

“the reason we write functions is to decompose a larger concept into a set of steps at the next level of abstraction”

Functions should:

1. generally do only one thing.

Your function has multiple steps?

Extract them into their own function!

2. be small!

They can never be small enough!

They should hardly ever be longer than 20 lines.

3. avoid varying levels of abstraction.

Example from the book:

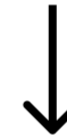
```
someFunction() {  
  getHtml();  
  
  String pagePathName = PathParser.render(pagePath);  
  
  something.append("\n")  
}
```

4. be readable from top to bottom.

Each function call inside a function



should get you one level deeper



with one step less abstraction

5. avoid Switch statements.

Switch statements are too big!

If needed, they should be buried deep down.

6. avoid passing arguments.

The less arguments passed to a function, the cleaner the code.

Less arguments also means less variations to test.

7. have descriptive names.

The name should describe the single responsibility in detail.
Don't be afraid of long names but consistency is key!

Consistency examples:

includeSetupAndTeardownPages, includeSetupPages, includeSuiteSetupPage

useState, useReducer, useEffect, useCallback