C/C++ Programming Style Sheet

Condition statement

if (x == 0);   →   if (!x);
if (x != 0);   →   if (x);

Variable value control

Set variable to zero
x = 0;   →   x ^= x;

Variable /= 2
x /= 2;   →   x >>= 1;

Variable *= 2;
x *= 2;   →   x <<= 1;

Naming

- **loop counter**
  ecx   General 32 bit **loop counter**
  fecx   32 bit loop counter used in a **for loop**
  wecx   32 bit loop counter used in a **do/while loop**
  If it's nested, the second loop counter name will be edx...eex...efx

- if the variable is a **pointer** type, pX will be named. PointerToPointer type will be ppX

- If it's a **class object**, it will be cClassObject
  If it's a **pointer to class object**, it will be pcClassObject

- If calloc / malloc used, I will usually create 2 variables, pX_ESP, pX_EBP
  pX_EBP is the **base address**, pX_ESP is the next empty memory address, pX_ESP++ after
  used.

- If the parameter named _in_variableName in **header file**, it's a **pointer reference**, it's not an
  actual value, caller may use that reference value for further calculation.