

Coding Guidelines

Version no: 1.0

Length of any line in the program should **not** exceed 100 characters

#include <iostream.h>
#include "employee.h"

Library headers shall be included using < >.
Source code headers shall be included using " ".

#define NUM_OF_EMPLOYEES 10

Constants defined as macro shall be in all uppercase.
Digits and "_" are allowed but not at the start.

int main()
{
Employee main_empEmployee1;
main_empEmployee1.Emp_SetEmployeeDetails("Deepak","963001");
//To test if employee details are properly set, printing the details in console
cout << "Hello World"<< endl;
return 0;
}

Do not insert a blank before
or after the "." and the "->"

class Employee

Class name should start with upper
case and should be simple 1 word.

private:
string emp_strEmpName;
int emp_intEmpNum;

Variable naming
convention

There should **not** be more
than 1 declaration in a line

1) Starts with lower case. (ex: emp)
2) First part is module name (ex: emp) followed by an underscore (_)
3) Next comes the datatype of the variable in lower case (ex: int, str).
4) Next part is a meaningful variable name (ex: EmpName, EmpNum).
5) Variable names length should not exceed 32 characters.
6) Avoid using numerals in variable names.

public:
void Emp_SetEmployeeDetails(string strName, int intNum)
{
//Set details
emp_strEmpName = strName;
emp_intEmpNum = intNum;
//<Comment the important design decisions - why this has been implemented in this way>
}
string Emp_GetEmployeeName()
{
//<Comment the important design decisions - why this has been implemented in this way>
return emp_strEmpName;
}
string Emp_GetEmployeeNumber()
{
//<Comment the important design decisions - why this has been implemented in this way>
return emp_intEmpNum;
}
};

1) Function name starts with uppercase (ex: Emp)
2) First part is module name (ex: Emp) followed by an underscore (_)
3) Next part is a meaningful function name (ex: SetEmployeeDetails).