

CS 139 Program Style Evaluation Chart

1 point off each occurrence up to maximum of 2 per line. Maximum 5 points off for each section.

A. Names		
	1. Names should be descriptive and readable	
	2. Multi word names should use underscore or capital letter (camel case)	
	3. Variable and method names should begin with a lowercase letter.	
	4. Class names should begin with a capital letter and use title case.	
	5. Constant names should be all caps with an underscore separator.	
B. Declarations		
	1. Constants should be named and initialized at the top of the method or class	
	2. All variables should be declared directly after the constants (white space sep ok)	
	3. There must be a line of white space directly after the variable declarations.	
	4. It is NOT permissible to initialize a variable as you are declaring it.	
	5. Each declaration should be on its own line. Comment to the right if not clear	
C. Indentation		
	1. Subsections of code should be indented a consistent 2-4 spaces	
	2. Statements that are too long should be indented 2-4 spaces for 2 nd + lines	
	3. Blocks of code should be surrounded by curly braces using one of formats	
	4. You should not mix formats within the same file	
D. Literals and constants		
	1. Numeric literals must be of the correct type for the context in which they are used.	
	2. Constants should be used for meaningful values.	
E. Operators		
	1. Binary operators should be separated from their operands by a single space	
	2. Unary operators should NOT be separated by a space.	
	3. An exception, the dot (.) operator should not have spaces surrounding	
	4. In for loop headers, you may compress the operators	
F. Structure		
	1. One line of white space should follow the declaration of variables.	
	2. Use white space to separate segments of code.	
	3. Lines should be kept to a short length (<80 characters)	
	4. Methods should be no longer than 25 lines in length.	
	5. If a method returns a value it should have a single return statement.	
	6. Break statements are not permitted except for their use in a switch.	
	7. You must NOT have any unused variables, constants, or do nothing lines of code (a = a;)	
G. Class structure		
	1. In a class declaration, constructors should precede all other methods.	
	2. Methods should be defined in order by visibility modifier, then alphabetically	
	3. All class variables should be private unless there is a documented reason for public	
	4. All class constants should be public unless there is a documented reason for private	
	5. All visibility modifiers should be explicitly stated	
G. Comments		
	1. Should use normal English spelling and grammar. Phrases okay.	
	2. They must come before the code that they are describing.	
	3. Inline comments should only describe major structures or steps in a method	
I. Class Comment		
	1. Every class must contain a javadoc comment in the correct format	
	2. It must include an @author tag (with both partner's names if done in pairs)	
	3. It must include an @version tag	
	4. It must describe the purpose of the class	
H. Acknowledgements		
	1. All PAs must have an Acknowledgement section referencing help	
	2. This section must come at the top of each file just beneath the class comment.	
J. Method Comment		
	1. Every method must have a javadoc style comment in the correct format	
	2. It must include a description of the purpose of the class	
	3. It must have an @param tag for EACH parameter and must describe each	
	4. It must have an @return tag describing the return value (if the method returns)	
	5. It must NOT include an @param if no parameters or @return if no return value	

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