

Coding style

1. Indentation.

- i. Tabs must be used only at the beginning of line.
- ii. Tabs cannot be used at the middle of line.
- iii. Beginning of line cannot start with spaces, only tabs.
- iv. The indentation is 4 chars.

2. Brace placement should be in Allman style:

```
while (x == y)
{
    something();
    somethingelse();
}
```

3. Line cannot be more than 80 chars.

- i. exception: printf() lines can be more than 80 chars for easier finding of string in the code.

4. Functions length.

(Functions should be short and sweet, and do just one thing) (Linus Torvalds)

- i. should be less than 50 lines.
- ii. in some cases it's OK to have long function. for example long switch() cases with one/two lines of code in each statement.
- iii. if you have more than 10 local variables, consider to split the function.
- iv. if nested block has more than 4 indent length, strongly consider to split function.

5. Use one space around (on each side of) most binary and ternary operators, such as any of these:

= + - < > * / % | & ^ <= >= == != ? :

example: a = (b + 1) / 3;

6. Use typedef **only** if you want to hide something. In another words use typedef if you want to create totally opaque objects from perspective of user.