

Programming Style

Write code that can be easily read and understood by someone else

A neat program is clear to update and maintain

Use uppercase letters in macros, and lower/mixed case letters for everything else

Choose identifier names long enough to convey your meaning, but avoid excessively long names

But use short ones for idiomatic uses, eg. loop variables

Be consistent and careful using blank spaces; it can improve the look of a program

Always leave a blank space after a comma and before and after operators such as `*`, `-`, and `=`

Indent the body of each function and insert blank lines between sections of the program

Minimise the use of global variables as they cause linkage – only use them when it's essential

Make them `static` wherever possible, hiding them in a module

One possibility is the GNU standards:

http://www.gnu.org/prep/standards/html_node/