

# Coding Standard

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## Goals

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Efficiently develop code and applications with the following qualities :

- **Robust** : runs without crash and protects the data from being lost or corrupted.
- **Secure** : protects the data from being stolen or hacked.
- **Ergonomic** : can be used in an productive and intuitive manner.
- **Efficient** : minimizes processing times to maximize the user productivity.
- **Maintainable** : is easy to fix and enhance by any programmer in the team.
- **Extensible** : is easy to extend with new features by reusing existing components.
- **Consistent** : looks like it has been designed and implemented by a single developer.

## Specificity

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This coding standard favors readability over compactness, by :

- Forbidding the use of cryptic acronyms, abbreviations, prefixes and suffixes;
- Using different letter cases for classes, class members and local variables;
- Including the class name in the attribute and variable names.

## Rules

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- Develop the application and its components with simple, robust and efficient code which will be easy to understand, extend and debug by any programmer in the team.
- Develop any piece of code so that it's :
  - easy to understand just by itself;
  - impossible to guess who has actually worked on it.
- Use **American English** for all the code, including comments.

```
InitializeColor();  
MoveForward();
```

- Use the **meter** as the default distance unit.
- Use the **second** as the default time unit.
- Use **four spaces** instead of tabulations.
- Choose **short meaningful identifiers** for class, attribute, method, constant and variable names.
- Use **standard prefixes** :
  - First, Last, Post
  - Prior, Next
  - Sub, Super, Base
  - Initial, Final

- Old, New
- Backward, Forward
- Left, Right
- Back, Front
- Bottom, Top
- Minimum, Maximum
- Lower, Higher, Upper
- Horizontal, Vertical
- Use **standard suffixes** :
  - Index, Count
  - Array, List, Map, Dictionary
- Use **standard verbs** :
  - Initialize, Update, Finalize
  - Is, Has
  - Reset, Set, Get, Find
  - Clear, Fill
  - Add, Remove
  - AddFirst, AddLast
  - Create, Destroy
  - Start, Stop
  - Begin, End
  - Enter, Exit
  - Open, Close
  - Read, Write
  - Load, Save
  - Pause, Resume
  - Enable, Disable
  - Lock, Unlock
  - Select, Deselect
  - Activate, Deactivate
  - Attach, Detach
  - Increment, Decrement
  - Increase, Decrease
  - Compress, Decompress
  - Connect, Disconnect
  - Send, Receive
  - Grant, Revoke
- Write your **types** in **UPPER\_CASE**, without articles.

```

class TANK_SHELL
{
    VECTOR_3
        PositionVector;
    QUATERNION
        RotationQuaternion;

    ...
}

```

- Write your **type members** (methods, attributes, constants, etc) in **PascalCase**, without articles.

```

ShootShell(
    Muzzle.PositionVector,
    Muzzle.RotationQuaternion
);

```

- Write your **local variables** and **method parameters** in **snake\_case**, without articles.

```

void ShootShell(
    VECTOR_3 shell_position_vector,
    QUATERNION shell_rotation_quaternion
)
{
    TANK_SHELL
        shot_tank_shell;

    ...

    shot_tank_shell
        = new TANK_SHELL(
            shell_position_vector,
            shell_rotation_quaternion
        );

    ...
}

```

- Don't use acronyms, abbreviations or single-letter variables.

```

TANK FindTank(
    int tank_identifier,
    int first_tank_index,
    int post_tank_index
)
{
    int
        tank_index;

    for ( tank_index = first_tank_index;

```

```

        tank_index < post_tank_index;    // no i, j, n, etc
        ++tank_index )
    {
        if ( TankArray[ tank_index ].Identifier == tank_identifier )
        {
            return TankArray[ tank_index ];
        }
    }

    return null;
}

```

- If you really have to use an acronym, capitalize it in member names.

```

DATABASE_URL
    DatabaseUrl;

```

- If a variable name collides with a predefined identifier, simply add a trailing underscore.

```

CLASS
    class_;

class_ = new CLASS;

```

- Include the class name (without numbers) in the attribute and variable names.

```

Dictionary<PLAYER, string>
    ActivePlayerDictionary;
List<ENEMY>
    CloseEnemyList;
TANK[]
    EnemyTankArray;
VECTOR_3
    InitialShellPositionVector,
    TankVelocityVector;

void ShootShell(
    )
{
    SHELL
        last_shot_shell,
        shot_shell;

    ...
}

```

- Start method names by a verb in the imperative mood (Set, Get, Find, ...).
- Use a verb in the indicative mood for boolean inquiries (Is, Has, Can, ...).
- Declare the method parameters in the same order as in the method name.

```

bool FindPlayerIndexByName(
    ref int player_index,
    string player_name
)
{
    ...
}

