**Coding Guidelines for Tools Library**

## Variable Declaration:

The following table briefly mentions naming of variables.

|  |  |  |  |
| --- | --- | --- | --- |
| S.no | Data Type | Prefix | Example |
| 1 | char | s8 | s8Val |
| 2 | singed char | s8 | s8Val |
| 3 | unsigned char | u8 | u8Val |
| 4 | short | s16 | s16Val |
| 5 | singed short | s16 | s16Val |
| 6 | unsigned short | u16 | u16Val |
| 7 | int | s32 | s32Val |
| 8 | singed int | s32 | s32Val |
| 9 | unsigned int | u32 | u32Val |
| 10 | long | s32 | s32Val |
| 11 | singed long | s32 | s32Val |
| 12 | unsigned long | u32 | u32Val |
| 13 | char \* | ps8 | ps8Val |
| 14 | void \* | pvoid | pvoidPtr |
| 15 | global | g | gpvoidPtr |
| 16 | unknown | start variable name with small letter | size\_t mySize; |

## Structure Declaration:

All structures needs t be typdef.

typedef struct {

int ms32Val;

void \*mpvoidPtr;

}my\_struct\_t;

The structure variable names can be stMyStruct OR pstMyStruct(pointer to the structure).

## Enumerated data types Declaration:

typedef enum {

ERR\_OK = 0,

ERR\_NOMEM,

} my\_enum\_t;

The name of the variable can be eMyEnum.

## General Coding Guidelines:

if (us32Ret == ERR\_OK) {

………….

………….

}

else {

………….

}

while (cond) {

………….

}

switch (u32Val) {

case XYZ:

……………

break;

case default:

……………

break;

}

Function Header:

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

\* FUNCTION NAME \*

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

\* Prototype: const char \* fun(int s32Err); \*

\* Include: some.h \*

\* Input: \*

\* 1. s32Err: error no of singed integer type \*

\* Output: None. \*

\* Return: pointer to const char \*

\* Description: Some description. \*

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