

## **Towards good programming**

Economics 613a: Computational Methods for Macroeconomics

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Here is a list of things you should always do when writing computer programs. This is especially true for any programs you write for this class.

- Programs should be well-commented.
- Variables should be given intuitive meaningful names.
- Programs should be neat and readable. Develop a good programming style and use it consistently.
- It is always best to start out with the simplest possible case and add on layers of complexity one by one.
- Don't wait until you've typed all your code up to run it for the first time. As you develop a program you should test it often. This makes it much easier to spot the source of errors as they arise.
- Your program should periodically print out some information about how much progress its made. This is especially important for time-intensive programs and programs that are designed to run until some condition (unrelated to the total running-time) is met.