Style Guidelines and Expectations for Programming Assignments

Students are expected to follow these guidelines when turning in programming assignments. Failure to follow these guidelines may result in assignments being returned ungraded. You will be asked to redo it plus you will incur a late penalty.

Formatting:

1. Your report should be organized and in order.
2. Code should be single spaced and use readable font sizes.
3. Use proper code indentation. If you paste code into a word processor, make sure that the indentation still looks correct.
4. Add spacing around operators if it improves clarity.
5. There should not be any wrap around lines. Format your code in Eclipse to avoid extra-long lines, and learn how to set narrow margins in your word processor.
6. For any screen shots, don't capture more than is needed. Make sure they are legible.

Commenting:

1. The goal of commenting is to make your code easily understandable by someone else.
2. There should be a block comment at the start of your program explaining what it does and including: your name, the assignment and the date.
3. Every method should have a block comment explaining what is does. I suggest that you write the block comment before you write the method. (Think before coding.)
4. Add inline comments where needed to explain subtle or tricky code.
5. Add blank lines and comments to separate sections of large methods that perform several different tasks.

Naming Variables, Methods, and Classes:

1. Take the time to choose meaningful names.
2. Follow naming conventions.
3. You can use abbreviations, but add comments explaining them.

Cleanup:

1. Many people comment out old code that wasn't working correctly. Clean up and remove any old code before turning it in.

The payoff:

Following these guidelines will save you time because it will make your code easier to read and understand. You will make fewer errors and be able to find errors more easily.