

נספח א'
תקנים לכתיבת קוד
Coding Standards

- ✚ Naming Conventions
- ✚ Statements Structure
- ✚ Delegates and Events
- ✚ Coding Style
- ✚ StyleCop 4.4.0.14

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Part A – Standards

Variables and Class Members

1. Declare variables and class members with **meaningful names** (even if they come out very long)
2. Indices with no special meaning may be named "i", "j", etc. (even advisable)
3. **Local Variables**
 - a. First letter should be lower-cased.
 - b. First letter of each new word should be upper-case (Camel-Casing with first-letter-lower-case).
 - c. Example:

```
int numofItems; //GOOD
int numofitems; //BAD
int NumOfItems; //BAD
int NUMOFITEMS; //BAD
```

4. **Local const bool:**
 - a. Starts with a 'v_' and the Camel Case.
 - b. Use instead of `true/false` literals for parameters to methods.
 - c. Always `true`. Use '!' to send negative value.

```
//GOOD:
const bool v_IncludeSubFolders = true;
string line = SearchEngine.FindLine(@"C:\SomeFolder", v_IncludeSubFolders);
string line = SearchEngine.FindLine(@"C:\SomeFolder", !v_IncludeSubFolders);

//BAD:
string line = SearchEngine.FindLine(@"C:\SomeFolder", true);
string line = SearchEngine.FindLine(@"C:\SomeFolder", false);
```

5. **Class/Struct Members**

- a. **Regular** member names will always start with a lower-cased 'm' and an underscore:

```
protected int m_NumOfItems; //GOOD
protected int m_numOfItems; //BAD
protected int myNumOfItems; //BAD
protected int numofItems; //BAD
```

- b. **Const** member names and **local consts** will always start with a lower-cased 'k' and an underscore:

```
protected const int k_NumOfItems = 20; //GOOD
```

- c. **Static** member names will always start with a lower-cased 's' and an underscore:

```
protected static int s_NumOfItems = 20; //GOOD
```

- d. **Readonly** member names will always start with a lower-cased 'r' and an underscore:

```
protected readonly int r_NumOfItems = 20; //GOOD
```

- e. **Static Readonly** member names will always start with a lower-cased 'sr' and an underscore:

```
protected static readonly int sr_NumOfItems = 20; //GOOD
```

Statements

All statement bodies should be wrapped with block wrappers (curly braces)

if:

```
//GOOD
if(!falseBoolParam)
{
    code...
}
else
{
    code...
}

//BAD
if(int i = 0; i < 15; ++i)
    one line of code...
else(int i = 0; i < 15; ++i)
    one line of code...
```

Loops:

```
//GOOD
for (int i = 0; i < 15; ++i)
{
    code...
}

//BAD
for (int i = 0; i < 15; ++i)
    one line of code...
```

Properties, Methods and Indexers

1. Naming

- Declare with meaningful names (even if they come out very long).
- Do not add "_" (underscore) to the name.
- Use Camel-Casing (Each new word starts with a capital).
- `private` methods should start **lower cased**

```
public    int  GetNumOfItems();           //GOOD
private  int  getNumOfItems();           //GOOD
public    int  getnumofitems();           //BAD
public    int  get_num_of_items();        //BAD
public    int  Getnumofitmes();           //BAD
public    int  GETNUMOFITEMS();           //BAD
```

2. Declaration (Method's signature)

- Use SPACE between parameter declarations (and not TAB).
- Method declaration should be in a single line.
- In case of many parameters, split parameters declaration to several lines.

