**Structured Programming: Naming Conventions & Commenting Code**

**Naming Conventions**

Adding variables to a program as you go along is a recipe for disaster and it shows a serious lack of planning. Before you start your actual code you should draw up a list of all the variables you intend to use, including details of the data types and whether they are going to be local or global variables.

Giving the variables, constants, muddles functions and subroutines in a program meaningful names is good practice. It makes a lot more sense to call a variable that stores the number of pupils in a group **GroupSize** than to can it **Size** or **C3**.

**Comments & code layout**

The final step to good program construction is to use the features of the programming language to make the code itself as programmer-friendly as possible. This might include adding suitable comments, especially to more complex and unusual sections of the code, and using gaps and indents to show the overall structure of a program.

The helpful features are:

* Comments to show the purpose of an algorithm
* Comments to show the purpose of each line
* Sensible variable names
* The contents of the loop have been indented.

Indenting loops can help to identify where a loop begins and ends. It also helps when you are trying to debug a program.

**Definition:**

The process of giving meaningful names to subroutines, functions, variables and other user-defined features in a program.