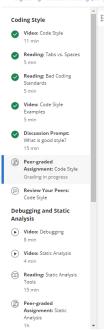
Prev | Next

Engineering Practices for Building Quality Software > Week 3 > Code Style



# Peer-graded Assignment: Code Style

Review your peers' assignments

Congratulations on submitting your assignment! Now your peers can review it. In order to get your grade, you must also review some of your peers' assignments. Your grade should be ready by Sep 9, 11:59 PM PDT.

Instructions My submission

Discussions

## Code Style

### PROMPT

Select three items of the style guide that you agree with and, for each, explain why. If there are not enough items you agree with, give your best estimation as to the reason behind the selection (in your own words) and the benefits it provides. Note: "There is no reason" and "There are no benefits" are not acceptable answers here.

 $Naming\ conventions: We\ don't\ want\ all\ of\ the\ engineers\ developing\ the\ project\ name\ their\ variables,\ classes,\ etc\ in$ different ways. Some will name it short, some will name it too long. Thus, if we create a document and educate everyone on how to name it right then the project will be readable.

Filenames: in C++ or java, we have header files and interface files. We want to separate those files from the main files of the programs. Thus, some naming convention is needed like IBehavior.interface

Bracket: everyone should include bracket where it is appropriate. Bracket help developer separate parts of the codes and prevent many errors from developers.

### PROMPT

Select three items of the style guide that you do not agree with and, for each, explain why. If there are not enough items you disagree with, give your best estimation as to why someone might disagree and what possible downside there is to

Indentation: it could be the problem but not all indentation will be the same and we cannot write document for all the cases. So let the developer think which one suits the best for them.

Using white space: white space is something too specific. It is a habit of developer and changing it takes too much time rather than let them pick what suits them the best to deliver the product as fast as possible

A specific functional operator like ++/--: this is again too specific, like for loop and while loop. Anything if it solves the problems effectively and readable then it is good.

Edit submission

ents left for the learner are visible only to that learner and the person who left the comment.



Share your thoughts..

