Coding Standards

Coding Standards

- Naming conventions
  - *how to choose meaningful names for classes, methods, and variables*
  - *camelCase vs. snake_case vs. kebab-case vs. PascalCase for each of the above*
- Formatting
  - *spaces vs. tabs, max line length, ...*
  - *braces on same vs. next line, alignment of method parameters, etc.*
- Commenting and documentation
- Best practices

```
class OrderManager(private val server: Server) {

    // Place an order and return a corresponding OrderResult
    fun placeOrder(orderDetails: OrderDetails): OrderResult {
        val response = server.submitOrder(orderDetails)

        if (response.isSuccess) {
            return OrderResult.Success(response.orderId)
        }
        return OrderResult.Failure(response.errorMessage)
    }

    // Cancel an order by ID; returns true if successful, false otherwise
    fun cancelOrder(orderId: String): Boolean {
        val response = server.cancelOrder(orderId)

        return response.isSuccess
    }
}
```

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class OrderManager(private val server: Server) {

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        return response.isSuccess
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```

```
class OrderManager(private val server: Server) {

    // Place an order and return a corresponding OrderResult
    fun placeOrder(details: OrderDetails) = server.submitOrder(details).let {
        if (it.isSuccess) OrderResult.Success(it.orderId) else OrderResult.Failure(it.errorMessage)
    }

    // Cancel an order by ID; returns true if successful, false otherwise
    fun cancelOrder(orderId: String): Boolean =
        server.cancelOrder(orderId).isSuccess
}
```

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}
```

```
/**
 * Manages food orders by interfacing with a server for order operations.
 *
 * @property server The server used for order operations.
 */
class OrderManager(private val server: Server) {

    /**
     * Places a new order with specified details.
     *
     * Returns an [OrderResult] indicating the outcome.
     *
     * @param orderDetails Details of the order being placed.
     * @return [OrderResult] indicating success or failure.
     */
    fun placeOrder(orderDetails: OrderDetails): OrderResult =
        server.submitOrder(orderDetails).let { response ->
            if (response.isSuccess) OrderResult.Success(response.orderId)
            else OrderResult.Failure(response.errorMessage)
        }

    /**
     * Cancels an order by its ID.
     *
     * Returns a boolean indicating the operation's success.
     *
     * @param orderId The ID of the order to cancel.
     * @return True if cancellation was successful, false otherwise.
     */
    fun cancelOrder(orderId: String): Boolean =
        server.cancelOrder(orderId).isSuccess
}
```

Linux kernel coding style

This is a short document describing the preferred coding style for the linux kernel. Coding style is very personal, and I won't **force** my views on anybody, but this is what goes for anything that I have to be able to maintain, and I'd prefer it for most other things too. Please at least consider the points made here.

