Coding Standards of C Language

Rules:-

- **1.** All programs shall be written to comply with the C99 version of the ISO C Programming Language Standard.
- 2. Preprocessor directive #define shall not be used to alter or rename any keyword or other aspect of the programming language.
- **3.** The width of all lines in a program shall be limited to a maximum of 80 characters.
- **4.** Do not rely on C's operator precedence rules, as they may not be obvious to those who maintain the code. To aid clarity, use parentheses to ensure proper execution order within a sequence of operations.

5. Keywords to Avoid

- > The auto keyword shall not be used.
- > The register keyword shall not be used.
- > It is a preferred practice to avoid all use of the goto keyword. If goto is used it shall only jump to a label declared later in the same or an enclosing block.

> It is a preferred practice to avoid all use of the continue keyword.

6. Keywords to Frequent

- > The static keyword shall be used to declare all functions and variables that do not need to be visible outside of the module in which they are declared.
- > The const keyword shall be used whenever appropriate.
- > The volatile keyword shall be used whenever appropriate.

7. Comments

- > Code shall never be commented out, even temporarily.
- > All comments shall be written in clear and complete sentences, with proper spelling and grammar and appropriate punctuation.
- > All assumptions shall be spelled out in comments.

8. Alignment

- The names of variables within a series of declarations shall have their first characters aligned.
- > The names of struct and union members shall have their first characters aligned.
- > No line of code shall contain more than one statement.

- > Each indentation level should align at a multiple of 4 characters from the start of the line.
- **9.** All module names shall consist entirely of lowercase letters, numbers, and underscores. No spaces shall appear within the module's header and source file names.
- 10. All switch statements shall contain a default block.