

# Coding standard

## Variables

Variables should have self-explanatory names. Using different prefixes improves readability.

Type (u for unsigned)	Prefix	Example
boolean	e	eVar
s8	b	bByte
u8	ub	ubByte
s16	s	sShort
u16	us	usShort
s32	l	lLong
u32	ul	ulLong
s64	ll	llLongLong
u64	ull	ullLongLong
structures	t	tStruct
unions	t	tUnion
enumerated	t	tEnum

Pointer types	Prefix	Example
pointer	p	pVoidPointer
array	a	aubByteArray
ASCII string (zero terminated)	z	zString

Other	Prefix	Example	Comment
global scope	g	gLongGlobal	file level without static
function input	i	iusShortInputParam	
function output	o	oplLongOutputParam	
function input/output	io	ioplLongInOutParam	
Constant	c	cbByteConst	Not used for pointer input parameter (l above)
Function pointer	f	fCallback	

## Indentation

Do not use tabs. Use 4 spaces for indentation.

## Segger Embedded Studio

These settings could be used in SES. You can select all lines or just some of them, then right-click Tools Format Code