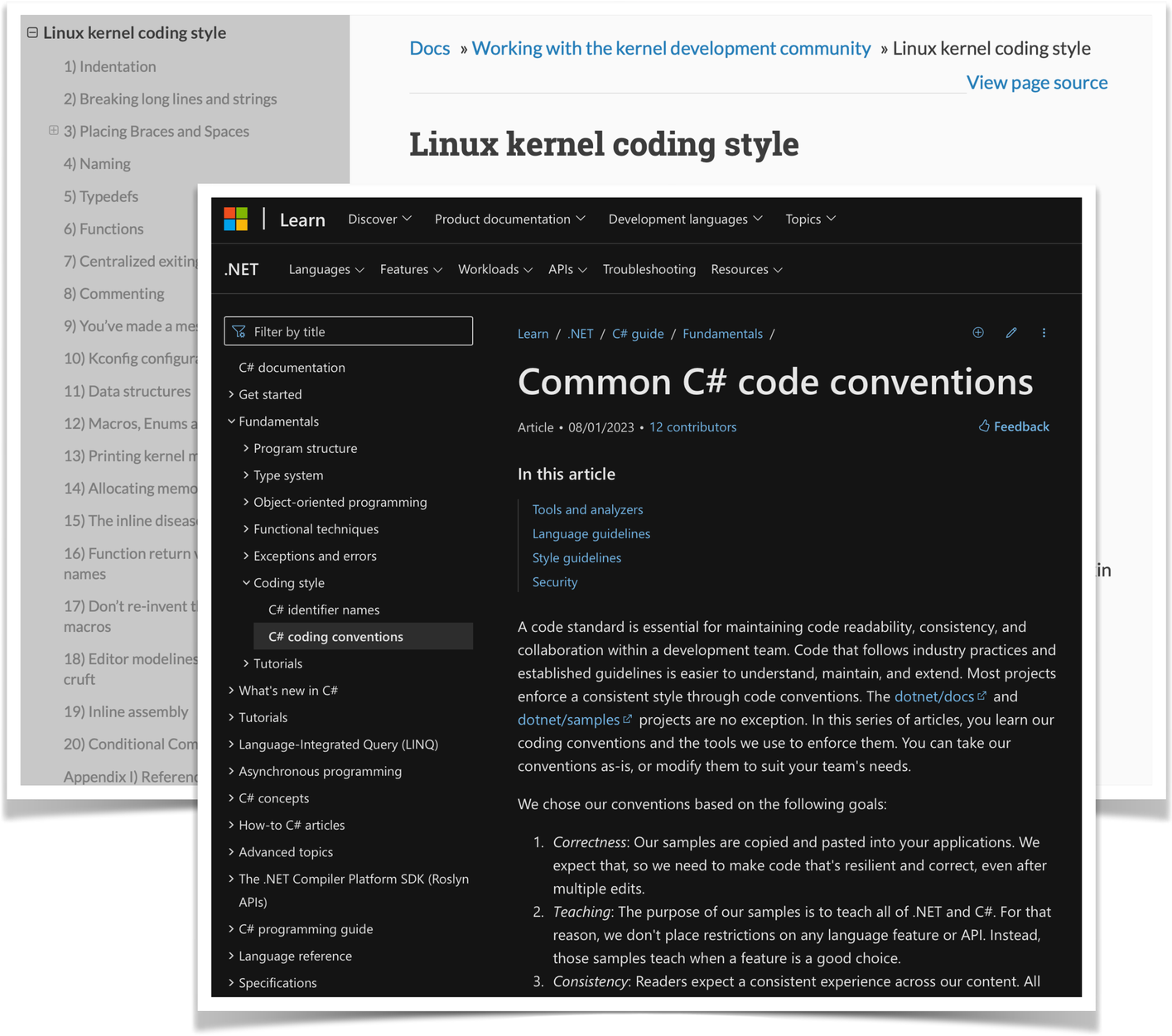
First off, I'd suggest printing out a copy of the GNU coding standards, and NOT read it. Burn them, it's a great symbolic gesture.

Anyway, here goes:

1) Indentation

Tabs are 8 characters, and thus indentations are also 8 characters. There are heretic movements that try to make indentations 4 (or even 2!) characters deep, and that is akin to trying to define the value of PI to be 3.

