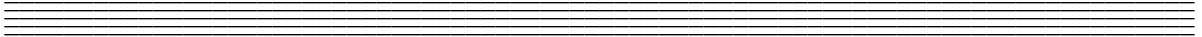


# Assignment Kit for Coding/Counting Standard



## PSP Fundamentals

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# PSP Fundamentals

## Assignment Kit for the Coding/Counting Standard

### Overview

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#### Topics

This assignment kit covers the following topics.

Section	See Page
Prerequisites	2
Objectives	2
Coding/Counting standard requirements	2
Coding/Counting standard example	3
Evaluation criteria and suggestions	6
Coding/Counting standard template	7

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#### Prerequisites

- Prerequisites
- Read Chapter 4
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#### Objectives

- The objectives of the coding/counting standard are to
- establish a consistent set of coding practices
  - provide criteria for judging the quality of the code that you produce
  - facilitate size counting by ensuring you are consistent about what you put on each physical line
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#### Coding/counting standard requirements

Produce, document, and submit a completed coding/counting standard that calls for quality coding practices.

For LOC counting, ensure that a separate physical source line is used for each logical line of code.

Submit the coding/counting standard with your program 2 assignment package.

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## Example coding/counting standard

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### Coding/counting standard example

The following pages contain a C++ coding/counting standard example.

Notes about the example:

- Since it is an example, tailor it to meet your personal needs.
- If you have an existing organizational standard, consider using it for the PSP exercises.

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## C++ Coding/Counting Standard Example

<b>Purpose</b>	To guide implementation of C++ programs
<b>Counting Standard</b>	<ul style="list-style-type: none"> <li>- Count each physical line as one LOC.</li> <li>- Do not count blank lines and comment-only lines.</li> <li>- Be consistent about what you put on each physical line.</li> </ul>
<b>Program Headers</b>	Begin all programs with a descriptive header.
<b>Header Format</b>	<pre> /***** / /* Program Assignment:  the program number */ /* Name:                your name */ /* Date:                the date you started developing the program */ /* Description:         a short description of the program and what it does */ *****/ </pre>
<b>Contents</b>	Provide a summary of the contents
<b>Contents Example</b>	<pre> /***** / /* Contents: */ /*  Reuse instructions */ /*  Modification instructions */ /*  Compilation instructions */ /*  Includes */ /*  Class declarations: */ /*      CData */ /*      ASet */ /*  Source code in c:/classes/CData.cpp: */ /*      CData */ /*      CData() */ /*      Empty() */ *****/ </pre>

(continued)

