Students:

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20.1 Program 1a: Guidelines

Writing Professional Code

As you develop your programming skill, it is important that you develop a programming style as well. First and foremost, all code you write should be **easy to read** and **easy to understand**.

Much of the cost associated with software projects is maintenance cost. When you are writing software code in industry you generally are part of a team of developers. Others will read, fix bugs, and otherwise modify your code. It is best to learn to write good code now instead of fixing bad habits later when they will be a poor reflection on you as an employee.

More guidelines can be found on Blackboard / Programming Guidelines / Coding Guidelines and Tips

Header comment section (**required**)

Each file you code should contain the following header information.

```
/**
 *  Program #
 *  1-2 Line Description of class/program
 *  CS108-2 (or CS108-3)
 *  Date
 *  @author  Student Name
 */
```

getInfo() (**required**)

The sole purpose of this method is just as it says: to identify you as the author of the code. No matter what else is required in your program, this method must also be included.

getInfo() should return a string in the form of the following where your name is substituted for "Student Name".

```
Program #, Student Name
```

Modularization

Every CS 108 program should contain several methods. At no time should all the statements be only in one main() method. You will be graded on how well you modularize your code into reasonable code segments.

Comments

Always include comments (beyond the program header section).

- Each method should have a description and define any input parameters, a return value (if any), and any exceptions thrown.
- Provide comments where they help explain the code.
- Do not overuse comments or comment about obvious things.

The Assignment

Let's practice writing good code. We begin with just a one-method program (so, obviously, comments will be limited). You are to write a program called Guidelines that contains one non-static method getInfo() as described above. Note that your code should not have a main method at all. Upload your solution to ZyBooks and submit for grading. (5 points)

Print your assignment solution and bring it with you to submit in class the first class meeting after the due date. Your code will be examined by a grader to see that comments are present as described. Indent code with 3-5 spaces. (5 points).

General outline of the program

```
Header comments here

class block begins here

    getInfo method here

class block ends here
```

LAB			
ACTIVITY	20.1.1: Program 1a: Guidelines	5 / 5	✅

Submission Instructions

Compile command

```
javac Guidelines.java -Xlint:all
-encoding utf-8
```

We will use this command to compile your code

Upload your files below by dragging and dropping into the area or choosing a file on your hard drive.

Guidelines.java

Drag file here
or
Choose on hard drive.

Submit for grading

Latest submission - 6:22 PM on 09/08/19   Submission passed all tests   ✓   Total score: 5 / 5

☐ Only show failing tests   **Download this submission**

1: Unit test ⌃   5 / 5

Test feedback   getInfo correctly returned Program 1A, Ste

Previous submissions

6:11 PM on 9/8/19   0 / 5   View ⌄

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