

## Common Style Errors

### Code formatting

Please format your code correctly! For Processing, use Control-T on Windows or Apple-T on Mac.

Here is an example of unformatted code from an anonymous source:

```
void addRandomLetters()
{

    for (int x = 75; x < width; x+= 75)
    {
        for (int y = 75; y < width; y+= 75)
        {

            color ranCol = color(random(225),random(225),random(225));
            char randomLetter = (char)('A' +(int)random(26));

            Letter l = new Letter (randomLetter,x,y,ranCol) ;
            letters.add(l);

        }
    }

}
```

Can use easily understand the code? Could you easily spot an error?

Here is the same example with correct formatting:

```
void addRandomLetters()
{
    for (int x = 75; x < width; x+= 75) {
        for (int y = 75; y < width; y+= 75) {
            color ranCol = color(random(225), random(225), random(225));
            char randomLetter = (char)('A' +(int)random(26));
            Letter l = new Letter (randomLetter, x, y, ranCol) ;
            letters.add(l);
        }
    }
}
```

## Naming of variables

Remember to use proper naming.

If a method is simple, for example with a single for loop, then using a generic name such as “index” is fine, e.g.

```
for (int index=0; index<letters.size(); index++) {  
    // do stuff  
}
```

However using generic names becomes confusing if your method starts to get more complicated:

```
for (int index=0; index<grid.size(); index++)  
    for (int i=0; i<grid.size(); i++) {  
        // do stuff  
    }
```

As a reader I am confused about the difference between “index” and “i”.

A much better solution:

```
for (int columnIndex=0; columnIndex<grid.size(); columnIndex++)  
    for (int rowIndex=0; rowIndex<grid.size(); rowIndex++) {  
        // do stuff  
    }
```

It’s a little more typing, but it makes the program much more understandable!

## Naming of Methods

Remember to use lowerCamelCase to name methods. UpperCamelCase is C# convention.

For example:

```
public void DrawLetter() {...} // C#  
public void drawLetter() {...} // Processing
```