

Documentation and Code Style

CS 1044

Motivation

- ✦ Writing good computer programs is **not** just about getting the correct results
- ✦ **Documenting your code** and **making it readable** makes it easy for another reader to understand, such as another team member
- ✦ It also helps **you** if you need to go back and look at your own code after a month, or a year

Commenting

- ✦ C++ lets us insert **free text** comments into our code
- ✦ Comments are **ignored** by the compiler – they are solely for the programmer's benefit

Single-Line Comments

- Single-line comments are preceded by `//`
- Everything from the `//` to the end of the line is ignored

```
// A comment can be on its own line:  
// The following line applies sales tax.  
double total = subtotal * 1.05;
```

```
int x = 5;    // Can also be at end of a line
```


Block Comments

- Block comments can start with `/*` and end with `*/`
- These can be on one line, part of a line, or span multiple lines

```
/* The following line of code is the one that  
   applies the sales tax to the subtotal */
```

```
double total = subtotal * 1.05;
```

```
double x = 4.0 /* don't do this */ + y;
```


Internal Commenting

- ✦ Make judicious use of internal commenting inside your functions
- ✦ Every variable should include a brief comment describing its purpose, if not obvious from the name
- ✦ Potentially “tricky” algorithms, expressions, or blocks of code should be preceded by a comment that explains them

Useless Comments

- ✦ Comments should explain **why** your code does something, not **how**
- ✦ Your code itself already says **how**
- ✦ Example of a useless comment:

```
int x = 5;    // sets x to be equal to 5
```


Documenting Functions

- ✦ Every function you define in your program should start with a comment describing:
 - ✦ What does the function do? What is its **purpose**?
 - ✦ What are each of its **parameters**?
 - ✦ If it is not a **void** function, what does it **return**?

Function Comments

```
//  
// Computes the sum and average of two numbers.  
//  
// a the first number  
// b the second number  
// avg a reference to a variable that will  
//      receive the average of a and b  
// returns the sum of a and b  
//  
int sum_and_average(int a, int b, double& avg);
```


Function Comments

```
//  
// Computes the sum and average of two numbers.  
//  
// a the first number  
// b the second number  
// avg a reference to a double that  
//      receive the average of a and b  
// returns the sum of a and b  
//  
int sum_and_average(int a, int b, double& avg);
```

The first paragraph should be a brief description of the function – its purpose, and/or how it behaves

Function Comments

Every parameter should be listed, followed by the name of the parameter, followed by a description

```
//  
// Computes the sum and average of two numbers.  
//  
// a the first number  
// b the second number  
// avg a reference to a variable that will  
//     receive the average of a and b  
// returns the sum of a and b  
//  
int sum_and_average(int a, int b, double& avg);
```


Function Comments

```
//  
// Computes the sum and average of two numbers  
//  
// a the first number  
// b the second number  
// avg a reference to a variable that will  
//     receive the average of a and b  
// returns the sum of a and b  
//  
int sum_and_average(int a, int b, double& avg);
```

If the function is non-void, you must finally have a description of the value the function returns

Other Points of Style

- ✦ Commenting is only one facet of code style
- ✦ Remember that C++ ignores most whitespace in your program
- ✦ So, the following is a valid, but ugly, program

```
#include <iostream>
using namespace std;int main(    ){cout<<
"hello"                <<
endl;return
                                0;}
```


Curly Braces

- ✦ Curly braces for a block should **line up vertically**
- ✦ This symmetry makes it easier to see where blocks of code begin and end

- ✦ **Good**

```
if (x)
{
    something();
}
```

- ✦ **Not as good**

```
if (x) {
    something();
}
```


Curly Braces

- ✦ Always use curly braces for `if/else/for/while` blocks
- ✦ Even if only one statement follows them
- ✦ Code is less error prone and easier to modify this way

