

Code Conventions

This document is still under review and will probably change later on.

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1 Tabs

This is one of points where teams often fight about. We will use a tab size of 4 spaces.

2 Line length

Lines should not get longer than 140 characters (TODO: verify this)

2.1 Breaking function definitions

if they get too long, break like this:

```
private static synchronized horkingLongMethodName(  
    int anArg,  
    Object anotherArg,  
    String yetAnotherArg,  
    Object andStillAnother){  
    ...  
}
```

2.2 Breaking ifs definitions

```
if( (condition1 && condition2)  
    || (condition3 && condition4)  
    ||!(condition5 && condition6)  
){  
    doSomethingAboutIt();  
}
```

3 Naming

camelCase

Variables start small and then every new Word is written big.

Hungarian Notation

We will use specifiers defining the Type of the variables. These will be mostly be one letter long and stand in front of the name.

| type | specifier |
|------------------|--------------|
| integer | i |
| unsigned integer | ui |
| boolean | b |
| string | s |
| float | f |
| double | d |
| object | o |
| array | a<data type> |
| label | lbl |

3.1 Example

iLoop for an integer which is used in loops

sName for an String which holds a name

4 Spacing

4.1 Space after if, for and while

no space after if, for or while and the opening parentheses.

4.2 Space between) and {

no space or newline between) and {.

5 parameter order

first the most common variables, the ones that are changing the least.

No return variables, these are only returned with the return statement!

(TODO: discuss about this)

6 no ternary expressions

this one should be simple.

7 Const everything!

This is a idea from me, in a function call all variables have to be futures (not modifiable).

(TODO: discuss about this)