Coda

Language-agnostic coding standard.

Goals

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** : does exactly what the user needs and can be used in a 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

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

- 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, to make the code independent of the editor settings.
- Choose **short meaningful identifiers** for class, attribute, method, constant and variable names, to prevent ambiguity and cognitive load.
- 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
    - Local, Global
- Use **standard suffixes** :
    - Index, Count
    - Array, List, Map, Dictionary
- Use **standard verbs** :
    - Initialize, Update, Finalize
    - Create, Release, Destroy
    - Build, Apply
    - Clear, Fill
    - Reset, Set, Get, Find
    - Is, Has
    - Add, Remove
    - AddFirst, RemoveFirst
    - AddLast, RemoveLast
    - Start, Stop
    - Begin, End
    - Enter, Exit
    - Open, Close
    - Read, Write
    - Load, Save
    - Pause, Resume
    - Lock, Unlock
    - Attach, Detach
    - Enable, Disable
    - Select, Deselect
    - Activate, Deactivate
    - Increment, Decrement
    - Increase, Decrease
    - Compress, Decompress
    - Connect, Disconnect
    - Send, Receive
    - Grant, Revoke
- Name your **types** (classes, structures, enumerations, etc) in **UPPER_CASE**, without articles.

```
class TANK_SHELL
{
    VECTOR_3
        PositionVector;
    QUATERNION
        RotationQuaternion;

    ...
}
```

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

```
ShootShell(
    Muzzle.PositionVector,
    Muzzle.RotationQuaternion
    );
```

- Name 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 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;
}
```

- Avoid acronyms, and capitalize them 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();
```

- Use a noun or noun phrase for classes, constants, attributes and variable names.
- Include the meaningful part of the class name in attribute and variable names.

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

void ShootShell(
    )
{
    SHELL
        last_shot_shell,
        shot_shell;

    ...
}
```

- Start method names with a verb in the imperative mood (Set, Get, Find, ...).
- Start boolean inquiry names with a verb in the indicative mood (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 variable and attribute names.

```
if ( game_is_paused )
{
    ...
}
```

- If an attribute name starts like its owner class name, 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 for single statement blocks.

```
if ( LoadedAmmunitionCount > 0 )
{
    ShootBullet();
}
else if ( CarriedAmmunitionCount > 0 )
{
    ReloadWeapon();
}
else
{
    NoAmmunitionSound.Play();
}
```

- Declare each attribute, variable and method parameter name on a 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 (lowercase, then PascalCase, then UPPER_CASE) and variable 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;
CharacterController
    character_controller;
NavMeshAgent
    navigation_mesh_agent;
TANK
    enemy_tank;
TANK[]
    enemy_tank_array;
```

- Split complex statements and expressions on several lines if they contain boolean operators or if they become too wide.
- 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 ) )
{
    ...
}
```

- Put the scalar or constant multiplier after the multiplicand expression.

```
average_value = ( first_value + second_value ) * 0.5f;
```

- Add exactly one space :
  - after `(` `[` `,`
  - before `)` `]`
  - after `if` `while` `for` `foreach` `return` ...
  - around operators.
- Add exactly one empty line :
  - around standard comments;
  - after the local variable declarations;
  - after the method preconditions;
  - between `if` `while` `for` `foreach` `do` `return` and the prior statement;
  - between `}` and the next 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 as Unity file name.

```
TANK_SHELL.cs
```

- Group the class elements by category, and declare them in this order :

    - Imports.
    - Types.
    - Constants.
    - Attributes.
    - Constructors.
    - Destructor.
    - Operators.
    - Inquiries : methods which don't change the class attributes.
    - Operations : methods which may change the class attributes.
- Within a category, declare :
    - the called methods before the calling methods, preferably in the order they will be called, so that the class code can be immediately understood by a single sequential read.
    - the static members after the non-static members.
- Import exactly what each file needs to be compiled independently, and nothing more.
- Sort the imports by ascending names.
- Delimitate the code sections with standard comments.

```
// -- IMPORTS

...

// -- TYPES

class NAME
{
    // -- CONSTANTS

    ...

    // -- ATTRIBUTES

    ...

    // -- CONSTRUCTORS

    ...

    // -- DESTRUCTOR

    ...

    // -- OPERATORS

    ...

    // -- INQUIRIES

    ...
```

```
    // -- OPERATIONS

    ...
}
```

- Don't use standard comments for empty sections.
- Align multiple lines comments with the surrounding statements, start them with an uppercase character and end them with a period.

```
/*
    A long explanation which must be written
    on several lines.
*/

...
```

- Align single line comments with the surrounding statements, start them with an uppercase character and end them with a period.

```
// A short explanation which can be written on a single line.

...
```

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

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

- 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.

Guidelines

- Design before you program, to avoid loosing precious time in developing the wrong solution to the wrong problem, by quickly writing :
    - a short text or UI flow 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 it;
    - a short text or test code explaining how to use the application components, to optimize their external interface before implementing it.
- Develop programs gradually, one feature at a time, using simple and efficient code.
- Don't overgineer your code, choose simple modular designs which can easily be extended.
- Immediately refactor components when their modularity or reusability needs to be improved.
- Instead of adding comments to explain the code intent, refactor the code to make it easy to understand by :
    - choosing better method and parameter names;
    - using local variables to store intermediate results;
    - splitting the code of a lengthy method into smaller methods called in sequence.
- Make the application resilient to external conditions (network failures, missing or corrupted files, etc).
- Check invalid method parameters with assertions only in the debug build.
- Preferably use :
    - public attributes without getters and setters.
    - public non-virtual methods.
    - virtual methods instead of delegates.
    - state classes instead of coroutines.

Version

1.0

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