Java Coding Standard

Introduction

This document contains a set of guidelines, concerning programming style, for writing programs in Java for basic programming courses at the TU/e. Students are strongly advised to follow these guidelines. This document is loosely based on [1, 2]. The following mild coding standard will ensure easily readable and modifiable Java source code. **NB. Be consistent when using the freedom that this standard leaves.**

Rules

Naming conventions

- 1. Always start your class names with an uppercase letter. If your class name consists of multiple words, add the following words without a separator, starting each word with an uppercase letter. Commonly referred to as CamelCase. For example public class AgeCalculator or public class Rectangle
- 2. Always start variable- and method names with a lowercase letter. Again, use CamelCase if the name consists of multiple words. For example: int dateOfBirth or public void run().
- 3. A sort of exception to the previous rule: constants are written using uppercase letters and underscores. For example: final static int MAX_WIDTH = 10

Indentation

- 4. Always indent systematically with a fixed multiple of 4 spaces.
- 5. Never use the TAB characters in source code, because when looking at your code in a different editor, or peach, it might mess up your indentation. (*Tip: Let your editor change a TAB to spaces.*)

Line length

6. Never make lines longer than fit in the window on your screen, but never exceed the maximum of 120 characters per line.

One item per line

- 7. Always write variable declarations, including constants via **static final**, on separate lines.
- 8. Always write statements and assignments on separate lines.

Empty lines

- 9. Always write one empty line before and after the following items:
 - A block of constant definitions, a block of instance variables, and a block of local variables.
 - A function declaration, method declaration or class declaration.

Spaces

- 10. Never write a space before a comma, colon or semicolon, but always put a space after them (unless at the line end).
- 11. Always write one space before and after:

```
• keywords: if for while else etc.
```

```
• operators: = + - * / % += -= == != < > <= >= && || etc.
```

There are exceptions to this rule, in particular ++ and -- should be attached to the variable it operates on (e.g. ++x or y--)

Curly braces

- 12. Always use curly braces after the following statements:
 - if (...)
 - else, unless immediately followed by if for multiway selection (else if)
 - while (...)
 - for (...)
 - do
 - try and catch (...)
- 13. Always put the opening braces on the same line as the statement it belongs to.
- 14. Always put the closing braces on a new line and put keywords like **else** and **catch** on the same line as these closing braces.

Comments

- 15. Always explain each variable declaration in a comment.
- 16. Always put a block comment before a function or method that explains its functionality.

Notes

Well-organized source code is important for several reasons:

- The compiler may not care about this, but source code is also read by others: developers, reviewers, maintainers, teachers, graders, ...
- It is an important means to prevent errors.
- It facilitates localization of errors, both by the author, and by others.

Example

This section provides some small examples regarding the rules proposed in the previous section.

The if else-if else statement:

```
if (condition1) {
    statements;
} else if (condition2) {
    statements;
} else {
    statements;
}
```

Methods and functions:

```
/**
* This method counts from one up to and including ten
*/
public void countFromOneUntilTen() {
   int count = 0; // starting from zero
   int max = 10; // the maximum amount of iterations

while (count < max) {
   count = count + 1;
   System.out.println(count);
  }
}</pre>
```

References

- [1] Code Conventions for the Java Programming Language. Sun, 1999.
- [2] Java Coding Standards. ESA, 2005.