# Conventions about Coding Style and Software

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**Abstract**

This document describes conventions about coding style, as well as the software we used in the Fingerpaint application . Note that in general, we followed the ESA coding style recommendations [1] in general and the Oracle Java coding conventions [2] in particular. Also, we used a couple of frameworks/libraries. These are described in this document, as well as their use and the reason(s) we have decided to work with those libraries. Finally, some rules about committing to the various repositories are included in this document.

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# Document Status Sheet

## Document Status Overview

### General

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# Chapter 1

# Coding Style

In our project, we will use a coding style that is based on and resembles closely the ESA coding standard [1] and the Oracle Java coding conventions [2]. We will list all relevant conventions in this chapter. Note that the structure of this chapter is identical to the structure used in the referenced ESA document.

## 1.1 Readability Standards

In this section, general conventions that ensure the code is *readable* in general are described. This means that if a programmer scans through the code, he or she can understand the general idea of that part of the program. To achieve this, we will:

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# Chapter 2

# References

[1] ESA [3], "ESA coding standard." `http://web.cecs.pdx.edu/~mperkows/CLASS_VHDL_99/545_14-ESA-coding-standards.pdf`, August 2001. [Online; accessed 24-April-2013].

[2] Oracle, "Oracle java coding standard." `http://www.oracle.com/technetwork/java/codeconventions-150003.pdf`, September 1997. [Online; accessed 24-April-2013].

[3] ESA, *ESA Software Engineering Standards.* March 1995.

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