- ✦ **Good**

```
if (x)
{
    something();
}
```

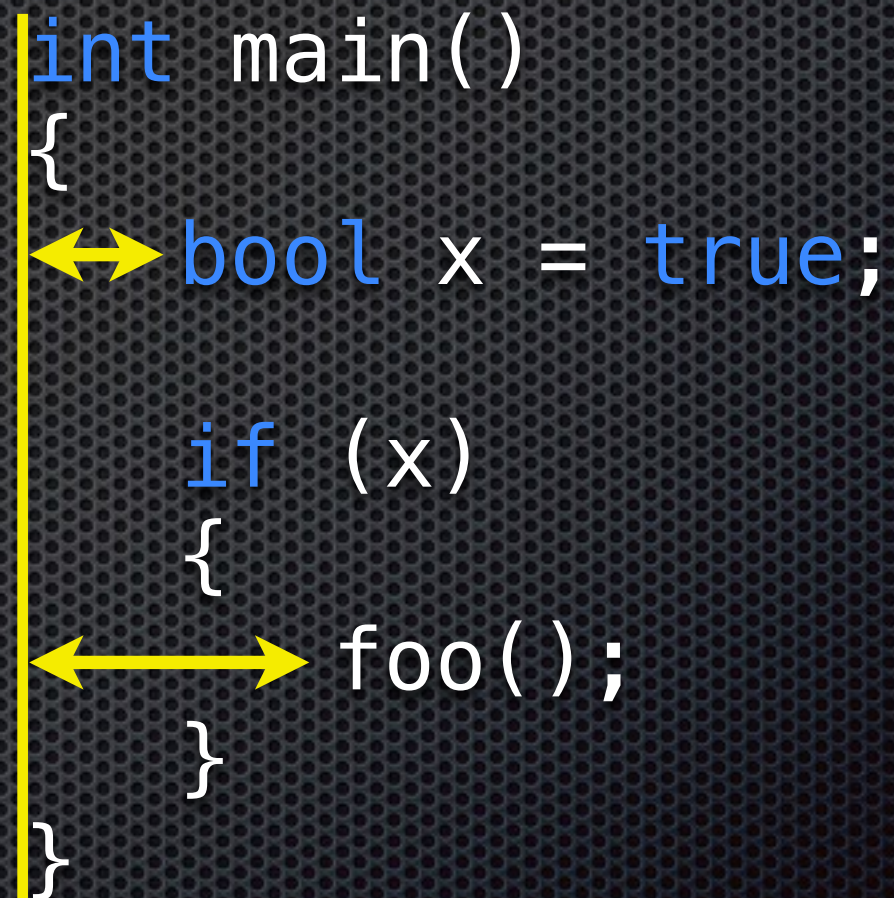
- ✦ **Not as good**

```
if (x)
    something();
```


Indentation

- ✦ Indent your code to show its structure
- ✦ Use curly braces as a guide – each pair represents a new indentation level

```
int main()  
{  
    bool x = true;  
  
    if (x)  
    {  
        foo();  
    }  
}
```

A vertical yellow line is positioned to the left of the code. Two yellow double-headed arrows point from this line to the first and second indentation levels of the code, visually demonstrating how the curly braces define the scope and indentation of the code blocks.

Other Use of Spaces

- ✦ Use a single space between `if/else/for/while` and the following parenthesis
- ✦ Put a single space around operators like `+`, `-`, `*`, `/`, `&&`, `||`, etc.
- ✦ No spaces immediately inside parentheses, or after function names

- ✦ **Good**

```
if (x)
{
    foo(x + 9);
}
```

- ✦ **Not as good**

```
if( x )
{
    foo (x+9);
}
```


Naming Conventions

- ✦ Variables, functions, and data types should be lowercase with words separated by underscores, or “camelCase”

```
int sum;  
double average(...);  
int group_size;  
int groupSize;
```

- ✦ Constants should be all UPPERCASE

```
const double TAX_RATE =  
    1.05;
```