Rationale: The whole idea behind indentation is to clearly define where a block of control starts and ends. Especially when you've been looking at your screen for 20 straight hours, you'll find it a lot easier to see how the indentation works if you have large indentations.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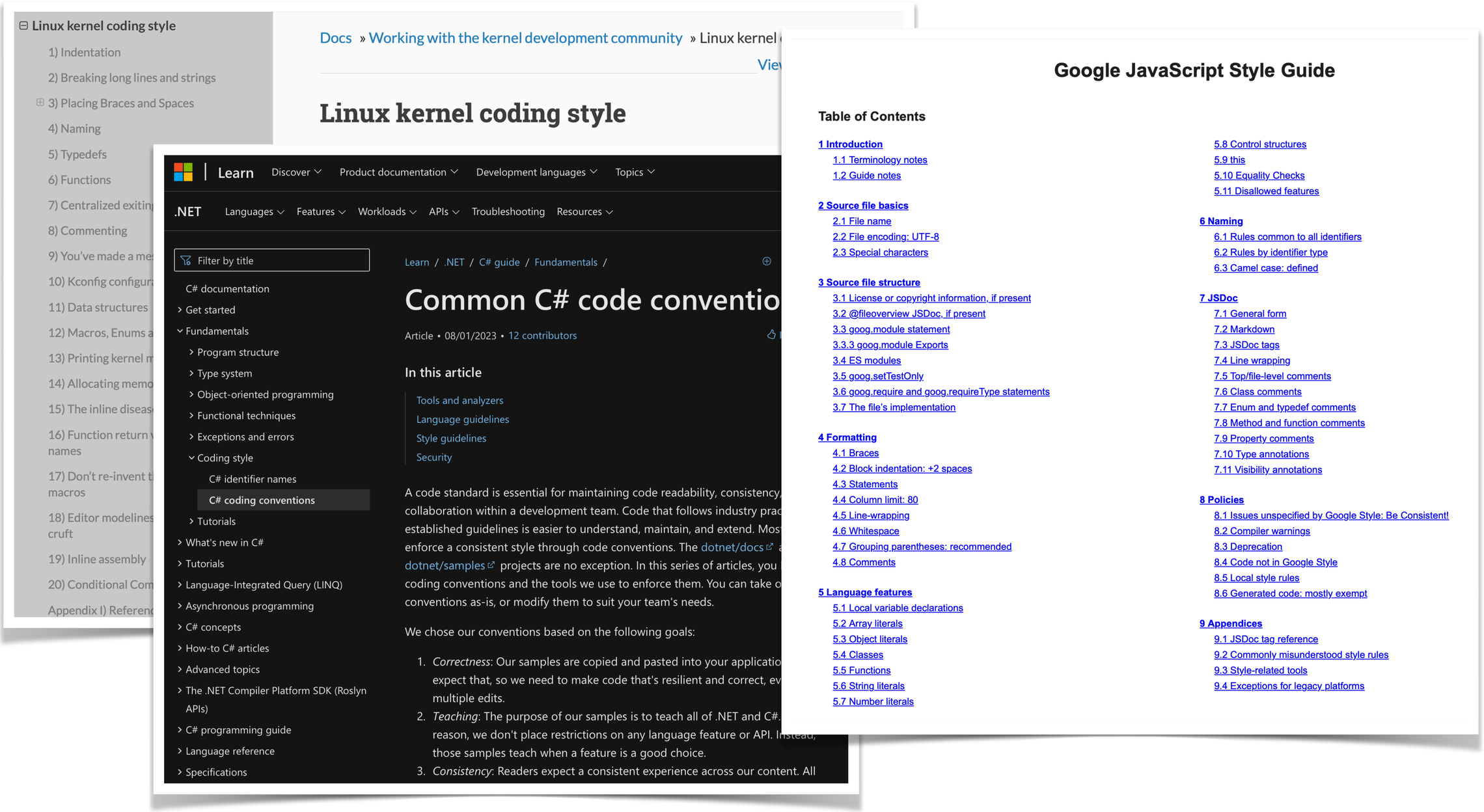
Security
A code standard is essential for maintaining code readability, consistency, and collaboration within a development team. Code that follows industry practices and established guidelines is easier to understand, maintain, and extend. Most projects enforce a consistent style through code conventions. The dotnet/docs and dotnet/samples projects are no exception. In this series of articles, you learn our coding conventions and the tools we use to enforce them. You can take our conventions as-is, or modify them to suit your team's needs.
We chose our conventions based on the following goals:
1. Correctness: Our samples are copied and pasted into your applications. We expect that, so we need to make code that's resilient and correct, even after multiple edits.
2. Teaching: The purpose of our samples is to teach all of .NET and C#. For that reason, we don't place restrictions on any language feature or API. Instead, those samples teach when a feature is a good choice.
