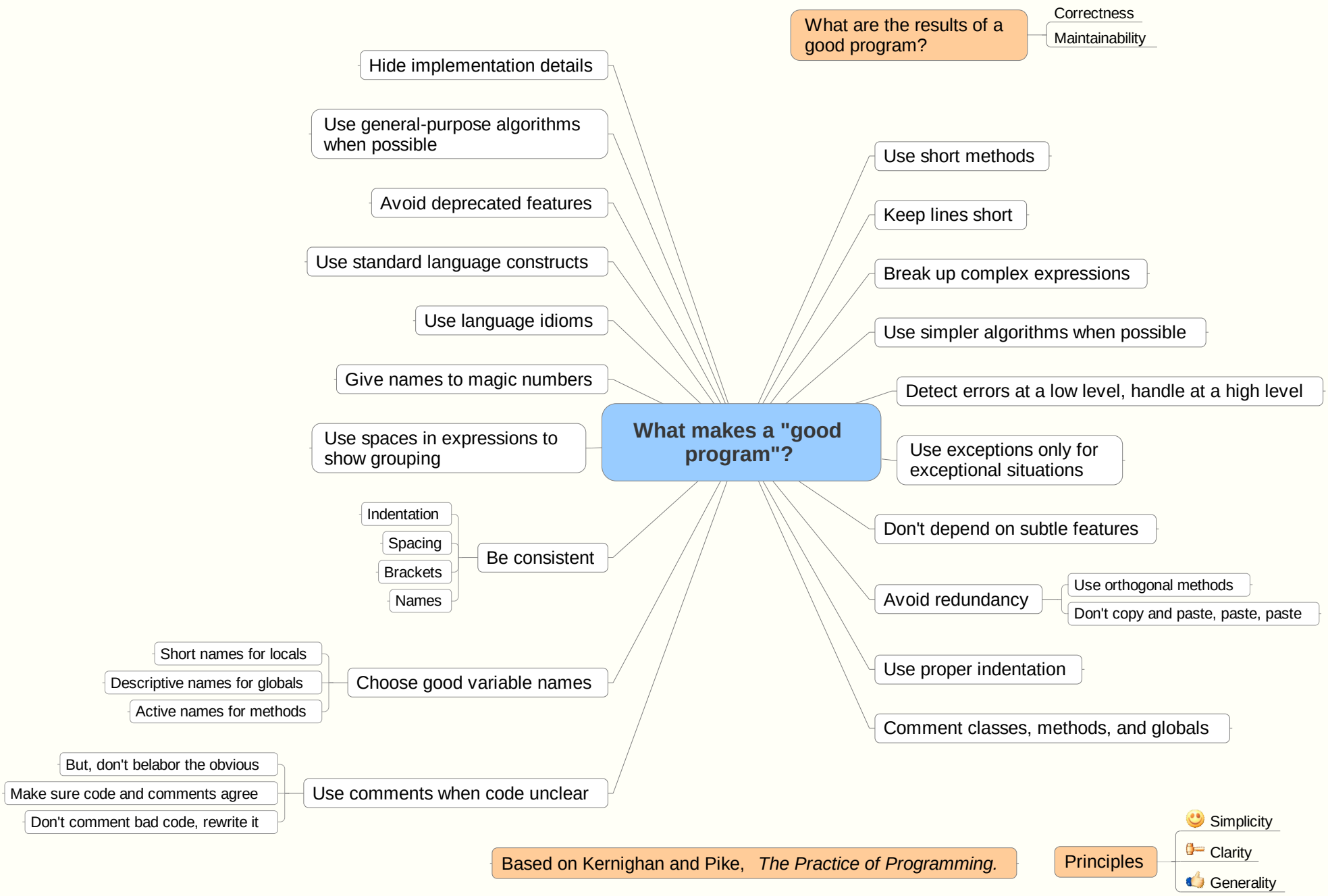
What makes a "good program"?
What are the results of a good program?
Correctness
Maintainability
Hide implementation details
Use general-purpose algorithms when possible
Avoid deprecated features
Use standard language constructs
Use language idioms
Give names to magic numbers
Use spaces in expressions to show grouping
Be consistent
Indentation
Spacing
Brackets
Names
Choose good variable names
Short names for locals
Descriptive names for globals
Active names for methods
Use comments when code unclear
But, don't belabor the obvious
Make sure code and comments agree
Don't comment bad code, rewrite it
Use short methods
Keep lines short
Break up complex expressions
Use simpler algorithms when possible
Detect errors at a low level, handle at a high level
Use exceptions only for exceptional situations
Don't depend on subtle features
Avoid redundancy
Use orthogonal methods
Don't copy and paste, paste, paste
Use proper indentation
Comment classes, methods, and globals
Based on Kernighan and Pike, The Practice of Programming.
Principles
Simplicity
Clarity
Generality