

Coding Standards

Standard Data Type Prefixies

```
int iVariableName;  
short sVariableName;  
long lVariableName;  
long long llVariableName;  
float fVariableName;  
double dVariableName;  
long double ldVariableName;  
unsigned x uxVariableName;  
x* pVariableName;  
x axVariableName[];  
const x = xVariableName;
```

Where x is any of the other types listed.

Examples

Global Variable

```
struct DataType g_variableName;  
int g_iVariableName;
```

Static Variables

```
static int s_iVariableName;
```

Static Functions

```
static TYPE file_name_function_name(/*...*/);
```

Functions

```
TYPE File_Name_FunctionName(/*...*/);
```

Struct Declarations and Definitions

```
typedef struct _struct_name StructName;
typedef struct _struct_name
{
    /*...*/
} StructName;
struct _struct_name
{
    /*...*/
};
```

Declarations and Definitions

```
typedef enum _enum_name EnumName;
typedef enum _enum_name
{
    ENUM_NAME_ITEM_ONE = 1,
    /*...*/
} EnumName;
enum _enum_name
{
    ENUM_NAME_ITEM_ONE = 1,
    /*...*/
};
```