# Code Style

- Use typedef file .. don't use neither integers nor characters because it is microcontroller dependent .. **NEVER** use float in embedded

- Each variable has its descriptive name, No magical names like i,j,x ..**NEVER use magical names**

- Variable name should describe it is purpose

- Variable with many words write like that (screenString \ inputData)

- Global variables are declared like that (g_globalVariable) "g_" is to tell that this variable is global, and globalVariable is the variable name

- Function naming convention: peripheralName_functionDescriptiveName (…); (ex.: TFT_displayCharacter (… , ….); )

- Limit the number of global variables as it causes a critical section in codes.

- Use **volatile** to define variables which are used in interrupts

- If a counter variable in loops won't exceed 255 define it unsigned char to save memory

- Comment on each statement as far as you can .. the person who reads the code is just reading the comments to understand it "not the code itself"

- Comment before every function to describe function purpose and it is argument and what is its return value

- Use macros or function to write in or read from ports (layering method)

- Don't use numbers as far as you can .. use #define instead or use the Enum.

- When using #define: write the whole name in capital letters to distinguish it from the variables names (ex.: #define **HIGH** 1)

- Each driver must contain the minimum amount of : 1 header file (file.h) and 1 source file (file.c)

- Divide your code to modules(files) and functions as you can, it increases the code readability and testing