



Coding Style (Java)

2110215 - Programming Methodology









Outline

- → Format
- > Naming (meaningful)
- > Conditional
- > Class
- > Method
- > Example









Format

- > Printout using monospace font (Courier, Consolas, ...)
- > Comment (beginning of every file, unobvious steps, ...)
- A space before and after an operator, i.e., x + y rather than x+y
- > Avoid long statement in one line







Naming (meaningful)

- > class name: Singular noun begins with uppercase letter
- > method name: *Verb* begins with *lowercase* letter
- variable name: <u>Noun</u> begins with <u>lowercase</u> letter.
 - For **boolean** variables, use *isXXX* or *hasXXX*
- > constant: Noun with all uppercase letters.
 - double PI, MAX SPEED









Conditional

- > if(booleanVariable == true) >
 if(booleanVariable)
- → if(booleanVariable == false) →
 if(!booleanVariable)
- if-else can be used instead of serie of if's?
- > use .equals() to compare string/reference not ==







Class

- > use get/set for private fields
 - Do not use public field
- > Prepare constructor(s)
- > Don't forget to write equals(), toString()







Method

- > small, normally should be < 20 lines
 - refactor to other private methods if it is long.
- > Make your method perform only one task.
- > Avoid duplicated code.







Coding

> avoid magic number, use constant instead







Example - Indent style

Code

```
// preferred.
if (x < 0) {
  negative(x);
} else {
  nonnegative(x);
// Not like this.
if (x < 0)
  negative(x);
// Also not like this.
if (x < 0) negative(x);
```











Example - Indent style

.........System.out.print("Good");

.....if (currentHour < AFTERNOON)

Code

```
Note: The period char (.) is used to
public class HelloWorld
                                                show indentation
....public void greetUser(int curre
```



else if (currentHour EVENING)

```
...........System.out.println( "Afternoon");
....else
           .System.out.println("Evening");
```







Example - Indent style

Note: The period char (.) is used to show indentation



Code







Example

```
Code
```

```
// Bad.
final String value =
   otherValue;

// Good.
final String value = otherValue;
```

Don't break up a statement unnecessarily.









Example - Field, class, and method declarations

```
// Bad.
final static private String value;
// Good.
private static final String value;
```

The order does not matter but it is nice to be consistent with most people.







Example - Variable naming

Code

```
// Bad.
   - Field names give little insight into what
fields are used for.
class User {
  private final int a
                              Extremely short variable names should be
  private final String m
                              reserved for instances like loop indices.
// Good.
class User {
  private final int ageInYears;
  private final String maidenName;
```











Example - Include units in variable names

```
Code
// Bad.
long pollInterval;
int fileSize;
// Good.
long pollIntervalMs;
int fileSizeGb.
// Better.
     - Unit is built in to the type.
     - The field is easily adaptable between units,
readability is high.
Amount<Long, Time> pollInterval; But it depends
Amount<Integer, Data> fileSize;
                            on the usage too.
```







Example - Don't embed metadata in variable names

Code

```
// Bad.
Map<Integer, User> idToUserMap;
String valueString;

// Good.
Map<Integer, User> usersById;
String value;
```

A variable name should describe the variable's purpose. Adding extra information like scope and type is generally a sign of a bad variable name.

Avoid embedding the field type in the field name.









Example

```
Code
// Bad.
String _value;
String mValue;
```

// Good.
String value;

Also avoid embedding scope information in a variable. Hierarchy-based naming suggests that a class is too complex and should be broken apart.









Example - Space pad operators and equals.

Code

```
// Bad.
// - This offers poor visual separation
of operations.
int foo=a+b+1;

// Good.
int foo = a + b + 1;
```







Example - Be explicit about operator precedence

Don't make your reader open the <u>spec</u> to confirm, if you expect a specific operation ordering, make it obvious with parenthesis.

