Table C29 Java Coding Standard

Purpose:	To guide the development of Java programs		
Program	Begin all programs with a descriptive header.		
Headers			
Header Format	/*************************************		
	/* Program Assignment:	the program number	*/
	/* Name:	your name	*/
	/* Date:	the date program development started	*/
	/* Description:	a short description of the program	*/
	/*	function	*/
	/********	*************	*****/
Identifiers	Use descriptive names for all variables, function names, constants, and other		
	identifiers. Avoid abbrev	iations or single letter variables. Use Camel	Case.
Identifier	int numberOfStudents = 0	0; /* This is GOOD */	
Example	float x4, j, ftave;	/* These are BAD */	

(Continued)

Table C29 Java CODING STANDARD (Continued)

Comments	Document the code so that the reader can understand its operation.	
	 Comments should explain both the purpose and behavior of the code. Comment variable declarations to indicate their purpose. 	
Good Comment	if (recordCount > limit){ /* have all the records been processed? */	
Bad Comment	if(recordCount > limit){ /* check if record_count is greater than limit */	
Major Sections	Precede major program sections by a block comment that describes the processing that is done in the next section.	
Example	/*************************************	
Blank Spaces	 Write programs with sufficient spacing so that they do not appear crowded. Separate every program construct with at least one space. 	
Indenting	 Indent every level of brace from the previous one. Close braces should be on lines by themselves. 	
Indenting Example	<pre>while(posicion < maximaPosicion) { if (posicion == 7) { System.out.println("Posicion es 7.\n"); } posicion++; }</pre>	
Capitalization	Usar CamelCase.	
Capitalization Example	int numeroActual = 0; public void agregarElemento(Object elemento){	