**Best practices 101:**

* Initialize variables before use.
* Check return values.
* Validate input.
* Verify pointers are not NULL.
* \*Take into account variable types (e.g. for portability).
* \*\*Use modular programming (no one big file).
* \*\*Every function is declared in .h file and defined in .c and only once.
* \*\*\*“Naming convention” + \*\*\*\*camelCase.
* Avoid unnecessary use of global variables.
* Comments should describe what is happening, how it is being done.
* Avoid obvious comments (e.g. below).

**\*** <https://swapnilkatre.wordpress.com/2013/08/09/embedded-c-part-ii-data-type/>

**\*\*** <https://www.embedded.com/design/prototyping-and-development/4023876/Modular-Programming-in-C>

**\*\*\*** Use of explicit names for every variable and function

**\*\*\*\*** <https://en.wikipedia.org/wiki/Camel_case>

**Am incercat sa fac o lista cat mai simpla, dar pentru cine are chef/timp multe din informatii sunt luate de aici:**

<https://www.doc.ic.ac.uk/lab/cplus/cstyle.html>

Nu e necesar sa cititi tot ce ii acolo, merge si un search dupa “cuvinte cheie” pentru mai multe explicatii, in caz ca ceva nu ii clar.

Obvious comments:

