='B')
            Amount = 0.6 * distanceTravel;
            else if(vehicleClass=='b')
                Amount = 0.6 * distanceTravel;
                else if(vehicleClass=='C')
                    Amount = 0.5 * distanceTravel;
                    else if(vehicleClass=='c')
                        Amount = 0.5 * distanceTravel:
                        else if(vehicleClass=='D')
                            Amount = 0.45 * distanceTravel:
                            else if(vehicleClass=='d')
                                Amount = 0.45 * distanceTravel;
```



## Wrap primitive types

```
wrap_primitive_wrong.py > ...
1 class Validator(object):
2 def check_presentation_date(self, year, month, day):
3 pass
4 validator = Validator()
5 validator.check_presentation_date(2020, 4, 5)
6 # 4. of may or 5. of april?
```

```
wrap_primitive_correct.py > ...
1 class Validator(object):
2 def check_presentation_date(self, year: Year, month: Month, day: Day) -> bool:
3 pass
4
5 validator = Validator()
6 validator.check_presentation_date(Year(2020), Month(4), Day(5))
```

## Wrap primitive types

Benefits:

- Express intent through types
- Attracts similar behaviour

## Only one dot per line

dog.Body.Tail.Wag() => dog.ExpressHappiness()

- Easier to use
- Tell don't ask

#### Don't Abbreviate

- Why do we abbreviate?
- Split and extract



÷	abbreviate.py >		
	1	def	<pre>check_wat_and_check_if_cof_and_strt():</pre>
	2		#check watt?
	3		<pre>#check coffin?</pre>
	4 5		#strt ??????
	5		pass
	6		
	7	#vs	
	8		
	9	def	<pre>make_coffee():</pre>
1	.0		check_water()
1	1		check_coffee()
1	.2		start()

#### Keep entities small:

- Single responsibility
- Easier to read and reuse

## No classes with more than two instance variables:

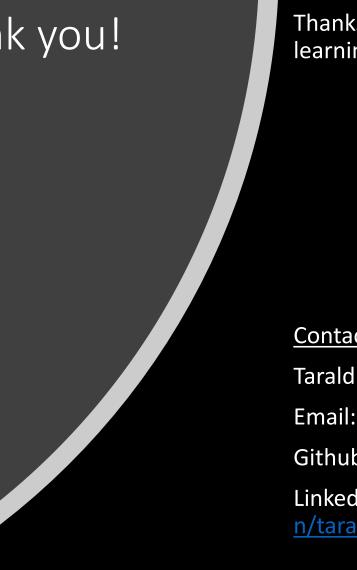
- High cohesion
- Fewer dependencies

#### Test Driven Development

What have I learned?

- Commit often
- Red Green Blue
- Objective calisthenics?

#### Thank you!



Thanks to Alcor Academy for a great learning experience!

Sources:

Paweł Lewtak (Lecture (Code Europe Spring 2017)

Alcor Academy (Lecture ( Object Calisthenics)

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#### Images:

https://www.pngitem.com/middle/JTbTmJ\_wtfmeme-png-fuck-you-mean-face-transparent/

calculateclaim-if-vehicleclassa-amount-0-7-0aa443b20b2b46ba85674b471967a6c3

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