### **1. Use Descriptive Names**

Instead of "double a;" use "double applePrice;"

### **2. Use Naming Conventions**

* Capitalize class names
* Use all caps for constants
* Use camel-case for other variable and method names

### **3. Pick the Right Data Type**

* Use constants for things that will never change.
* Choose boolean, int, double, char, and String appropriately.

### **4. Declare Variables at Top**

This keeps the logic of the method uncluttered.

### **5. Initialize Variables**

Initialize all variables with reasonable values.

### **6. Indent**

* Use 2 (or 3) spaces and not tabs.
* Indent with every new block.
* Use

if (myBool) {

i = i + j;

}

Instead of

if (myBool)

{

i = i + j;

}

### **7. Comment Key Areas**

* Comment anything that is interesting or hard to understand
* Do not over comment (eg. comment every line)

### **8. Add Top Level Comments**

Add a comment above each class and method describing the goal.

### **9. Precise Input and Output**

* Follow exact format for all output and input
* Other code using your program may depend on it.
* Note spaces and newlines.

### **10. Verify Input**

* Check all input for errors.
* Your program should never crash due to bad input.

### **11. Do Not Repeat**

If you find repeating code, move it to a common area.

### **12. Program Iteratively**

* Do not type the whole program in the first sitting.
* Write a small part of the program and make sure it compiles and runs correctly. Then add a little more.