

## C language - Coding Standard

1. Every if/for/while is followed by a block {}, no exceptions (block starts on following line not indented):

```
for (int I; i<10; i++)  
{  
    Code....  
}
```

2. Variable names begin with lower case: **int tmp** ;
3. Function format: at least one line space, between variables definitions and operations.
4. Functions and user defined types (struct/union/typedefs) begin with upper case:

```
typedef struct Person{...}Person_t  
void VeryStupidFunction(void);
```

5. Multi-word user defined names will use camelCase notation unlike standard library code that uses the all\_lowercase\_underscore\_between\_words notation:

```
int numOfStudents;  
void VeryStupidFunction(void);
```

6. Defines, macros, and enum values are **ALL\_CAPITALS\_WITH\_UNDERSCORES**
7. Global variables begin with g: **int gStudentsCounter;**

8. user defined types end with \_t:

```
typedef struct Person{...}Person_t
```

9. Boolean functions/variables/fields begin with is/has/should and so on:

```
int    IsEven( int num);  
int    gShouldUpdateState;  
struct ... {int    hasChildren; ...}
```

10. Containers and arrays are named in plural:

```
Car cars[1000];  
void Foo(int* pTestGrades, size_t numOfGrades);
```