Group Assignment 1: BMI

Jerome Agoncillo, Adi Latic, Hatice Camalan

As part of our group's “standard,” we decided to make it a “rule” to leave comments after every line of code or function so we know the purpose behind the code and function.

Another “rule” we use in our standard is the idea of indentation. This way we can make the code look clean and piece together like building blocks or a puzzle. Besides that, we had to make indentations for our functions so they knew what is inside the function and then it knew to exit the function and keep moving. Doing our research on other standard protocols we found these “rules” to be extremely relevant and it makes sense because when working in a group you aren’t able to read your group members mind.

When it comes to naming conventions in regards to naming classes, methods, variables, and constants, Python recommends UpperCamelCase for class names, SCREAMING_SNAKE_CASE for constants, and snake_case for variables and methods. When it comes to naming variables and methods, we decided to follow the lowerCamelCase convention. Our motivation for this is that there is not much difference between snake_case and lowerCamelCase in terms of readability. Another person reading the source code will be able to understand what we are using the variable for.

This offers a nice segue to what to actually name your identifiers. Some people prefer shorter identifiers (though not extremely short), and others don’t mind long identifiers. We do not believe it is necessary to strictly limit identifier names to an exact number of characters, but we do agree that the length of identifier names must be within reason. In short, identifier names must communicate to anyone reading the source code what the purpose of the identifier is while also maintaining the aesthetic look and readability of the code. This means that as

programmers, we must avoid giving identifiers vague names, names that are unnecessarily long/short, and names that use acronyms that aren't widely used and that only make sense to the original programmer.

Sources

Wikipedia contributors. "Naming convention (programming)." *Wikipedia, The Free Encyclopedia*. Wikipedia, The Free Encyclopedia, 6 Jan. 2025. Web. 26 Jan. 2025.

"Programming Style." *Wikipedia*, Wikimedia Foundation, 5 Dec. 2024, en.wikipedia.org/wiki/Programming_style. Accessed 26 Jan. 2025.