Code

```
// Bad.
return a << 8 * n + 1 | 0xFF;

// Good.
return (a << (8 * n) + 1) | 0xFF;</pre>
```

It's even good to be really obvious.

```
if ((values != null) && (10 > values.size())) {
   ...
}
```









Example - Avoid unnecessary code

Code

```
// Bad.
// - The variable is immediately returned, and just serves to clutter the code.
List<String> strings = fetchStrings();
return strings;
// Good.
return fetchStrings();
```

Superfluous temporary variables.









Example - Comments

Code

```
/*
    * This is
    * okay.
    */
```

```
// And so
// is this.
```

```
/* Or you can
  even do this. */
```

Tip: When writing multi-line comments, use the /* ... */ style if you want automatic code formatters to re-wrap the lines when necessary (paragraph-style). Most formatters don't re-wrap lines in // ... style comment blocks.



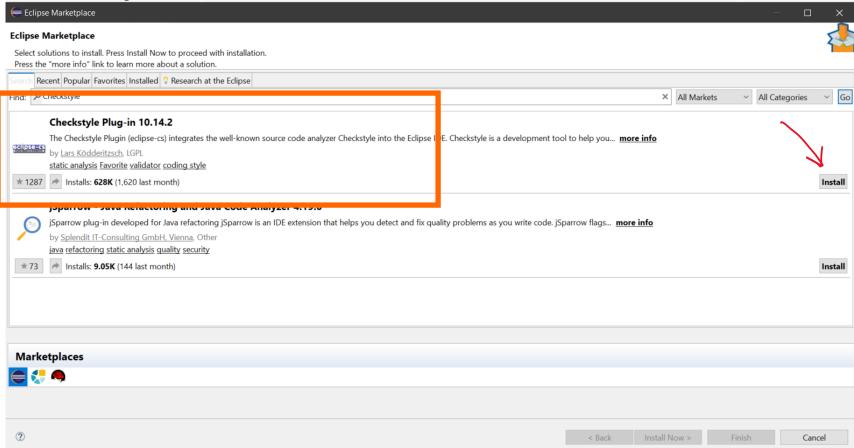






Forcing good style with CheckStyle Plugin

> Select Eclipse Marketplace from Help Menu. Search for Checkstyle. Then click Install.



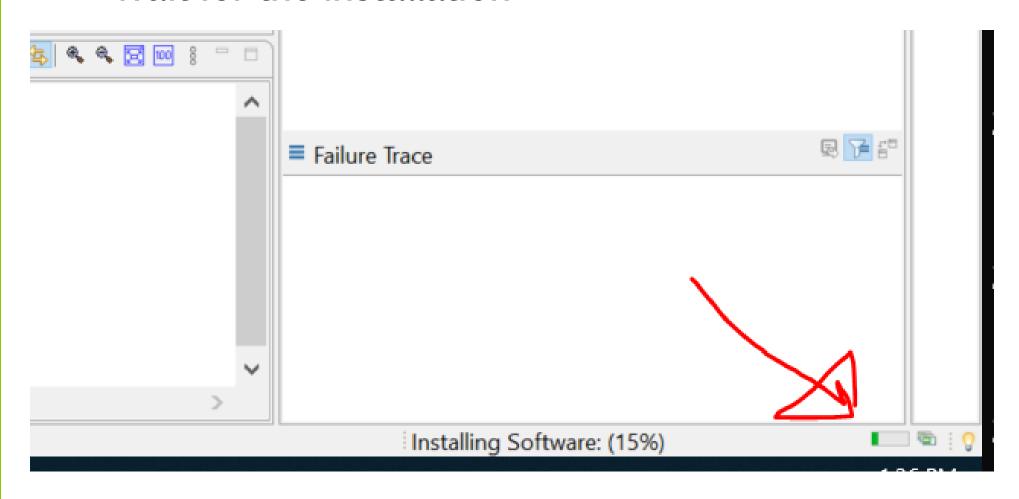








Wait for the installation







The default style is too much!

- > Both google style and Sun style check too many things, you will be frustrated.
- > So, Create the style yourself.
 - See next page!!







