

June 4, 2008

#### Quick comment about code comments

Do any other programmers out there have the same problem I do about coding comments? They actually get in my way and hinder my efforts more than help anything. I'm not talking about being too lazy to comment your own code, I'm talking about reading other's code also. Frankly, in trying to figure out what someone left behind, I read the code. It always makes more sense than the comments and it's just faster. Instead of having to both read the comment and the code, I can just read the code and get on with it.

It's my belief that comments were once useful when code was much harder to read. Things like `ruf = af * int(irp)` when you had to back up and find out what all the letters were for before going forward. But now you have something more like `registeredUserFunds = accountFunds * int(interestRatePrime)`. This is mostly due to cheaper and more expansive memory allocation with better bit utilization, I think. But you can see where a comment for the later is unwarranted.

Granted, there are still languages out there that could use some comments and arguably they should mature with the rest of the OO world. And there are still programmers who actually still use 2 or 3 letters for long parameter names, and they should grow up too.

To sum it up, good programming and good coders should have no need for comments except around possibly main ideas and sections. An architect doesn't need blueprints to pretty much figure out how a building was built. He can size it up with a skilled eye.

Personally, other than commenting main sections, I think commenting every other freaking line should go by way of the Dodo bird. Please stop overusing comments so I can read your damn code! Trust me, I know how to read without reading instructions.

Posted At : 6:56 PM. | Posted By : clint317