

Coding Standards for Java

Version 1.0

Why have coding standards?

It is a known fact that 80% of the lifetime cost of a piece of software goes to maintenance. Therefore it makes sense for all programs within an organization to be as consistent as possible. Code conventions also improve the readability of the software.

This document specifies the coding standards for all computer science courses using Java at Pacific University. It is important for you to adhere to these standards in order to receive full credit on your assignments.

The document is divided into four main sections:

- Naming Conventions
- Formatting
- Comments
- Printing

Naming Conventions

- Constants

A constant is to be mnemonically defined using all capital letters and underscore characters such as MAX_NAME_CHARS. Separate words using an underscore character. Further, your program is to contain no "magic constants." That is, all magic constants must be declared **final** to make the program easier to modify and easier to read. In the case below, 100 is a magic constant and if used in several places throughout a program, can create problems if 100 is to be modified for any reason. Also, the meaning of 100 is not obvious.

Poor Program Style

```
.....  
for (indx = 0; indx < 100; ++indx)  
{  
.....  
}
```

Correct Program Style

```
final byte MAX_GRADE_SCORES = 100;

.....
for (indx = 0; indx < MAX_GRADE_SCORES; ++indx)
{
.....
}
```

Note: Constants like 0 and 1 are usually acceptable unless they represent values such as true and false in which case they should be declared as constants.

- Variable Names

- 1) A variable name is defined in all lowercase letters unless the variable name contains multiple names such as readStudentRecord. After the first word, each subsequent word has the first letter capitalized with the remainder of the word made up of lowercase letters.
- 2) Variable names are to be mnemonic unless the variable is being used in a for loop in which case the names i, j, k, l, m, n are acceptable names to be used. If however the nested loop is being used in conjunction with a two-dimensional array, then the names row and column should be used.
- 3) Global variables must begin with g so that a name such as gHashTable denotes a global variable.
- 4) To aid in identifying the type of a variable, we will use the following prefixes.

Type Indicator is a	Text Prefix	Variable Name Example
boolean	b	bFlag
null terminated string	sz	char szFileName[10]
globals	g	char gNumFiles

Note: Declare all variables at the top of the function, no in-code variable declarations EXCEPT for in the initializer in a for loop.

Poor Program Style

```
public byte f (byte s)
{
    byte i;
    for (i = 0; n[i] != s; ++i);

    return i;
}
```

Good Program Style

```
public byte find (byte value)
{
    byte indx;

    for (indx = 0; indx < idNumbers.length && value != idNumbers[indx]; ++indx)
    {
    }

    if (indx == idNumbers.length)
    {
        return ERROR;
    }
    else
    {
        return indx;
    }
}
```

Class Implementation

Method and Constructor Names - methods and constructors are named using the standard naming conventions described for variables where the first word begins with a lowercase letter and each subsequent word has the beginning letter capitalized.

Rational Class Implementation

```
/**
 * Creates a Rational class where all operations work on actual
 * rational numbers of the form numerator / denominator
 *
 * @author Joe Bloggs
 *
 * @version %I% %G%
 *
 * @since 1.0
 */
```

```

public class Rational
{
    private int numerator;
    private int denominator;

    /**
     * Initializes data members to default values representing 0
     *
     * @since 1.0
     */

    public Rational ()
    {
        numerator = 0;
        denominator = 1;
    }

    /**
     * Initializes rational number using parameter list values
     *
     * @param numerator      the numerator of the rational number
     *
     * @param denominator    the denominator of the rational number
     *
     * @since 1.0
     */

    public Rational (int numerator, int denominator)
    {
        setNumerator (numerator);
        setDenominator (denominator);
    }

    /**
     * Changes the value of the numerator to the passed in value
     *
     * @param numerator      the numerator of the rational number
     *
     * @since 1.0
     */

    public void setNumerator (int numerator)
    {
        this.numerator = numerator;
    }

    /**
     * Changes the value of the denominator to the value input
     *
     * @param denominator    denominator of the rational number
     *
     * @since 1.0
     */

    public void setDenominator (int denominator)

