

Java Programming Style Sheet

for Prof. Tony Diaz's Classes

1) Each program source code file should include a comment block at the beginning of the file, for example:

```
/*
 *      file: DoubleIt.java
 *      author: T. Diaz
 *      class: CS 141 – Programming and Problem Solving
 *
 *      assignment: program 1
 *      date last modified: 3/20/2112
 *
 *      purpose: This program accepts integer input from the command line, doubles the
 *      value of input; the result is output to both the screen and a file called data.txt
 *
 */
```

2) **Class names** should have the first letter of each word capitalized, examples include:

```
class Extrapolate
class BigArray
class DatabaseRecordType
```

3) **Variables**, **methods**, and **object references** should have the first letter of each word capitalized EXCEPT the first word, examples include:

```
int incI;
Circle bigCircle;
CG workingGraphicObj;
```

4) **Constants** are written using upper-case characters, examples include: PI, X_DIM, E. Constants should be initialized when declared and located with the instance variables and references (see number eight below).

5) Use one file per class.

6) Within a class the order of its elements should be: instance variables, constructors, methods, and finally the main method.

7) In general, instance variables should be private.

8) Instance variables and references, not constants, should be initialized in constructors, not in their declarations.

9) Methods should be preceded with a comment block, for example:

```
// method: stringCompare
// purpose: this method compares the length of two strings and returns the longer of the two ; if they are
// the same length then the string, "the two strings are the same length" is returned
```