# **Coding Conventions and Guidelines (1)**

## **Naming Convention**

### 1. General:

- Avoid using names that are too general or too wordy. For example:
  - **Bad Practice:** data\_structure, my\_list, info\_map, dictionary\_for\_the\_purpose \_of\_storing\_data\_representing\_word\_definitions.
  - ✓ Good Practice: user\_profile, menu\_options, word\_definitions
- When using CamelCase names, capitalize all letters of an abbreviation (e.g. *HTTPServer*).

### 2. Packages & Modules:

- Packages names should be all lower case.
- When multiple words are needed, an underscore should separate them.
- It is usually preferable to stick to one-word names.

#### 3. Classes:

• Class names should follow the PascalCase convention. For example:

- Class based model name should normally use the Pascal Case convention and end with "Model". For Example: class ProductModel
- Class based form name should be Camel casing and end with "Form". **For example:** signUpForm, productForm.
- Class based model attribute name should start with "m\_" like as m\_productId, m\_productName.
- Class based form attribute name should start with "f\_" like as f\_productId, f\_quantity.

#### 4. Variables:

- Instance and Global variables should be in snake\_case. For example: *exam\_roll*, *student\_id*.
- Non\_public instance variables should begin with a single underscore. For example:

```
class Sample:
    def __init__(self):
        self.foo = "lorem"
        self._bar = "ipsum"
```

#### 5. Methods:

Method names should be in lowercase (if a single word) or snake\_case(if multiple words). For example:

```
ldef main(request):
    students = Student.objects.all()
    teachers = Teacher.objects.all()
    stdcnt = Student.objects.count()
```

• Non-public method should begin with a single underscore.

## **6. Method Arguments:**

• Instance methods should have their first argument named 'self'.

```
course = models.ForeignKey(AssignCourse, null
student = models.ForeignKey(AssignCourse, null
fcourse = models.ForeignKey(AssignCourse, null
fcourse = models.ForeignKey(AssignCourse, null
tt1 = models.IntegerField(default=-1, null=Tru
tt2 = models.IntegerField(default=-1, null=Tru
tt3 = models.IntegerField(default=-1, null=Tru
att = models.IntegerField(default=-1, null=Tru
sem = models.IntegerField(default=-1, null=Tru
mark = models.CharField(default=-1, null=Tru
mark
```

### 7. Functions:

• Function names should be all lower case( single word) or snake\_case (multiple words).

### 8. Constants:

- Constant names must be fully capitalized.
- Words in a constant name should be separated by an underscore.

## 9. Specific Names:

• Is prefix should be used for Boolean variables and methods. **For example:** *isSet*, *isVisible*, *isOpen* 

• Plural forms should be used on names representing a collection of objects.

**For example:** int values[]

• n prefix should be used for variables representing a number of objects.

For Example: nPoints, nLines

### **Code Layout**

### 1. Indentation:

- Use 4 spaces per indentation level.
- Spaces are preferred over tabs.

### 2. Maximum Line Length and Line break:

- Limit all lines to a maximum of 79 characters.
- Make sure to indent the continued line appropriately.
- In Python code, it is permissible to break before or after a binary operator, as long as the convention is consistent locally. For new code Knuth's style is suggested.

#### 3. Blank Lines:

- Surround top-level function and class definitions with two blank lines.
- Method definitions inside a class are surrounded by a single blank line.
- Extra blank lines may be used (sparingly) to separate groups of related functions. Blank lines may be omitted between a bunch of related one-liners (e.g. a set of dummy implementations).
- Use blank lines in functions, sparingly, to indicate logical sections.

### 4. Whitespace in Expressions and Statements:

Avoid extraneous whitespace in the following situations:

• Immediately inside parentheses, brackets or braces:

```
# Correct:
spam(ham[1], {eggs: 2})

# Wrong:
spam( ham[ 1 ], { eggs: 2 } )
```

• Between a trailing comma and a following close parenthesis:

```
# Correct:
foo = (0,)

# Wrong:
bar = (0, )
```

• Immediately before a comma, semicolon, or colon:

```
# Correct:
if x == 4: print(x, y); x, y = y, x

# Wrong:
if x == 4 : print(x , y) ; x , y = y , x
```

• If operators with different priorities are used, consider adding whitespace around the operators with the lowest priority(ies). Use your own judgment; however, never use more than one space, and always have the same amount of whitespace on both sides of a binary operator:

```
# Correct:
i = i + 1
submitted += 1
x = x*2 - 1
hypot2 = x*x + y*y
c = (a+b) * (a-b)

# Wrong:
i=i+1
submitted +=1
x = x * 2 - 1
hypot2 = x * x + y * y
c = (a + b) * (a - b)
```

### 5. Documentation String:

• Write docstrings for all public modules, functions, classes, and methods. Docstrings are not necessary for non-public methods, but you should have a comment that describes what the method does. This comment should appear after the def line.

```
"""Return a foobang
Optional plotz says to frobnicate the bizbaz first.
"""
```

• For one liner docstrings, please keep the closing """ on the same line:

```
"""Return an ex-parrot."""
```

### 6. Comments:

• Comments that contradict the code are worse than no comments. Always make a priority of keeping the comments up-to-date when the code changes!

```
x = x + 1 # Increment x
```

### 7. Access Modifiers:

- **Public Access Modifier:** The members of a class that are declared public are easily accessible from any part of the program. All data members and member functions of a class are public by default.
- **Protected Access Modifier:** Data members of a class are declared protected by adding a single underscore ' ' symbol before the data member of that class.

```
# protected data members
_name = None
_roll = None
_branch = None

# constructor

def __init__(self, name, roll, branch):
    self._name = name
    self._roll = roll
    self._branch = branch

# protected member function
def _displayRollAndBranch(self):
    # accessing protected data members
    print("Roll: ", self._roll)
    print("Branch: ", self._branch)
```

• Data members of a class are declared private by adding a double underscore '\_\_' symbol before the data member of that class.

```
class Geek:

# private members
__name = None
__roll = None
__branch = None

# constructor

def __init__(self, name, roll, branch):
        self.__name = name
        self.__roll = roll
        self.__branch = branch

# private member function
def __displayDetails(self):

# accessing private data members
        print("Name: ", self.__name)
        print("Roll: ", self.__roll)
        print("Branch: ", self.__branch)
```

#### **References:**

- 1. <a href="https://peps.python.org/pep-0008/">https://peps.python.org/pep-0008/</a>
- $2. \ \underline{https://visualgit.readthedocs.io/en/latest/pages/naming\_convention.html}$
- 3. <a href="https://github.com/JU-CSE-27/swe-wiki/blob/master/resources/Updated\_coding-standard.pdf">https://github.com/JU-CSE-27/swe-wiki/blob/master/resources/Updated\_coding-standard.pdf</a>
- 4. <a href="https://www.geeksforgeeks.org/access-modifiers-in-python-public-private-and-protected/">https://www.geeksforgeeks.org/access-modifiers-in-python-public-private-and-protected/</a>