What’s the Purpose of Coding?

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• To give the computer instructions
• To demonstrate your skill?

• An effective way to express ideas of what you want the computer to do

• Communication!
  – To the computer
  – To yourself (later on)
  – To others
What about Documentation?

● External documentation is very useful, but has its own problems
  – Can be out of date/inconsistent with program
  – Maintained separately (multiple files)
  – Often for a different audience
    • developer vs. user
● Clearly written code can be more important than well-written documentation of that code

Communicating in Code

● Choosing good names
● Including appropriate comments
● Following good layout and style

• These are all critical to documentation, and with good naming, commenting, and layout, other documentation may be unnecessary!

Names

● We assign names throughout a program
● Give identity
● Imply behavior/purpose
● Provide recognition

What gets named?

● Variables
● Functions
● Types/classes
● Namespaces
● Macros
● Source Files
Choosing Names

- Sometimes there are naming conventions
  - If you work at a company that has an agreed convention, follow it!
- But, there are several “wise” ideas to consider when choosing names.

Naming Considerations

Be sure it’s not a reserved name (Duh!)
Sometimes it’s easy to forget…

- Make it informative
- Keep it concise
- Make it memorable
- Make it pronounceable

Informative Names

- The amount of information a name needs depends on its scope – understand it when seen
- Use descriptive names for globals, short names for locals
- Large routines/loops need more descriptive names

```
s = 0;
for (WhichGroup=0; WhichGroup<num; WhichGroup++)
{
    s += G[WhichGroup].n();
}
```

```
nAnimals = 0;
for (i=0; i<NumAnimalGroups; i++)
{
    nAnimals += AnimalGroup[i].NumberInGroup();
}
```
Descriptive Names

- Names should convey what it represents or does, unless obvious from context
- Describe everything a routine does
  - Print() vs. PrintAndCloseFile()
- Avoid meaningless or vague names
  - HandleData(), PerformAction(), etc.

Consistent Names

- Key: Be Consistent!
  - nKids, numKids, num_kids, NumKids, nkids, Number_Kids, numberofkids
  - Write1stObject(), WriteSecondObject(), write_third_object()
  - averageSalary vs. salaryMinimum
- Use related names for related operations
  - OpenFile(): CloseFile() vs. fclose()
  - open/close, first/last, old/new, min/max, etc.

Name Length

- Tradeoff between description and visual space
- Moderate-length names tend to be best
  - 8-20 characters
- If a glance at the code seems like it has lots of short or lots of long names, use caution!
- Scope plays a role
  - Rarely-used functions might be longer
Other Random Naming Considerations

- Beware of “temp” variables
- Be careful of reusing variable names
- Be careful of overloading names
- Avoid intentional misspellings
- Consider pronunciation

Common Naming Conventions

- Beginning/ending with a p if a pointer
- Starting with n for a number
- i, j are integer indices
- s is a string, c or ch are characters

Conventions

- Lots of conventions out there
- Conventions help convey information away from its definition
- Very useful for larger groups/programs
- Examples:
  - Globals have initial capital letters
  - Constants are in ALL CAPS
  - Etc.

Example: Hungarian Naming Convention

- Base types:
  - wn Window
  - scr Screen Region
  - fon Font
  - ch Character
  - pa Paragraph
- Eg: wnMain, scrUserWorkspace
Example:
Hungarian Naming Convention

- Prefixes
  - a  array
  - c  count
  - d  difference between two variables
  - e  element of array
  - g  global variable
  - h  handle
  - i  index into array

- e.g. iwnUserView = index into array of windows giving user views