3. Consistency: Readers expect a consistent experience across our content. All



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Article • 08/01/2023 • 12 contributors

In this article

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Language guidelines
Style guidelines
Security

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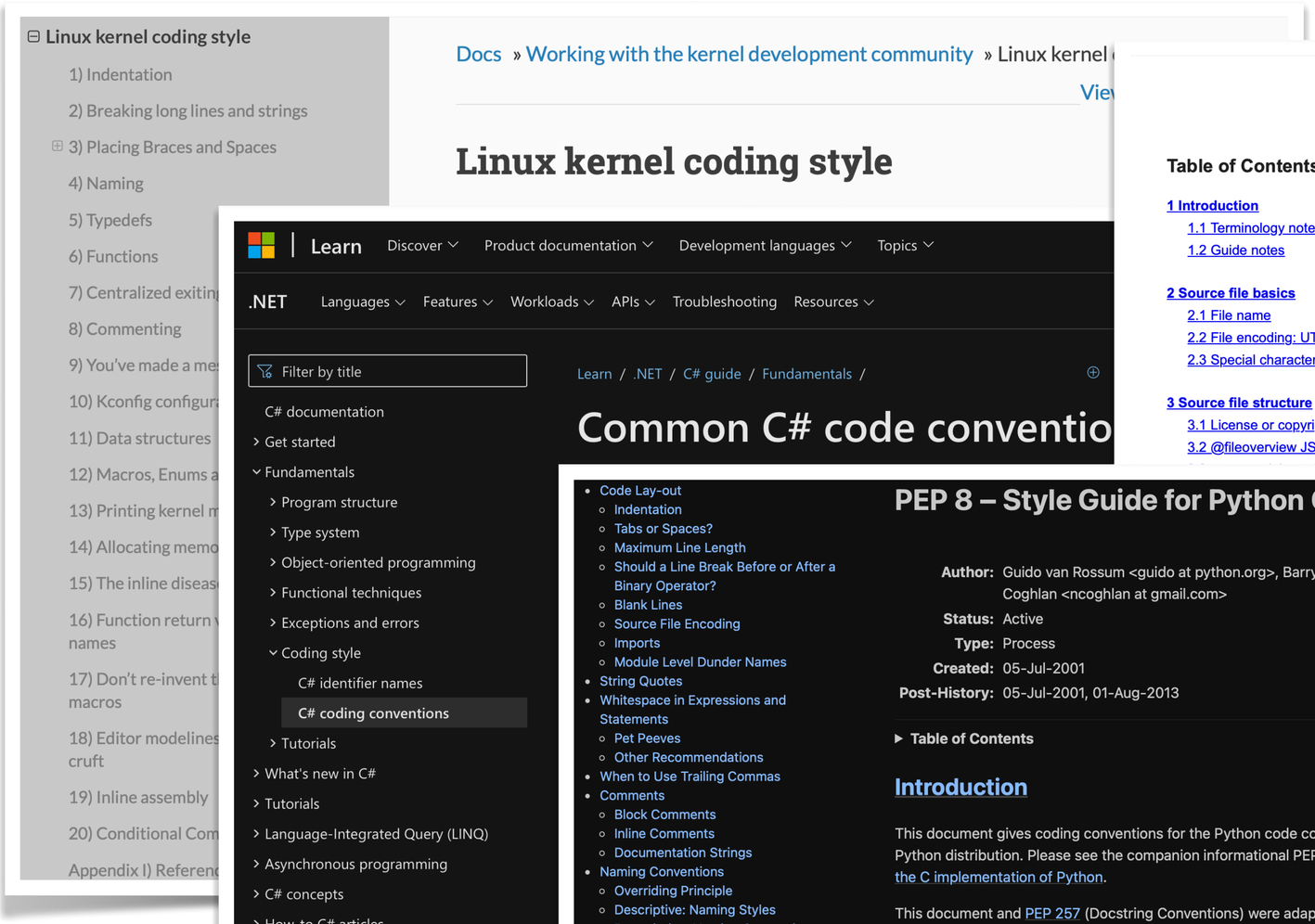
