

CS 329E - Swift Coding Standard

General

1. Any new code should be consistent with the default code format generated by XCode, except where noted below.
2. Any code added to existing code should be formatted to reflect the existing standard in the code already written.

Naming

Variable Names: camel case, starting with a lowercase character
Example: speedOfCar

Property Names: camel case, starting with a lowercase character
Example: speedOfCar

Class Names: camel case, starting with an uppercase character
Example: Automobile

Method Names: camel case, starting with a lowercase character
Example: speedUp

Protocol Names: camel case, starting with an uppercase character
Example: AutomobileProtocol

Blank lines

There should be no more than one blank line between any two lines of code.

Ok example 1:
line of code
<blank line>
line of code

Ok example 2:
line of code
line of code

Not Ok example:
line of code
<blank line>
<blank line>
line of code

Comments

1. Each commented line should start with two forward-leaning slashes.
2. Do not use multi-line comments characters - `/* comment */`
3. A comment at the end of a line is ok.

Ok example 1:

```
// comment line 1
// comment line 2
```

Ok example 2:

```
let total = 50 // initialized to 50 because blah
```

Not Ok example:

```
/* comment line 1
comment line 2 */
```

Assignment statements

There should be one space, and only one space, on either side of the assignment operator.

Ok example:

```
let total = 0
```

Not Ok examples:

```
total=0
total= 0
total =0
total  = 0
```

Indentation

Every scope should have a new indentation level.

Ok example:

```
if <some condition> {
  if <some condition> {
    —yada—
  }
}
```

Not Ok example:

```
if <some condition> {
  if <some condition> {
    —yada—
  }
}
```

```
}
```

Braces

Opening braces

You can have the opening brace either immediately following or on the next line. But you **MUST** be consistent in all your code for a given homework or project.

Closing braces

These should always be on their own line and either lined up with the starting statement or the opening brace - depending on where you placed the opening brace.

Ok examples:

```
func printMe()
{
    ...statements...
}
```

```
func printMe() {
    ...statements...
}
```

```
if <some condition>
{
    —yada—
}
```

```
if <some condition> {
    —yada—
}
```

Not Ok examples:

```
func printMe()
{
    ...statements...
}
```

```
func printMe() {
    ...statements...
}
```

```
if <some condition>
{
    —yada—
}
```

```
if <some condition> {  
    —yada—  
}
```

Spaces

There should generally be no more than one space between any two characters.

Ok example:

```
let total = 0
```

Not Ok example:

```
let  total      = 0
```

Property and Variable Declarations

A given property or variable declaration must be for one and only one property or variable.

Ok example:

```
var firstName:String  
var lastName:String
```

Ok example:

```
var firstName: String  
var lastName: String
```

Not Ok example:

```
var firstName:String, lastName:String
```

Class definitions

Each class definition should be defined in it's own .swift file.

That is, one and only one class definition should appear in a source file.

Protocol definitions

A protocol definition can be in its own .swift file or in a class file.

**** End of Coding Standard ****