```

```

{
    this.denominator = denominator;
}

/**
 * Returns the value of the numerator
 *
 * @return the value of the numerator
 *
 * @since 1.0
 */

public int getNumerator ()
{
    return this.numerator;
}

/**
 * Returns the value of the denominator
 *
 * @return the value of the denominator
 *
 * @since 1.0
 */

public int getDenominator ()
{
    return this.denominator;
}

/**
 * Outputs a rational number in the form numerator / denominator
 * to the screen
 *
 * @since 1.0
 */

public void print ()
{
    System.out.println( " " + getNumerator() + "/" + getDenominator() + " ");
}

/**
 * Compares two objects of Rational returning a value of true if the
 * numerators and denominators if both rational numbers are the same
 *
 * @param fraction    a rational number object
 *
 * @return true if objects are equal; else, false
 *
 * @since 1.0
 */

public boolean isEqual (Rational fraction)
{
    return (this.numerator == fraction.numerator &&
           this.denominator == fraction.denominator);
}

```

```

}

/**
 * Multiplies the numerators and denominators of two objects.
 *
 * @param fraction a rational number object
 *
 * @return a Rational object that contains the result of the
 * multiplication
 *
 * @since 1.0
 */

public Rational multiply (Rational fraction)
{
    Rational tempFraction = new Rational ();

    tempFraction.setNumerator (this.numerator * fraction.getNumerator());
    tempFraction.setDenominator (this.denominator * fraction.getDenominator());

    return tempFraction;
}

/**
 * Reduces the rational number by dividing the numerator and
 * denominator by the greatest common divisor
 *
 * @since 1.0
 */

public void reduce ()
{
    int gcd;

    gcd = greatestCommonDivisor (this.numerator, this.denominator);

    if (gcd > 1)
    {
        this.numerator /= gcd;
        this.denominator /= gcd;
    }
}

/**
 * Finds the greatest common divisor of two integers
 *
 * @param numOne first integer used in finding the gcd
 *
 * @param numTwo second integer used in finding the gcd
 *
 * @return the greatest common divisor of numOne and numTwo
 *
 * @since 1.0
 */

private int greatestCommonDivisor (int numOne, int numTwo)

```

```

{
    int tempInt;

    while (0 != numTwo)
    {
        numOne %= numTwo;
        tempInt = numOne;
        numOne = numTwo;
        numTwo = tempInt;
    }

    return numOne;
}
}

```

Rational Class Driver

```

/**
 * Creates a Driver class to test all constructors and methods of
 * a Rational object
 *
 * @author Joe Bloggs
 *
 * @version %I% %G%
 *
 * @since 1.0
 *
 * @see Rational
 */

public class Driver
{
    /**
     * Main testing method
     *
     * @param args command-line arguments
     *
     * @since 1.0
     */

    public static void main(String[] args)
    {
        Rational cRational1 = new Rational ();
        Rational cRational2 = new Rational (1, 2);
        Rational cRational3 = new Rational (2, 3);

        cRational1.print();
        cRational2.print();
        cRational3.print();
        cRational1 = cRational2.multiply(cRational3);
        cRational1.print();
        cRational1.reduce();
        cRational1.print();
    }
}

