

Lab 1.3.1 Comments: are they always useful?

Objectives

Familiarize the student with:

- using comments;
- when not to use comments;
- how to replace comments with code.

Scenario

Comments are not always the best way to say something in code. Sometimes it's much better to leave some information in the code. In the worst-case scenario, comments can lie to the user/programmer (you should never do that on purpose). It's good to use readable variable names, and sometimes it's better to divide your code into named pieces (later we'll call these pieces functions). In some situations, it's a good idea to write the steps of computations in a clearer way. The code below contains some of these situations. Try to improve it (and remove the comments – removing the comments will sometimes be an improvement itself).

```
#include <iostream>//we included iostream
#include <iomanip>//we included iomanip
#include <string>//we included string

int main()
{
    int v=10800; // 3*60*60

    int zzz=3*60;// This is a variable to hold the value of 3 minutes in seconds

    int zzz=5*60;// This is a variable to hold the value of 6 minutes in seconds

    float sii=3.141526; //This is the value of pi

    //std::cout << "result: " << result << std::endl;
    // here we should print the v value but a programmer didn't have time to write any code
    // but he/she likes writing long comments
}
```