Logical rewrites

Making code simpler and more readable

if is_elephant(animal) == True :
    animal.feed(peanuts)
    ...

if x == 7 :
    return "winner"
else :
    if x < 7 :  
        return "too small"
    else:
        if x > 7 :
            return "too big"
if x == 7:
    return "winner"
elif x < 7:
    return "too small"
elif x > 7:
    return "too big"

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    return "winner"
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    if x < 7:
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    else:
        if x > 7:
            return "too big"

if weather(today) == rain:
    bring_umbrella()
    go_class()
else:
    bring_flipflops()
    go_class()
if weather(today) == rain :
    go_class()
    bring_umbrella()
else :
    go_class()
    bring_flipflops()

if weather(today) == rain :
    go_class()
    bring_umbrella()
else :
    go_class()
    bring_flipflops()

if chamber == AIR :
    fill(chamber)
elif chamber == WATER :
    pass
elif chamber == STONE :
    pass

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    fill(chamber)
elif chamber == WATER :
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    fill(chamber)
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Same factoring rule, with the first action instead of the last
sweaters = 0
if feel_cold() :
    while feel_cold() :
        sweaters += 1

Summary:
Code is like an essay. Plan it, draft it, revise, revise, revise.
First draft code looks like first draft code.

Also: Read beautiful code. Learn from it. Try it yourself.