```

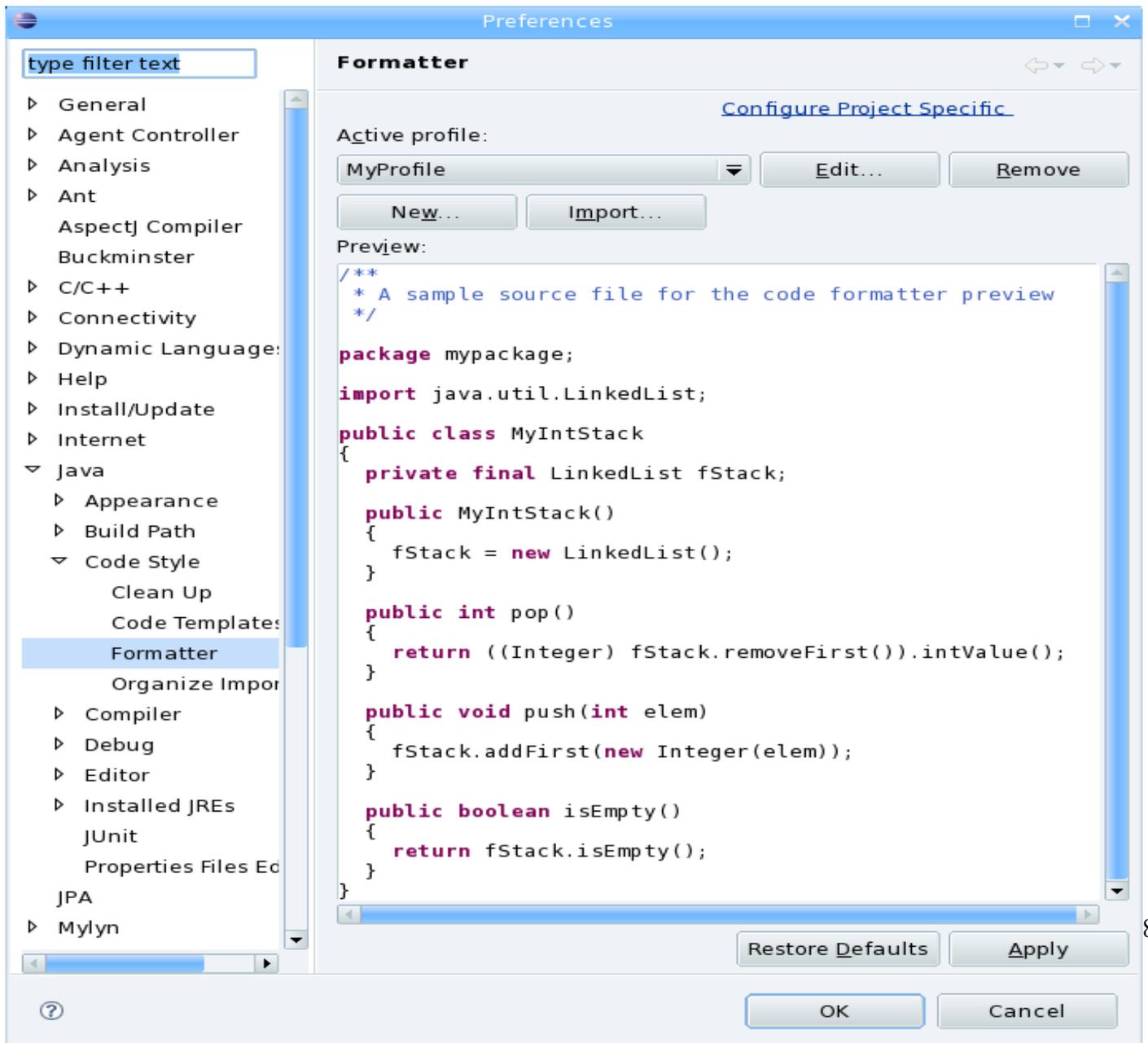
Results

0/1
1/2
2/3
2/6
1/3

Formatting

- Indentation

Two spaces must be used as the unit of indentation per tab. Every IDE (Integrated Development Environment) such as Eclipse includes an option for changing the number of spaces in a tab. These can usually be found in the preferences section. In Eclipse it is Window->Preferences and then you need to create a New Active profile. Then you can



edit your active profile to set the Tabs, braces, ...
Select these options BEFORE typing in any of your code.

- Line Length

Lines must be no longer than 80 characters. Anything longer than 80 characters is normally not handled well in many terminals and tools. Further, a line longer than 80 will not wrap nicely when outputted.

