

Coding Standards

Programs

1. Member variables always start with prefix 'm_'.
2. The '_' is followed by the data type of the variable.
 - a. 'n' for integer.
 - b. 'f' for float,
 - c. 'd' for double.
 - d. 'b' for boolean.
 - e. 'arr' for array.
 - f. 'o' for string.
 - g. 'o' for all other objects.
3. Avoid nested if....else..... condntions if possible.
4. Use switch.....case..... for if...else... conditions wherever possible.
5. Lengthy functions should be broken down into smaller functions.
6. Any code generated should be highly reusable.
7. Braces always start on the following line.
8. Tab size is 4.
9. Proper indentation should be given to the code so that readability is good.
10. All ids (constant static values) specified should be done so in a separate file.
11. Static variables start with prefix 'k' for all data types.
12. Names of classes, script files, functions and variables should be in context and self explanatory.
13. Group similar functions in separate files. ie., all UI functions are kept in a file, all logic functions are kept in another file, etc.
14. Modules should be broken into sub modules which can be reused or imported in other modules.
15. When a required functionality is present in a different module, it must be imported from that module and not recreated.
16. Code generated should adhere to OOPs concepts as strictly as possible.
17. Variable, constants, function names should be in camel case (eg: bigData)