

CS 1428

Style Guidelines

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Indentation

I don't care whether you prefer 2 spaces, 4 spaces or 8. What is important is that you are consistent. For example,

```
1 while (true){
2     switch(variable){
3         case 1:
4             cout << " ";
5     }
6 }
```

is fine. So is:

```
1 while (true){
2     switch(variable){
3         case 1:
4             cout << " ";
5     }
6 }
```

What is not acceptable, and makes my eyes bleed is:

```
1 while (true){
2     switch(variable){
3         case 1:
4             cout << " ";
5     }
6 }
```

Make sure you watch your tabs. ****Tabs are not spaces!**** (Unless you set your editor or IDE up that way.)

Comments

As a rule of thumb, anything in your code that is not immediately obvious needs some explanation in the form of comments. This is especially true for functions (when we get

there I'll explain further). Unfortunately, commenting your code will be an acquired skill, perfected after much feedback from professors and more experienced people. The best way to learn good commenting style is to read well written code. You can start with some open source projects, or ask me and I'll point you in the right direction.

At a minimum, each program you write **must** have the following header. If your program does not, don't be surprised to see significant point reduction. The header includes basic identifying information, as well as a brief description of what the program does.

```
1  /*
2   Name: Jared Wallace
3   Date: 08-22-2013
4   Section: 06 (or 19)
5   Lab Number: 1
6
7   My program, although cleverly disguised as hello world, actually cures world hunger,
8   prevents all future wars from happening and cleanses the world of Justin Bieber.
9  */
10 #include <iostream>
11
12 using namespace std;
13
14 int main(){
15     cout << "Hello World!";
16     return 0;
17 }
```

Above all, keep the following maxim in mind when you are coding:

"Programs are written for humans to understand, and only incidentally for machines to execute."