
Build Configuration

v. 0.1.9-SNAPSHOT
Project Documentation

Table Of Content

1. Table Of Content	i
2. Java Coding standard	1

1 Java Coding standard

Java Coding Standard

1.1 File organization

A file consists of sections that should be separated by blank lines.

Files longer than 2000 lines are cumbersome and should be avoided.

Each java source file contains a single `public` class or interface. When `private` classes and interfaces are associated with a `public` class they can be put in the same source file as the `public` class. The `public` class should be the first class or interface in the file.

Java source files should have the following ordering:

- [Beginning comments](#)
- [Package and import statements](#)
- [Class and interface declarations](#)

1.1.1 Beginning comments

All source files should begin with a comment block that list the copyright notice. For example:

```

/**
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 *
 * This resource is subject of the following restrictions:
 *
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 * WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR
 * OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF
 * ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
 */

```

1.1.2 Package and import statements

The first non-comment line is a package statement. After that import statements can follow. For example:

```

package org.uniknow.agiledev

import org.uniknow.agiledev.*;

```

1.1.3 Class and interface declarations

The following table describes the parts of a class or interface declaration in the order that they should appear.

Part of class/interface declaration	Notes
Class/interface documentation comment ()	See Documentation comments for information on what should be in this comment
class or interface statement	
static variables	First the <code>public</code> static variables, then the <code>protected</code> , and then the <code>private</code>
Instance variables	First <code>public</code> , then <code>protected</code> , and then <code>private</code>
Constructors	
Methods	These methods should be grouped by functionality rather than by scope or accessibility. For example, a <code>private</code> method can be in between two <code>public</code> instance methods. The goal is to make reading and understanding the code easier.

1.2 Indentation

Four spaces should be used as the unit of indentation.

1.2.1 Line length

Avoid lines longer than 80 characters.

1.2.2 Wrapping lines

When an expression does not fit on a single line, break it according these general principles:

- Break after a comma.
- Break before an operator.
- Align the new line with the beginning of the expression at the same level on the previous line.
- If the above rules lead to confusion code or to code that's squished against the right margin, just indent 8 spaces instead.

Here are some examples of breaking method calls:

```
function(expression1, expression2, expression3,
        expression4, expression5);

var = function(expression1,
               function2(expression1,
                           expression2));
```

Following is an example of breaking an arithmetic expression.

```
name1 = name2 * (name3 + name4 - name5)
      + 4 * name6;
```

Following are 2 examples of indenting method declarations. The first is the conventional case. The second would shift the second and third lines to the far right if it is used conventional indentation, so instead it indents only 8 spaces:

```
// CONVENTIONAL INDENTATION
someMethod(int arg1, Object otherArg, String yetAnotherArg,
           Object andStillAnother);

// INDENT 8 SPACES TO AVOID VERY DEEP INDENTS
private static synchronized verryLongMethodName(int arg1,
           Object anotherArg, String yetAnotherArg,
           Object andStillAnother);
```

Line wrapping for if statements should generally use the 8 space rule, since conventional (4 spaces) indentation makes seeing the body difficult.

```
if ((condition1 && condition2)
    || (condition3 && condition4)
    || (condition5 && condition6)) {
    doSomething();
}
```

Following are examples to format a ternary expression:

```
alpha = (aLongBooleanExpression) ? beta : gama;

alpha = (aLongBooleanExpression)
      ? beta
      : gama;
```