**Coding Style**

NOTE: "\_" denote blank spaces to make it more obvious where needed.

**Comments**

Functions

/\* Name

\* What it does

\* Parameters (Param)

\* Return

\*/

Multiple Line Comment

/\* Stuff here

and here

\*/

Single Line Comment

//\_hello

// comment

**New Line**

if\_(stuff)

{

...

}

else

{

...

}

if\_(stuff)

do this;

while\_(1)\_;

**Spacing**

Statements

if\_() if ()

while\_() while ()

for\_() for ()

Arrays

ar[i+2]

ch[cnt-1]

Math

sum\_+=\_2;

sum += 1;

for\_(i\_=\_0;\_i\_<\_10;\_i++)

{

...

}

**Variable Names**

defaultDisk

diskCnt

**No Magic Numbers**

0, 1, (~2) are up for argument

**Prototypes**

Has variable name in it.

Say void if no parameter there.

No prototypes in .h files if only used in one .c file.

Private functions at top of .c file and make static.

**Casting**

Format

u08\_\*ptr\_=\_(u08\*)malloc(10);

**Global Variables**

Make all volatile.