# **Coding Standards - Team 8**

# **JavaScript Coding Conventions**

- Naming and declaration rules for variables and functions.
- Rules for the use of white space, indentation, and comments.
- Programming practices and principles

### **Variable Names**

All names start with a letter.

```
firstName = "John";
lastName = "Doe";
price = 19.90;
tax = 0.20;
fullPrice = price + (price * tax);
```

# **Spaces Around Operators**

Always put spaces around operators ( = + - \* / ), and after commas:

### **Examples:**

```
var x = y + z;
var values = ["Volvo", "Saab", "Fiat"];
```

### **Code Indentation**

Always use 2 spaces for indentation of code blocks:

#### **Functions:**

```
function toCelsius(fahrenheit) {
  return (5 / 9) * (fahrenheit - 32);
}
```

Do not use tabs (tabulators) for indentation. Different editors interpret tabs differently.

### **Statement Rules**

General rules for simple statements:

• Always end a simple statement with a semicolon.

### **Examples:**

```
var values = ["Volvo", "Saab", "Fiat"];
var person = {
  firstName: "John",
  lastName: "Doe",
  age: 50,
  eyeColor: "blue"
};
```

General rules for complex (compound) statements:

- Put the opening bracket at the end of the first line.
- Use one space before the opening bracket.
- Put the closing bracket on a new line, without leading spaces.
- Do not end a complex statement with a semicolon.

#### **Functions:**

```
function toCelsius(fahrenheit) {
  return (5 / 9) * (fahrenheit - 32);
}

Loops:
for (i = 0; i < 5; i++) {
  x += i;
}

Conditionals:
if (time < 20) {
  greeting = "Good day";
} else {
  greeting = "Good evening";
}</pre>
```

# **Object Rules**

General rules for object definitions:

- Place the opening bracket on the same line as the object name.
- Use colon plus one space between each property and its value.
- Use quotes around string values, not around numeric values.
- Do not add a comma after the last property-value pair.
- Place the closing bracket on a new line, without leading spaces.
- Always end an object definition with a semicolon.

### **Example**

```
var person = {
  firstName: "John",
  lastName: "Doe",
  age: 50,
  eyeColor: "blue"
};
```

Short objects can be written compressed, on one line, using spaces only between properties, like this:

```
var person = {firstName:"John", lastName:"Doe", age:50, eyeColor:"blue"};
```

## Line Length < 80

For readability, avoid lines longer than 80 characters.

If a JavaScript statement does not fit on one line, the best place to break it, is after an operator or a comma.

#### **Example**

```
document.getElementById("demo").innerHTML =
"Hello World.";
```

## **Naming Conventions**

Always use the same naming convention for all your code. For example:

- Variable and function names written as camelCase
- Global variables written in **UPPERCASE** (We don't, but it's quite common)
- Constants (like PI) written in UPPERCASE

#### camelCase:

camelCase is used by JavaScript itself, by jQuery, and other JavaScript libraries.

Do not start names with a \$ sign. It will put you in conflict with many JavaScript library names.

# Loading JavaScript in HTML

Use simple syntax for loading external scripts (the type attribute is not necessary):

```
<script src="myscript.js"></script>
```

# **Accessing HTML Elements**

A consequence of using "untidy" HTML styles, might result in JavaScript errors.

These two JavaScript statements will produce different results:

```
var obj = getElementById("Demo")
var obj = getElementById("demo")
```

If possible, use the same naming convention (as JavaScript) in HTML.

### **File Extensions**

HTML files should have a .html extension (.htm is allowed).

CSS files should have a .css extension.

JavaScript files should have a .js extension.

### **Use Lower Case File Names**

If you move from a case insensitive, to a case sensitive server, even small errors can break your web site. To avoid these problems, we always try to use lower case file names (if possible).