

Jonathan Wakely – Smarter Than The Average Pointer

Seb Rose – Transformation Priority Premise

Aaron Ridout – Advocating References

Mike Long - Metricide

Anna-Jayne Metcalfe – Don't Let The Big Ball of Mud Sneak

Up on You

Roger Orr – Code Critiques

Pete Goodliffe – The C++ Cathedral & The Bizarre

Peter Sommerlad – C++'s "hello, world" Considered Harmful



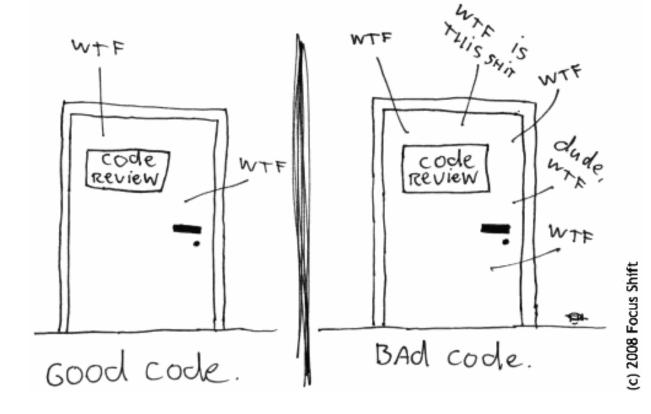
How much of a mess is **your** software, really?

- Do you know?
- If not, why not?

 Unless you measure it somehow, you are likely to be blissfully (?) unaware of whether the code is getting better or worse over time, and (more importantly) why

Measuring Code Quality?

The ONLY VALID MEASUREMENT OF Code QUALITY: WTFs/minute



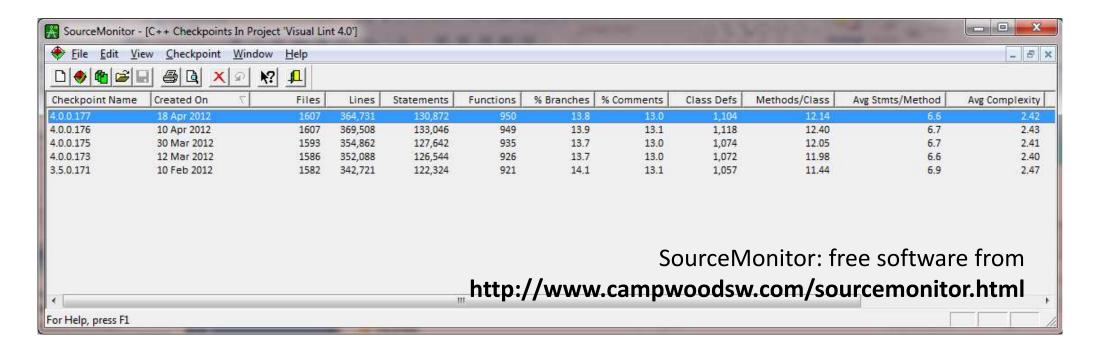
Thom Holwerda http://www.osnews.com/ story/19266/WTFs m

Cyclomatic Complexity

- How many paths are there through a function?
 - A function with no branches has a complexity of 1
 - A function with a single branch condition has a complexity of 2
 - etc. ♥
- A value of 10 in any function tends to be considered a warning sign of overcomplex (=> probably untestable) code
- Keeping complexity low tends to lead to shorter, simpler functions



A real example – Visual Lint



- v1.0.0.40 (November 2005): 49048 LOC with an average branch depth of of 1.65 and an average cyclomatic complexity of 2.84
- v4.0.0.177 (April 2012): 364,731 LOC with an average branch depth of 1.55 and an average cyclomatic complexity of 2.42
- => v4.0 is 7.4 times bigger, but less complex than v1.0

