

# Introduction to Coding Standards

# Overview

- Definitions
- Motivation
- Small Example Coding Standard
- Conclusions
- References

# Definitions

- A coding standard defines the style of your source code including (but not limited to):
  - Indentation, Bracket Placement
  - Variable, Function and Class Names
  - Comments
  - Declaring Pointers
  - Higher level aspects (often to avoid obscure pitfalls)
  - And more
- A standard is defined for a language or project
- If everyone follows the standard the code is easy to read

# Motivation

- A coding standard can be useful for the following reasons
  - Programmers can quickly read someone else's code on a project
  - New people can get up to speed quickly
  - People new to a language are spared the need to develop a personal style

# Indentation and Bracket Placement Examples

```
if (hours < 24 && minutes < 60 && seconds < 60)
{
    return true;
}
else
{
    return false;
}
```

- ANSI C++ Style

# Indentation and Bracket Placement Examples

```
if (hours < 24 && minutes < 60 && seconds < 60) {  
    return true;  
} else {  
    return false;  
}
```

- Kernighan and Ritchie Style

# Indentation and Bracket Placement Examples

```
if    (      hours<
      24      && minutes<
      60      && seconds<
      60                                )
    {return      true
; }      else
    {return      false
; }
```

- Hopefully no one's style

# Indentation and Bracket Placement Example

- Clearly we want to avoid the use the last option.
- The coding standard can define that the last option shouldn't happen
- It also chooses between the two reasonable options
  - This makes all the code on a project look the same



# Commonly used Identifier Case

- Upper Case with Underscores:
  - `THIS_IS_AN_EXAMPLE`
- Lower Camel Case:
  - `thisIsAnExample`
- Upper Camel Case:
  - `ThisIsAnExample`
- Lower Case with Underscores:
  - `this_is_an_example`

# Example Coding Standard – Variable Names

- Classes have Upper Camel Case
  - ex: `PizzaFactory`
- Functions have lower Camel Case
  - ex: `myFunction`
- Member variables begin with m and have Upper Camel Case
  - ex: `mMemberVariable`
- Local variables have lower case with underscores
  - ex: `my_local_variable`

# Example Coding Standard – Indentation, Spaces and Tabs

- No tabs are used, set your editor to enter spaces when you hit tab
- When you hit tab, 2 spaces are entered
- There is only one space between tokens
- K&R Placement of braces

```
if(condition) {  
    basic_block  
} else {  
    basic_block  
}
```

# Example Coding Standard – Declaring Pointers

- C codestyle

```
int *z;
```

- C++ codestyle

```
int* z;
```

- But what about two variables?

- C codestyle

```
int *z, *y;
```

- C++ codestyle

```
int* z, y;
```

(y is an int, not a pointer in this case)

# Conclusions

- Some employers or projects will require you to conform to the coding standard
  - This may make life easier for you if you sometimes ask: “What is the best way to do it?”
- When you join a project you can ask: “Is there a coding standard?”
- The coding standard could be specified by referencing the project’s coding standard document in the “Process Requirements” section of the B-Spec.
- If a coding standard is specified you should use a tool to automatically check the standard during qualification

# Coding Standards on the Web

- Coding conventions
  - [http://en.wikipedia.org/wiki/Programming\\_style](http://en.wikipedia.org/wiki/Programming_style)
    - C,C++,C#,Java

## References

1. [http://en.wikipedia.org/wiki/Programming\\_style](http://en.wikipedia.org/wiki/Programming_style)
2. <http://www.possibility.com/Cpp/CppCodingStandard.html#important>
3. [http://en.wikipedia.org/wiki/The\\_C\\_Programming\\_Language\\_\(book\)](http://en.wikipedia.org/wiki/The_C_Programming_Language_(book))
4. [http://en.wikibooks.org/wiki/C%2B%2B\\_Programming/Code\\_Style](http://en.wikibooks.org/wiki/C%2B%2B_Programming/Code_Style)