3. Parameters

- a. Declare parameters with meaningful names (even if they come out very long).
- b. Parameter name will pre-fixed with:
 - `i_` – The value is relevant inside the method only
 - `o_` – The value is relevant outside the method only
 - `io_` – The value is relevant both inside and outside the method

GOOD

```
public int      GetNumOfItems()
{...}

protected void AddCustomer(string i_Name, int i_Age)
{...}

private string AddProducer(string i_Name, string i_ContactName,
                           ref string io_PhoneNumber, out string o_Age);
```

BAD

```
public int
GetNumOfItems(){...} // (should be in one line)

protected void AddCustomer(string i_Name,int i_Age) // (no space)
{...}

protected string AddProducer(string name, string contactName,
                             ref string phoneNumber,
                             out string age) // (naming params)
{...}
```

Classes and Structs

1. Declare with meaningful names (even if they come out very long).
2. Use Camel-Casing (Each new word starts with a capital).

Enums

1. Declare with meaningful names (even if they come out very long).
2. Use Camel-Casing (Each new word starts with a capital) with the prefix 'e'.
3. Use plural ('s') for flagged enums.
4. Use Camel-Casing for the list of enums also and do not prefix them like in C++.

```
public enum eFuelType //GOOD
{
    Octan96,
    Octan95,
    Octan98,
}

[Flags]
public enum eFuelTypes //GOOD
{
    Octan96,
    Octan95,
    Octan98,
}

public enum Fuel_Type //BAD
{
    eftOctan96, // bad - no need for prefix
    octan95,    // bad - not camel-cased
    octan_98,   // bad - no need for underscore
}
```

Delegates and Events

1. Declare with meaningful names (even if they come out very long).
2. Delegate name convention is the same as class name convention (delegate are classes...) with an extension of the word 'Delegate'.

```
public delegate void ErrorNotificationDelegate(string i_ErrorMsg);
```

3. The extension for a delegate which is defined to be an event handler will be 'EventHandler' (and not 'Delegate'):

```
public delegate void EventHandler(object sender, EventArgs e);
public delegate void CancelEventHandler(object sender CancelEventArgs e);
public delegate void MouseEventHandler(object sender MouseEventArgs e);
```

4. Event naming is Camel-Cased and will described the event in the best way (usually will be an action description).

```
public event EventHandler Closed; // this means I am notifying after I was closed
public event CancelEventHandler Closing; // this means I am in the closing process
public event EventHandler AfterEdit; // being raised after edit process is completed
public event EventHandler BeforeEdit; // being raised before edit process was started
```

5. The name of the event handler method which is declared in the subscriber will be constructed from the name of the instance that raises the event, underscore and the name of the event:

```
private void buttonOK_Click(object sender, EventArgs e){...}
```

6. The name of the internal method (in the class that raises the event) which is responsible for raising the event will be constructed with the format of OnXXX (while XXX is the event's name):

```
protected virtual void OnClick(EventArgs e)
{
    // check if someone is listening
    if(Click != null){
        // raise the event:
        Click.Invoke(this, e)
    }
}
```

Part B - Style

Conditions

1. Boolean assignments

Use Boolean assignments when relevant:

```
// BAD - START
if (age > 50)
{
    isOldMan = true;
}
else
{
    isOldMan = false;
}
// BAD - END

//GOOD
isOldMan = age > 50;
```

2. Duplicated code

Be aware of cases in which duplicated code resides in 'if' and 'else' statements:

```
// BAD - START
if (age > 50)
{
    CheckEyes();
    CheckHealth();
}
else
{
    CheckYearsOfLiscense();
    CheckHealth();
}
// BAD - END

//GOOD - START
if (age > 50)
{
    CheckEyes();
}
else
{
    CheckYearsOfLiscense();
}
CheckHealth();
//GOOD - END
```

Layout

1. Use TABs (and not SPACES) for indentations.
2. Each block will be tabbed inside its parent block:

```
public static void Main()
{
    if (boolVar)
    {
        for (int j = 0 ; j < 44 ; ++j)
        {
            someLinesOfCode...
        }
    }
}
```

Spaces

1. **No double space lines.**
2. **Do not** leave redundant space lines.
3. **Use** spaces in the following cases:
 - a. Between operators and operands:

```
x = t + 5;    //GOOD
x=t+5;       //BAD
if(x == 5)    //GOOD
if(x==5)     //BAD
```

