

Java Style Guide for CSC142

1 Formatting

1.1 Indentation and Curly Braces

- Indents are four spaces (one tab, in BlueJ).
- Open curly braces go at the end of the line of code that starts the class/method/block, not on the following line by themselves.
- End curly braces sit on a line by themselves (unless followed by the `else` keyword) and align under the code that started the block.
- Control statements (`if`, `while`, `for`, etc.) use curly braces even if they control a single statement.
- Indents are used to make wrapped/broken lines clear.

1.2 Spacing

- Binary operators have spaces on either side.
- Casts are written with no following space.
- Control keywords (`if`, `while`, `for`, `switch`, `catch`, etc.) are followed by a space.
- Code is aligned between similar statements for readability and to emphasize parallelism.
- One space is used after list-separating commas (or semicolons used similarly, e.g., in `for` loops).

1.3 Line Length

- Lines longer than 100 characters are avoided; wrap and indent them.

1.4 Blank Lines

- Single blank lines are used purposefully, to separate blocks of code or between methods.
- More than one blank line is used *only* when separating methods (perhaps two, in that case).

2 Identifiers

- Names of classes and interfaces use book-title case. The first letter of the name will be uppercase. For multi-word names, the first letter of each subsequent word will be uppercase. The rest of the letters will be lowercase.
- Names of constants are in all uppercase, with underscores used as word separators.
- All other identifiers begin with a lowercase letter. For multi-word names, the first letter of each subsequent word will be uppercase. The rest of the letters will be lowercase. This is called “camel casing;” the uppercase letters are like “humps.”
- Abbreviations are avoided in identifiers unless they are undeniably clear to *all* who might read the code, those of every nationality and linguistic group.
- Generic names like “amount” or “number” are avoided; use more descriptive names.
- Singular names are used, in general, unless the object referenced represents a collection.

3 Literals

- Literals match the intended data type, e.g., `0.0` for a double (not `0`).

- “Magic numbers” (numbers that appear out of thin air with their values unexplained) are not used. Instead, use constants (declared `static final`).

4 Coding

4.1 Imports

- Import classes should be listed explicitly, e.g., `import java.util.ArrayList`, not `import java.util.*`

4.2 Constructs to Avoid

- Prefer `while` loops to `do/while` loops; they make their exit conditions clearer from the start.
- Prefer not to return from the middle of a method; return at the end instead (single exit point).
- Don't use `continue`; construct better logic instead.
- Don't use `break` except in constructs that require it (e.g., `switch`).
- Don't exit artificially from the program in the middle; use good control flow/logic instead.

4.3 Initialization

- Declare variables as close as possible to where they are used (not always at the top).

4.4 Access

- All instance variables must be `private`.
- Constants may be `public` when it makes sense to do so. Constants must be marked `final`.

5 Internal Documentation

5.1 General

- Rather than trying to document complex algorithms in comments, try to make the algorithm easier to read by introducing more, and better named, identifiers. It's often the case that comments don't get modified when code is changed, leaving them confusing and out of sync.
- Provide a file header comment in each source file.
- Beware of end-of-line comments; they often either state the obvious or reveal the need for better identifiers.
- Avoid commenting on individual lines of code, or each line of code.
- Use white-space delimited block commenting, i.e., a single-line comment (or two), a block of code, then a blank line for visual separation.
- Use `JavaDoc` notation for the file header (`@author` and `@version`) and method headers (`@param`, `@return`, sometimes `@throws`)

5.2 Readability

- Prefer readability to strict adherence to rules, i.e., sometimes breaking the rule makes the code more readable. Think twice before doing this, however.

5.3 Citations

- If you receive help from someone, please add a comment with their name and how they helped.
- If you use a source other than our textbook or the Java API, include a citation note