Windows-> Preferences

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 ▶ General ▶ Ant Checkstyle ▶ Code Recommenders Gradle ▶ Help ▶ Install/Update ▶ Java ▶ Maven 	General Settings Rebuild projects if needed: prompt ✓ ✓ Warn before losing configured file sets □ Include rule names in violation messages ⑦ □ Include module id (if available) in violation messages ⑦ □ Limit Checkstyle markers per resource to 100 ⑦ □ Run Checkstyle in background on full builds			Click	
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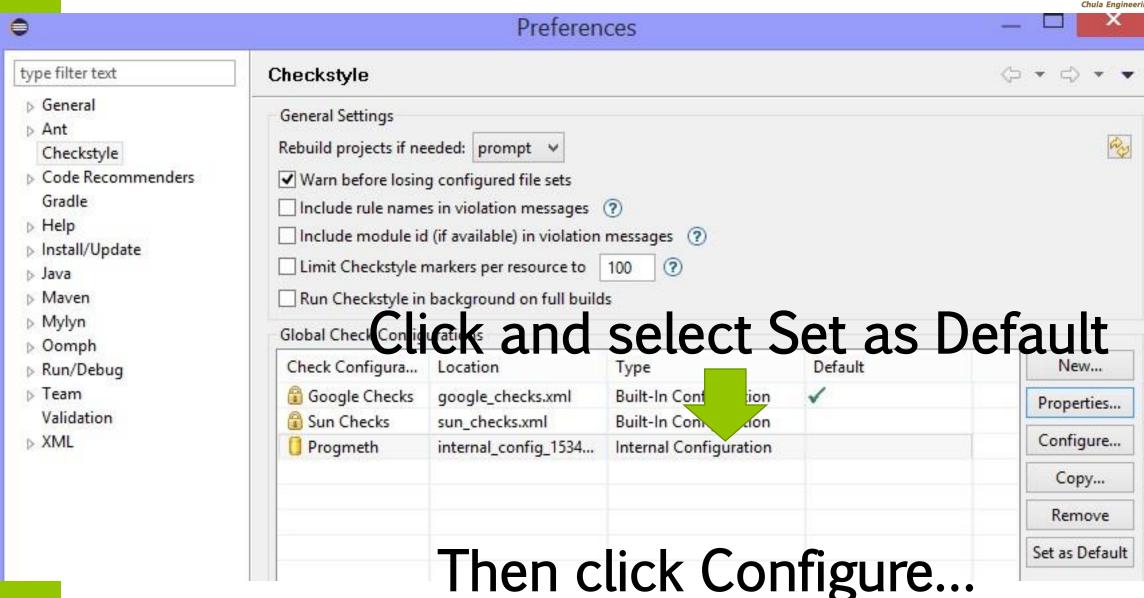












