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.