Coding Standard		
Author: $Dan Turk$		
Date: 1997 Mar 24		
Adapted from:		
Humphrey, Watts S. (1995). A Discipline for Software Engineering.		
New York: Addison-Wesley. Pages 670-672.		
Purpose	To guide the development of C++ programs	
Program Headers	Begin all programs with a descriptive header.	
Program Header	/**************************************	
Format	*	
	* Program Name: <i>the program name</i>	
	* Version: version number	
	*	
	* Author: the author's name	
	*	
	* Date written: <i>date</i>	
	*	
	* Description: sentence / paragraph description of what the	
	* program does	
	*	
	* Platform(s) tested on: hardware / OS	
	*	
	* Modification history:	
	* list of dates, authors, and changes made	
	*	

Program Header	/**************************************
Example	*
	* Program Name: <i>date.cpp</i>
	* Version: 1.0
	*
	* Author: Dan Turk
	*
	* Date written: 1997 Mar 10
	*
	* Description: date.cpp performs data calculations such
	* as determining the how many days old a person is,
	* given the current date and their birthday, determining
	* the day a person was born given the current date,
	* day of week, and their birthday, determining if a
	* given year is a leap year or not, determining how
	* many days there are in a given month, etc.
	*
	* Platform(s) tested on: <i>Pentium / Windows 95</i>
	* Modification history:
	* 1997 Mar 21 Dan Turk Added "days old" calculations
	* 1997 Mar 15 Dan Turk Corrected leap year determination
	~ ^
Envertien Heerdene	
Function Headers	Begin each function with a descriptive header.
Function Header	/*************************************
Format	
	* Function Name: <i>the function name</i>
	* Version: Version number
	* Authors the suite or's name
	* Author: the author's name
	* Data writtan: data
	* Date withen: aute
	* Description: sentence / paragraph description of what the
	* function does
	*
	* Parameter descriptions:
	* name and description of each parameter
	*
	* Modification history:
	* list of dates, authors, and changes made
	*

Function Header	/**************************************
Example	*
-	* Function Name: <i>days_in_month()</i>
	* Version: 1.0
	*
	* Author: Dan Turk
	*
	* Date written: 1990 Feb 13
	*
	* Description: <i>days_in_month()</i> determines the number of days in month m.
	* It returns the days in the month if m is a valid month number (1-12),
	* $or -1$ if m is invalid.
	*
	* Parameter descriptions:
	* INPUT:
	* m month (1-12) for which to determine number of days
	* OUTPUT:
	* none
	* RETURN:
	* 28, 29, 30, or 31 depending on the valid month number
	* -1 if m is not valid
	* Modification history:
	* *************************************
White Space	Write programs with sufficient specing so that they do not appear arounded
white space	• White programs with sufficient spacing so that they do not appear crowded.
Dlaula L'una	• Separate every program construct with at least one space.
Blank Lines	• Use blank lines to separate logical blocks of code and to improve readability.
T 1 1	• Put at least one blank line between the end of one function and the beginning of the next.
Indentation	• Indent every level of logic from the previous one.
	• Indent a minimum of 2 and a maximum of 8 spaces for each additional level.
	• Start all lines at the same logical level at the same indentation level.
Line Spacing	• Single-space all lines, except when double-spacing (inserting blank lines) will clarify
	sections of code, such as setting off logical blocks of code from one another.
Begin-End block	• Put begin-block braces on the same line as the beginning statement.
delimiters	• Put end-block braces on a separate line, indented to the same level as all code within the
	block.

Examples of	Good Example:
effective use of	
White Space,	void main (void) {
Blank Lines, Indeptation and	int i n
Line Spacing	
Line Spacing	for $(i=0; i$
	cout << i:
	cout << "Hello, world!\n";
	} // for
	} // main()
	• Bad Example:
	void main(void){
	$ \begin{array}{c} \text{Int 1,n;} \\ \text{for}(i-0;i< n;i+1) \end{array} $
	$\int cont < ci$
	cout<<"Hello world!\n":
	}
Grouping	• Group logical types of code together (Ex: #includes for header files, #defines,
	prototypes)
Prototypes	• Declare all prototypes at the beginning of the program before main()
Includes	• Include all header files at the beginning of the program before main()
Defines	Define all constants & macros at the beginning of the program before main()
Naming	• Use meaningful names for all variables, constants, and functions.
Conventions	• Use lower-case names for variables, and upper-case for constants.
	• Separate portions of long names with underscores.
	• Examples of good naming conventions:
	• Examples of good naming conventions:
	int total_cost, color;
	#define TAX_RATE 0.06
	void calculate_taxes (float gross_income, int exemptions);
	• Examples of bad naming conventions:
	$\begin{array}{c} \text{Int IC, C;} \\ \text{#define P } 0.06 \end{array}$
	woid cale (float gi int ex):

```
Document the code as necessary so the reader can easily understand it.
Comments
                   ٠
                      Make sure comments say more than what the code already says.
                   •
                     Do not comment every line of code.
                   ٠
                     Comment the beginning of logical blocks of code.
                   •
                     Clarify end-blocks by commenting them.
                   ٠
                     Good Examples:
                   •
                      // read until EOF and count number of input items
                      total = 0;
                       while (cin \ll i) {
                          n++;
                          total += i;
                          } // while
                      avg = total / n;
                      // print results
                      cout << "total=" << total << "\n";
                      cout << "n=" << n << "\n";
                      cout << ``avg='' << avg << ``\n'';
                      Bad Examples:
                   ٠
                      total = 0;
                                         // set total to zero
                      while (cin \ll i) // read i
                       ł
                                          // add 1 to n
                          n++;
                          total += i;
                                          // add i to total
                          }
                      avg = total / n; // calculate average
                      cout << "total=" << total << "\n";
                                                           // print total
                      cout << "n=" << n << "\n";
                                                           // print n
                      cout << "avg=" << avg << "\n";
                                                           // print average
```