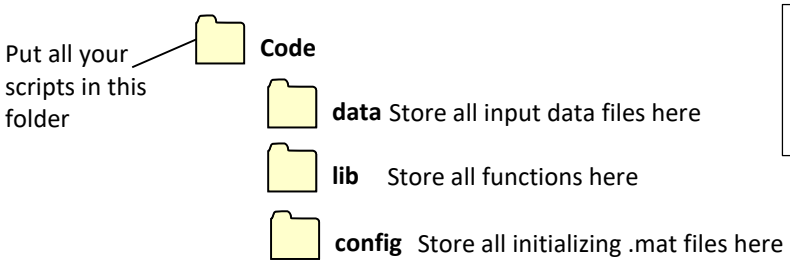
Matlab Coding Standards

Updated: 2016 MAY-04

1. Organize application scripts and data files into the following folder structure and load and save data accordingly:



You can adjust this structure to accommodate assignment and project folders, but maintain the general data flow

2. Include a Comment Header in all your application scripts and functions. The comment header should have the following structure:

```
%--scriptname (application scripts should be followed by .m, function with ())
%
% Author: D MacIsaac
% Id:   8510804
% Date: 2006-08-01 (if you update the script, add the update date here)
%
% Description:  A short description of what the script does
```

3. Clear the command window and all variables at the start of each script whenever possible.
4. Block program commands, include a descriptive title as a comment for each block and separate blocks with 1 blank space.
5. Include in-line comments to clarify cryptic commands, or commands using assumptions and/or analytic derivations
6. User descriptive variable names
7. Consider in-line commenting all variables with their units
8. Use a 'Setting Parameters' block whenever possible.
9. Use a 'Displaying Results' block whenever possible.
10. Use a 'Loading data' block when appropriate, and always exit gracefully from the application when data is not found
11. Use program structures and tabbed indentation to indicate commands within a structure

```
if…elseif…else…end
while…end
for…end
switch…case 1…case 2…case…n…otherwise…end
```

12. Create functions for repetitive code or blocks which have potential for reuse
13. Consider using nested functions to provide cleaner, easier to read code
14. Use a separate command to set return arguments in a function
15. Use data structures to collect related data where appropriate
16. Remove all dead code where possible
17. Use a model-view-control design strategy when building application with GUIs
18. Program to specification while optimizing capacity to generalize, and balancing readability with efficiency