Coding standards and guidelines

Part 1

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If you don't like peers/superiors to see your code !

Your code have no standards

Good developer – always shows off his code with pride

Five point palm heart exploding technique

Points to nail

- No more then 20 lines, functions, functions functions…….
- Write comments before you write code
- Pascal casing for class names, Method Names
  Camel casing for variables and method parameters
- Use meaningful names for your functions, classes and variables
- Enough of underscores (_) ok? It isn't 1960 ; but you can use them for member variables.

Wanna fight more

- Do not use single character variable names
- Do not use underscores (_) for local variable names
- Prefix boolean variables, properties and methods with "is" or similar prefixes.
  - Like public bool isfinished=false;
- Namespace names should follow the standard pattern
  <company name>.<product name>.<top level module>.<bottom level module>
- Format it, it's your publication, you want it to be readable right.

Next sessions

- Part 2 – Closing on rest of coding standards
- Part 3 – Tools to improve coding standards, documentation, and code review practices
- Part 4 – Packaging your programs

Thanks

Q.