Coding standards define a programming style. It is simply a set of rules and guidelines for the formatting of the source code. Standards in computer programming are a way of programming that has been made acceptable and is a recommended way of coding. Standards of programming, instantly makes you different from newcomers and is an approach that is considered to be professional. In business, medical, photography, there is an approach. In same manner, Standards of Programming gives programmers a way to use a common ground when writing code.

# Benefits:

* Code Integration
* Team Member Integration
* Maintenance
* Uniform Problem Solving
* Minimizes Communication
* Minimizes Performance Pitfalls
* Saves Money Due to Less Man Hours

# Common Aspects of a Coding Standard:

Consider that professional code does not simply perform a job. Professional code performs a job in such a way that it is easy to maintain and debug.

|  |  |  |
| --- | --- | --- |
| * Naming Convention | * Comments | * Organization |
| * Formatting And Indentation | * Documentation | * Reference Usage |

For instance, programmers generally accept that when writing C# source code they will write parameters and private and protected fields using Camel casing. What this means for the C programmer is that they can look at a piece of C# source code written by another and quickly indentify segments. This increases readability substantially.

# NAMING CONVENTION:

One of the primary reasons that programmers do not create everything in assembly code is readability. One of the most common tasks we must perform as a coder is naming. Professional code not only works, it is compatible and easy to maintain. Proper naming is a critical component of making code both maintainable and compatible. For this reason, strict naming conventions are a core aspect of all coding standards and style guidelines. The first rule of naming conventions is so pure that is universal among all high-level programming languages. Programmers must select meaningful identifiers for all constructs.

# FORMATTING :

Source code format includes such aspects as indentation, line length and whitespace. The formatting of source code is o­ne the core components of any style guideline or coding standard. The reason for this is that these aspects play a critical role in the readability of source code.

In terms of computer programming, indentation refers to indent style as well as indentation level. Indent style refers to how entire blocks of code are indented.

Whitespace is a critical component of style because of cross-compatibility. For instance, if a coder indents a code block using five SPACE characters, he or she can be confident that this code will look the same to a programmer working on a Linux or Mac platform. On the other hand, TAB characters are not treated the same in Windows as they are on Linux.

# COMMENTS AND DOCUMENTATION :

The universal rule of thumb is that the programmer should write comments as he or she goes, even if that means scribbling incomplete thoughts and returning to them later. The universal rules of comments are that the programmer must comment every global/public variable and property as well as all major functions.

**Sources :**  
(**1**) https://en.wikibooks.org/wiki/Computer\_Programming/Standards\_and\_Best\_Practices  
(**2**) http://www.valid-computing.com/benefits-of-coding-standards.html