- b. Between method parameter declarations:

```
Console.WriteLine("Hello {0} and {1}!", name1, name2); //GOOD
Console.WriteLine("Hello {0} and {1}!",name1,name2);   //BAD
```

4. **Do not use** spaces in the following cases:
 - a. Before method braces:

```
Console.WriteLine("hello world");           //GOOD
Console.WriteLine ("hello world");          //BAD
DoSomething(5, 4);                           //GOOD
DoSomething (5, 4);                          //BAD
```

5. **Use space lines** in the following cases:
 - a. After local variable declarations section

```
public int PrintNameAndAge()
{
    int         age = 18;
    string      name = "moshe"

    Console.WriteLine("{0} is {1} years old", name, age);
    ...
}
```

- b. After a closing curly bracket (end of block):

```
    Console.WriteLine("Last line in this block");
}

    Console.WriteLine("First line after the block");
}
```

- c. Before return statement (**which should be single in a method!**)

```
...
    Console.WriteLine("Have a nice day");

    return retVal;
}
```

Method Implementations

1. Method code should not take more than one screen.
2. Use only **one return statement** in a method.
3. **Methods should implement a flow of calling other methods**

Microsoft StyleCop 4.4

In **addition** (but not as an override!) to all the above, **you should write code that complies with the rules of [StyleCop 4.4](#).**

The document with the set of rules can be found [here](#) and can be downloaded from the course site.

You are more than welcome to use the [StyleCop 4.4 add-in for Visual Studio](#) as your guardian.

The grader ("Habodek") uses this tool.. ☺ (note: this add-in can not be installed on Visual C# Express)

EXCLUDED StyleCop Rules

The rules below **are not enforced by the grader** and some even contradict the rules in this document.

You can find an explanation on how to exclude them in the settings of the StyleCop add-in [here](#).

(**TIP:** To exclude the rules from all your projects and not only the current project, first go to the "Settings" tab and click on the "Edit" Button).

In any case of contradiction, even if not mentioned here, the rules in my document rule!

NOT ENFORCED Documentation Rules:

All rules are NOT enforced.

NOT ENFORCED Layout Rules:

SA1504 (Within a C# property, indexer or event, at least one of the child accessors is written on a single line, and at least one of the child accessors is written across multiple lines)

NOT ENFORCED Maintainability Rules:

SA1401 (A field within a C# class has an access modifier other than private)

SA1404 (A Code Analysis SuppressMessage attribute does not include a justification)

NOT ENFORCED Naming Rules:

SA1300 (The name of a C# element does not begin with an upper-case letter)

SA1303 (The name of a constant C# field must begin with an upper-case letter)

SA1304 (The name of a non-private readonly C# field must begin with an upper-case letter)

SA1305 (The name of a field or variable in C# uses Hungarian notation)

SA1306 (The name of a field or variable in C# does not begin with a lower-case letter)

SA1308 (A field name in C# is prefixed with m_ or s_)

NOT ENFORCED Ordering Rules:

SA1200 (A C# using directive is placed outside of a namespace element)

SA1201 (An element within a C# code file is out of order in relation to the other elements in the code)

SA1202 (An element within a C# code file is out of order within regard to access level, in relation to other elements in the code)

SA1210 (The using directives within a C# code file are not sorted alphabetically by namespace)

SA1211 The using-alias directives within a C# code file are not sorted alphabetically by alias name)

NOT ENFORCED Readability Rules:

SA1101 (A call to an instance member of the local class or a base class is not prefixed with 'this.', within a C# code file.)

SA1103 (The clauses within a C# query expression are not all placed on the same line, and each clause is not placed on its own line)

SA1124 (The C# code contains a region)

NOT ENFORCED Spacing Rules:

SA1000 (The spacing around a C# keyword is incorrect)

SA1009 (A closing parenthesis within a C# statement is not spaced correctly)

SA1027 (The C# code contains a tab character)