- Wrapping Lines

If an expression cannot fit on a single line then break it:

- After a comma
- Before an operator

Make sure that the new line is aligned with the beginning of the expression at the same level on the previous line. As an example, consider a long cout statement as follows:

```
cout << "The number of females is: " << female << "The number of males is:  
" << male << endl;
```

would be written as:

```
cout << "The number of females is: " << female  
    << "The number of males is: " << male << endl;
```

- Spaces

All arithmetic and logical operators must have one space before and after the operator. The only exceptions are:

- Unary operators
- The period
- No spaces before the comma and only one space after the comma

- Blank Lines

Use blank lines to separate distinct pieces of code. For example, one blank line before and after a while loop helps the code reader. The important thing to remember is that blank lines must be used consistently.

- Braces

Any curly braces that you use in your program (e.g. surrounding classes, methods) must appear on their own lines. Any code within the braces must be indented relative to the braces.

```
private int greatestCommonDivisor (int numOne, int numTwo)
{
    int tempInt;

    while (0 != numTwo)
    {
        numOne %= numTwo;
        tempInt = numOne;
        numOne = numTwo;
        numTwo = tempInt;
    }

    return numOne;
}
```

Comments

Comments are used to explain the purpose of the code fragment they are grouped with. Comments state what the code is doing, while the code itself shows how you are doing it.

Use comments as follows:

- Class Header

The main purpose of a class header is to explain the purpose of the class as briefly as possible. You must include the following Javadoc tags in your class header:

```
/**
 * Creates a Rational class where all operations work on actual
 * rational numbers of the form numerator / denominator
 *
 * @author Joe Bloggs
 *
 * @version %I% %G%
 *
 * @since 1.0
 */
```

- Declaration Comments

Variables must be declared one per line. Each variable can have a sidebar comment to the right indicating the variable's purpose if the purpose of the variable is not totally obvious. Do not put any blank lines between the variables being declared. You must also group together variables that are related.

```
int seconds;  
int minutes;  
int hours ;  
string firstName;  
string lastName;
```

None of the above variables need to be documented because it is obvious what they represent. When your programs become more complicated, some variable names might need a little documentation.

- Sidebar Comments

A sidebar comment appears on the same line as the single statement it is describing. The comment must be brief and not exceed that line. Try and line up your sidebar comments as much as possible for easy reading.

```
value <<= 1; // multiply value by 2
```

- In-line Comments

In-line comments appear on their own lines and precede the segment of code they describe. You must use in-line comments to describe complex code that is not limited to a single statement. You must use one blank line to separate the comment from the segment of code being described. Every block of code (if statement, for loop, while loop, do-while loop, switch statement, ...) must have an in-line comment preceding the actual code briefly letting the reader know what the code is doing. Here is an example.

```
int tempInt;
```

```
// Euclid's Algorithm for finding the greatest common divisor
while (0 != numTwo)
{
    numOne %= numTwo;
    tempInt = numOne;
    numOne = numTwo;
    numTwo = tempInt;
}
```

- Method Header

In the same way that a class header is used to describe the purpose of the class, the method header must be used to describe the purpose of the function. All your method headers must include the following if they exist:

- Method Description
- Parameters
- Returned
- Since

```
/**
 * Finds the greatest common divisor of two integers
 *
 * @param numOne first integer used in finding the gcd
 *
 * @param numTwo second integer used in finding the gcd
 *
 * @return the greatest common divisor of numOne and numTwo
 *
 * @since 1.0
 */
private int greatestCommonDivisor(int numOne, int numTwo)
{
    int tempInt;

    while (0 != numTwo)
    {
        numOne %= numTwo;
        tempInt = numOne;
        numOne = numTwo;
        numTwo = tempInt;
    }

    return numOne;
}
```

Printing

When printing your code you must use a fixed width font. Courier and Courier New are examples of fixed width fonts. You must also make sure that your lines do not wrap nor do they get cut off when printing. All printing is to be done in Portrait.

The final output you will turn in is to be printed in color since comments, keywords, strings, etc are highlighted for easy reading. Further, your output is to have one staple in the upper-left corner. Multiple pages are to be printed double-sided and stapled in the upper-left corner.