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Code quality from the programmer's perspective

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Code quality has traditionally been decomposed into internal and external quality. In this talk, I will discuss the differences between these two views and I will consider the contexts in which either of the two becomes the main quality goal. I will argue that for physics software the programmer's perspective, focused on the internal quality, is the most important one. Then, I will revise the available tools and techniques for the verification and improvement of the internal code quality, having in mind the programmer's perspective. I will conclude with a list of challenges for research in software engineering about aspects of the internal code quality that are largely neglected, but affect deeply the programmer's ability to carry out code modification and bug fixing tasks. Such aspects revolve around the way in which the natural language is embedded into the code as a form of domain modeling.

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