# Simplon Normes:

### Python

We use pylint to verify that your file is formatted as you wish. You can install and run pylint like this

```
$ sudo apt install pylint
$ pylint --rcfile=simplon.rc my_python_package my_file.py
Pylint will ignore some folder and file, like the ones starting with test.
$ ls package_name
   __init__.py main.py math.py test_math.py tests_mains.py

# Does not read test_math.py and tests_mains.py
$ pylint --rcfile=pylint_simplon package_name
Also ignore folders named docs dockerfiles _build logs .env tests test.
```

### **DocStrings**

Docstring are excepted Everywhere but on modules and should be at least one line.

```
def main():
    """Required Documentation"""

class MyClass():
    """Required Documentation"""

$ head myfile.py
#/usr/bin/env python3
"""Not Required Module documentation"""

def open_a_file():
    """Required Documentation"""
```

### Limits

- a file can not be longer than 160 lines.
- a file can not contain more than 5 function/class.
- a function or methods can not have more than 25 lines.
- $\bullet$  a line can not be longer than 80 character.
- a Class can not have less than 2 methods (unless explicit in a subject).
- a function or method can not have more than 4 argument.
- a Class can not have more than 5 attributes.

- No more than 3 boolean value in if statement.
- No more 4 return in a function body.
- No more than 4 Branches.
- No more than 5 local variables.
- You will not inheritate more than 3 time.
- class can not have more than 6 public methods
- Wildcard import are NOT allowed

```
# bad
def this_line_is_longer_than_heighty_characters_and_it_is_way_too_long_for_vti_tty_format_wl
def less_than_heigty_characters():
 pass
# bad: too many boolean in if statement
if i \% 5 and i \% 3 and i \% 10 and i \% 6:
 pass
# good
if i % 5 and i % 3:
 if i % 10 and i % 6:
    pass
# Bad: too many branches
if i == 1:
 pass
elif i == 2:
 pass
elif i == 3:
 pass
elif i == 4:
 pass
elif i == 5:
 pass
elif i == 6:
 pass
```

## Indentation

Two space you will use as an indentation (You can probably set your IDE/VSCode to put two spaces with the tab key).

```
def right_indent(indent):
   if indent:
     return True
   return False
```

```
def bad_indent(ind):
    if ind:
        return True
    return False
```

#### **Nested Block**

You can't have more than three nested block:

```
def good_nested():
    for i in range(10):
        if i % 5:
            if i % 2:
                print("Hello World")

# too many nested level
def bad_nested():
    for i in range(10):
        if i % 5:
            if i % 2:
        if True:
               print("Hello World")
```

## **Quote Consistency**

In a file a quote ('|") you will choose. In this file no other quote will be used.

```
def wrong_quote_consistency():
    string = "Hello"
    word = 'World'

def quote_consistency():
    string = "Hello"
    word = "World"
```

### Argument, Function, Class, Methods and Attributes naming

All your constant value will use UPPER\_CASE style.

The snake\_case style you will use for:

- argument
- attribute
- function
- module

• variables

The PascalCase style you will use for:

• Class

The camelCase style you will use for:

• methods

```
# Good
import somemodule
CONST_VALUE = "World"
def some_func():
 variable = "toto"
 return variable
class MyClass():
 def myMethod(argument):
    self.attribute = "tata"
# Bad
import SomeModule
constvalue = "World"
def SomeFunc():
 Variable = "toto"
 return Variable
class myclass():
 def my_method(WrongArgument):
    self.AttributeBad = "tata"
    if wrongArgument == 0:
     return 0
    if wrongArgument == 1:
     return 1
    if wrongArgument == 2:
      return 1
    if wrongArgument == 3:
      return 3
   return 5
```

#### Return Values

If your function return a value in branches, every branches should return.

```
def not_enought_return(integer):
   if integer == 5:
     return 0
   elif integer == 3:
     return 1

def return_in_all_braches(integer)
   if integer == 5:
     return 0
   elif integer == 3:
     return 1
   return -1
```

### Variable Naming and Usage

All variable should have a named between 2 and 30 characters, excepted for i, j, k, x, y, \_ which can be used as index variables. all declared variable should be used or indicated otherwise.

```
# Bad
def some_func(attr, notused):
    again_not_used, value = attr
    print(value)
# good
def some_func(attr, _):
    unused_vtuple, value = attr
    print(value)
```

### End Of Line format

Your end of line should always be LF ones (linux mode).

```
$ cat -e good.py
def main():$
  my_var = "toto"$
$ cat -e bad.py
def main():^M$
  my_var = "toto"^M$
```

### Score

When running pylint it gives you a score. For easy maintenance I would suggest to try to keep it always higher than 80%.

Remember that now, we ask you to 100% when finishing a projets. If you have any question. Please ask to <code>Qlumy</code> first.