

# JPL :: Good Practices

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# Good Practices

**Understand the following program**

```
void main() {  
    int a;  
    printf("enter");  
    scanf("%d",&a);  
    if (a%2==0)  
        printf("YES");  
    else  
        printf("NO");  
}
```

Name for the above program: **yesno.c**

# Good Practices

## Analyze the following program

```
void main() {  
    int given_number;  
    printf("Enter The Number: ");  
    scanf ("%d", &given_number);  
    if (given_number % 2 == 0)  
        printf("The given Number is even");  
    else  
        printf("The given Number is odd");  
}
```

Name for the above program: **EvenorOdd.c**

# Good Practices

- program **yesno.c** looks more confusing and even from the program name one cannot understand the purpose of the program
- Program **EvenorOdd.c** looks neat, well-written, readable and understood by others who need to maintain them later

# Good Practices

Good Rules To Follow:

**Rule 1** Program must be readable

**Rule 2** Proper variable and file naming

**Rule 3** Proper indentation

**Rule 4** Spacing between blocks

**Rule 5** One character space before and after operator

**Rule 6** Meaningful messages in the program(input/output)

**Rule 7** Save the file at specific location

# Good Practices

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