Checkstyle Configuration

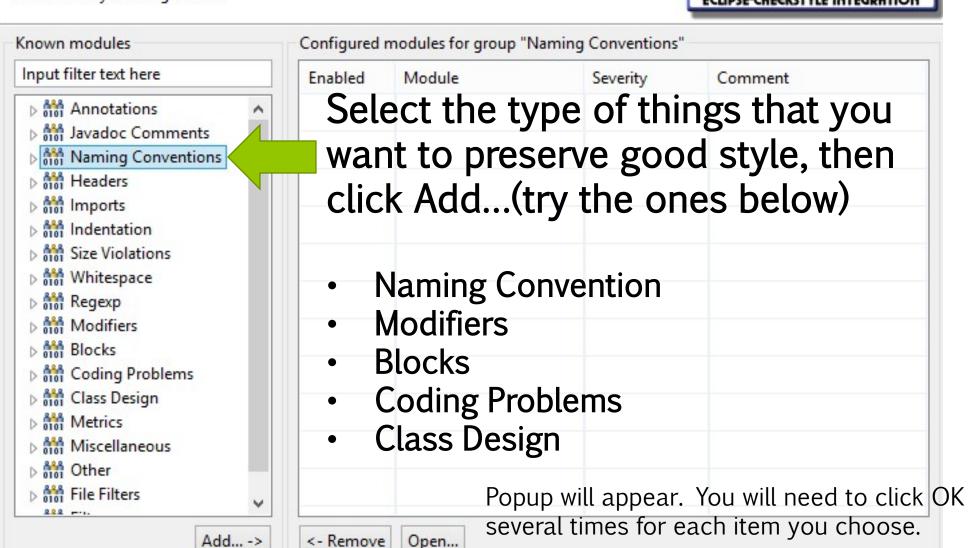






Edit checkstyle configuration.

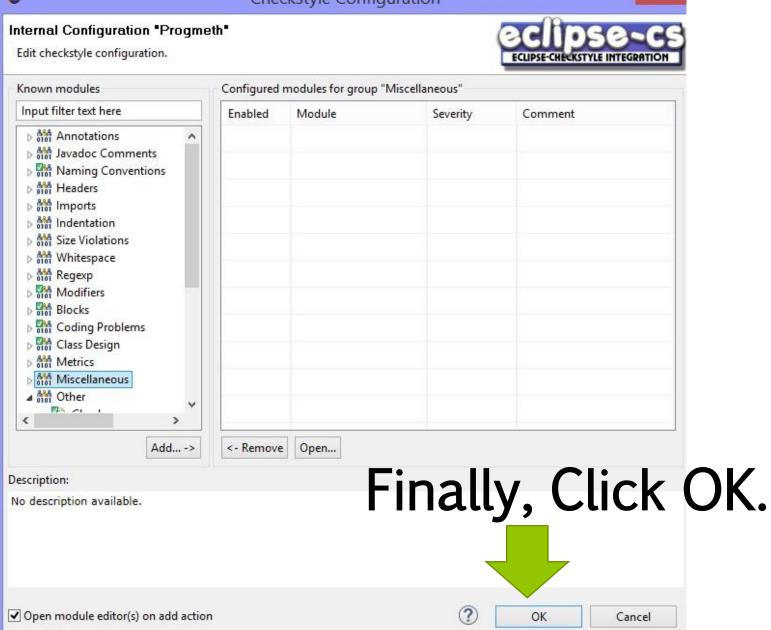












> 🔑 Clé

it.B.java

Properties

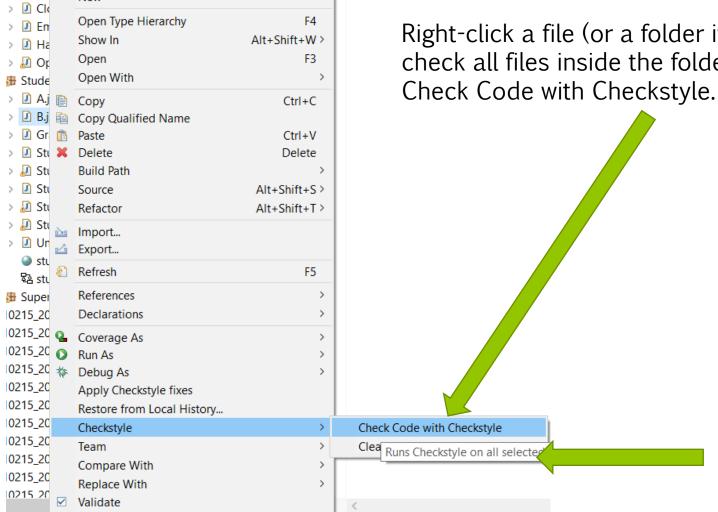
New







How to run Checkstyle



Alt+Enter

Right-click a file (or a folder if you want to check all files inside the folder), then choose

> You can clear the Checkstyle with the Clear option.







Run result

Checkstyle will highlight the problems. Hover your mouse over each highlight to see its suggestion.

```
package Student;
public class A
    public static void main(String[] args) {
       A = new B();
        a.foo();
    public void foo() {
        System.out.println("A");
```