```

- Use a positive affirmation for boolean variables and attributes.

```

if ( game_is_paused )
{
    ...
}

```

- When the attribute name starts like its owner type, omit the common prefix.

```

class TANK
{
    TANK_SHELL[]
        ShellArray;
    bool
        IsDamaged;

    void ShootShell(
        TANK_SHELL tank_shell
    )
    {
        ...
    }
}

```

- Align matching braces.

```

bool CanShoot(
)
{
    return ShotShellCount < MaximumShellCount;
}

// ~

void ShootShell(
    VECTOR_3 initial_velocity_vector
)
{
    ...
}

```

- Use braces even for single statement blocks.

```
if ( remaining_shell_count > 0 )
{
    ShootShell();
}
else
{
    Reload();
}
```

- Declare each attribute, variable and method parameter name on separate line.

```
int
    tank_count,
    tank_index;
```

- Try to declare all local variables at the start of the method, to improve the algorithm readability.
- Group local variables of the same type, and sort the declarations by ascending types and names, so that the declaration of a variable can be located at a glance.

```
int
    shell_count,
    shell_index,
    tank_count,
    tank_index;
string
    player_name,
    target_name;
```

- Try to split statements on several lines if they become wider than 100 characters, so that it's easy to edit two code files side by side on a single monitor.
- When splitting an expression on several lines, start the next lines with an operator and align it with the start of its left operand (or else indent it by 4 spaces).

```
if ( ( tower.GetDistance(
        tower_target,
        weapon_type
    )
    > tower.MaximumShootingDistance )
    || ( tank_distance > maximum distance
        && tank_health > 0.5 ) )
{
}
}
```

- Add exactly one space :

- after ( [ ,
  - before ) ]
  - after if while for ...
- Add exactly one empty line :
  - after a standard comment;
  - after the local variable declarations;
  - between a closing brace and the next statement;
  - between a return statement and the prior statement.
- Use standard file extensions.
  - C# : cs
  - C : c, h
  - C++ : cpp, hpp
  - Javascript : js
  - HTML : html
  - CSS : css
- Declare one class per source code file.
- Use the class name in lowercase as file name.

```
tank_shell.cpp
tank_shell.hpp
```

- Use the class name in uppercase for Unity source code files.

```
TANK_SHELL.cs
```

- Group the class elements by category, declared in the same predefined order :
  - Imports.
  - Types.
  - Constants.
  - Attributes.
  - Constructors.
  - Destructor.
  - Operators.
  - Inquiries : instance methods which can't change the instance attributes.
  - Operations : instance methods which can change the instance attributes.
  - Functions : static methods.
- In a class, declare the called methods before the calling methods, so that the class code can be understood by a single sequential read.
- Use public attributes and methods, unless you really need to declare some of them as private.
- Delimitate the code sections with standard comments.

```
// -- IMPORTS

...
```

```

// -- TYPES

class NAME
{
    // -- CONSTANTS

    ...

    // -- ATTRIBUTES

    ...

    // -- CONSTRUCTORS

    ...

    // -- DESTRUCTOR

    ...

    // -- OPERATORS

    ...

    // -- INQUIRIES

    ...

    // -- OPERATIONS

    ...

    // -- FUNCTIONS

    ...
}

```

- Don't use standard comments for empty sections.
- Align multiple lines comments with the surrounding statements, and write them as sentences.

```

/*
    A long explanation which is so long that it will have to be
    be split on several lines.
*/

...

```

- Align single line comments with the surrounding statements, and write them as sentences.



```
// A short explanation on a single line.
```

```
...
```

- Put end of line comments exactly four spaces after the statement, and start them in lowercase.

```
DoSomethingWeird();    // a short explanation
```

- Instead of adding comments to explain the code intent, refactor it to :
  - make it easy to understand without comments;
  - improve its reusability.
- Begin C++ header files with `#pragma once`.

```
#pragma once
```

```
// -- IMPORTS
```

```
#include "tank.hpp"
```

```
#include "tank_shell.hpp"
```

```
...
```

- Name the unit test class by simply adding a `_TEST` suffix to the class name.

## Advices

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- Design before you program, to avoid losing precious time in developing the wrong solution to the wrong problem.
- First find what is really needed, by taking a few minutes to write :
  - a short text explaining how to use the application, to optimize the application interface before implementing it;
  - a short text explaining what the application components will do, to optimize the application architecture before implementing them;
  - a short text or test code explaining to the other programmers how they will use the application components, to optimize their interface before implementing them.

## Version

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1.0

## Author

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Eric Pelzer ([ecstatic.coder@gmail.com](mailto:ecstatic.coder@gmail.com)).

## License

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