## C++ Coding/Counting Standard Example (continued)

<b>Reuse Instructions</b>	<ul style="list-style-type: none"> <li>- Describe how the program is used: declaration format, parameter values, types, and formats.</li> <li>- Provide warnings of illegal values, overflow conditions, or other conditions that could potentially result in improper operation.</li> </ul>
<b>Reuse Instruction Example</b>	<pre> /***** / /*  Reuse instructions */ /*    int PrintLine(char *line_of_character) */ /*    Purpose: to print string, 'line_of_character', on one print line */ /*    Limitations: the line length must not exceed LINE_LENGTH          */ /*    Return 0 if printer not ready to print, else 1 */ *****/ / </pre>
<b>Identifiers</b>	Use descriptive names for all variables, function names, constants, and other identifiers. Avoid abbreviations or single-letter variables.
<b>Identifier Example</b>	<pre> Int number_of_students;          /* This is GOOD */ Float: x4, j, ftave;             /* This is BAD */ </pre>
<b>Comments</b>	<ul style="list-style-type: none"> <li>- Document the code so the reader can understand its operation.</li> <li>- Comments should explain both the purpose and the behavior of the code.</li> <li>- Comment variable declarations to indicate their purpose.</li> </ul>
<b>Good Comment</b>	<pre> If(record_count &gt; limit) /* have all records been processed? */ </pre>
<b>Bad Comment</b>	<pre> If(record_count &gt; limit) /* check if record count exceeds limit */ </pre>
<b>Major Sections</b>	Precede major program sections by a block comment that describes the processing done in the next section.
<b>Example</b>	<pre> /***** / /*  The program section examines the contents of the array 'grades' and calcu- */ /*  lates the average class grade. */ *****/ / </pre>
<b>Blank Spaces</b>	<ul style="list-style-type: none"> <li>- Write programs with sufficient spacing so they do not appear crowded.</li> <li>- Separate every program construct with at least one space.</li> </ul>
<b>Indenting</b>	<ul style="list-style-type: none"> <li>- Indent each brace level from the preceding level.</li> <li>- Open and close braces should be on lines by themselves and aligned.</li> </ul>
<b>Indenting Example</b>	<pre> while (miss_distance &gt; threshold) {     success_code = move_robot (target_location);     if (success_code == MOVE_FAILED)     {         printf("The robot move has failed.\n");     } } </pre>
<b>Capitalization</b>	<ul style="list-style-type: none"> <li>- Capitalize all defines.</li> <li>- Lowercase all other identifiers and reserved words.</li> <li>- To make them readable, user messages may use mixed case.</li> </ul>
<b>Capitalization Examples</b>	<pre> #define DEFAULT-NUMBER-OF-STUDENTS 15 int class-size = DEFAULT-NUMBER-OF-STUDENTS; </pre>

## Evaluation criteria and suggestions

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**Evaluation  
criteria**

Your standard must be

- complete
  - legible
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**Suggestions**

Keep your standards simple and short.

Do not hesitate to copy or build on the PSP materials.

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## Coding/Counting Standard Template

<b>Purpose</b>	To guide the development of programs
<b>Counting Standard</b>	<ul style="list-style-type: none"> <li>- Count each physical line as one LOC.</li> <li>- Do not count blank lines and comment-only lines.</li> <li>- Be consistent about what you put on each physical line.</li> </ul>
<b>Program Headers</b>	Begin all programs with a descriptive header.
<b>Header Format</b>	
<b>Contents</b>	Provide a summary of the contents.
<b>Contents Example</b>	
<b>Reuse Instructions</b>	<ul style="list-style-type: none"> <li>- Describe how the program is used. Provide the declaration format, parameter values and types, and parameter limits.</li> <li>- Provide warnings of illegal values, overflow conditions, or other conditions that could potentially result in improper operation.</li> </ul>
<b>Reuse Example</b>	
<b>Identifiers</b>	Use descriptive names for all variables, function names, constants, and other identifiers. Avoid abbreviations or single letter variables.
<b>Identifier Example</b>	

(continued)

### Coding/Counting Standard Template (continued)

<b>Comments</b>	<ul style="list-style-type: none"> <li>- Document the code so that the reader can understand its operation.</li> <li>- Comments should explain both the purpose and behavior of the code.</li> <li>- Comment variable declarations to indicate their purpose.</li> </ul>
<b>Good Comment</b>	
<b>Bad Comment</b>	
<b>Major Sections</b>	Precede major program sections by a block comment that describes the processing that is done in the next section.
<b>Example</b>	
<b>Blank Spaces</b>	<ul style="list-style-type: none"> <li>- Write programs with sufficient spacing so they do not appear crowded.</li> <li>- Separate every program construct with at least one space.</li> </ul>
<b>Indenting</b>	<ul style="list-style-type: none"> <li>- Indent every level of brace from the previous one.</li> <li>- Open and closing braces should be on lines by themselves and aligned with each other.</li> </ul>
<b>Indenting Example</b>	
<b>Capitalization</b>	<ul style="list-style-type: none"> <li>- Capitalized all defines.</li> <li>- Lowercase all other identifiers and reserved words.</li> <li>- Messages being output to the user can be mixed-case so as to make a clean user presentation.</li> </ul>
<b>Capitalization Example</b>	