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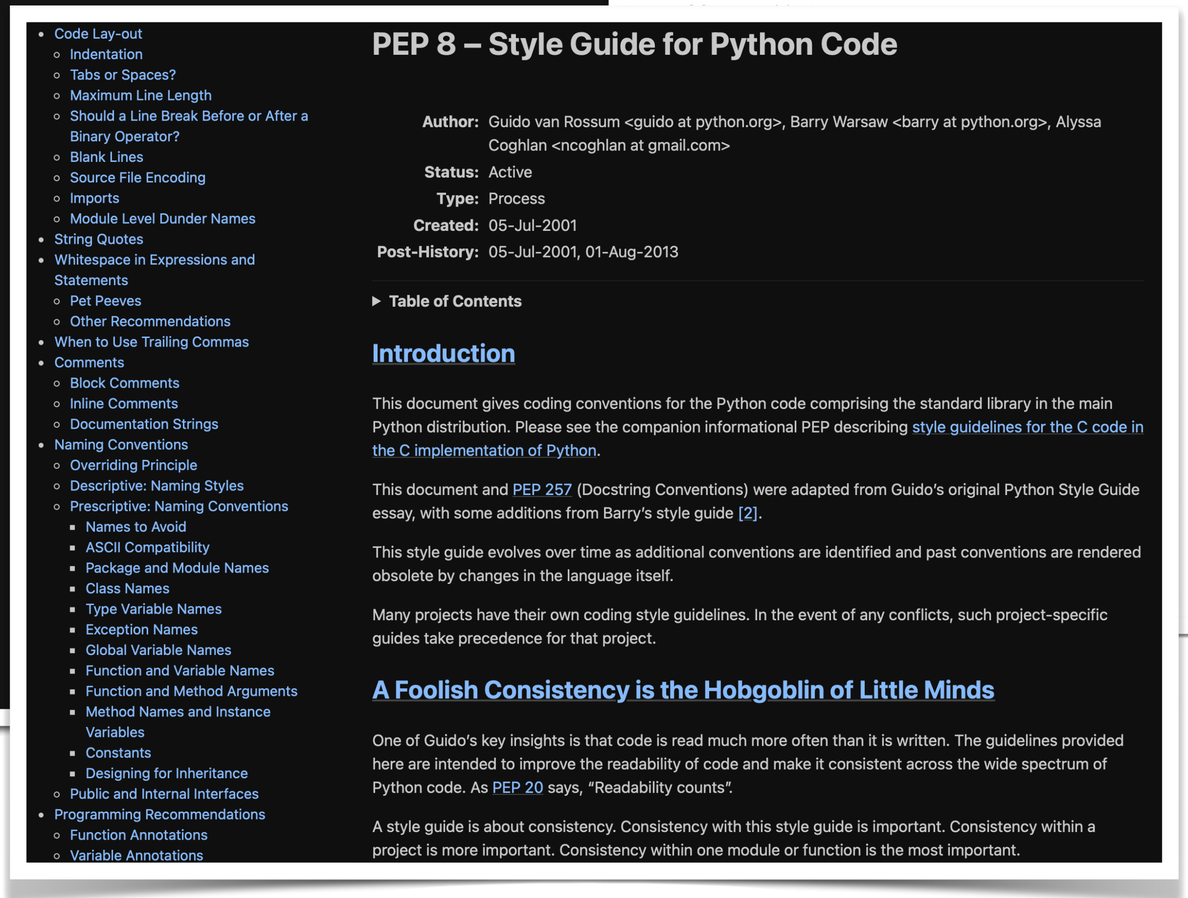
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PEP 8 – Style Guide for Python Code
Author: Guido van Rossum <guido at python.org>, Barry Warsaw <barry at python.org>, Alyssa Coghlan <ncoghlan at gmail.com>
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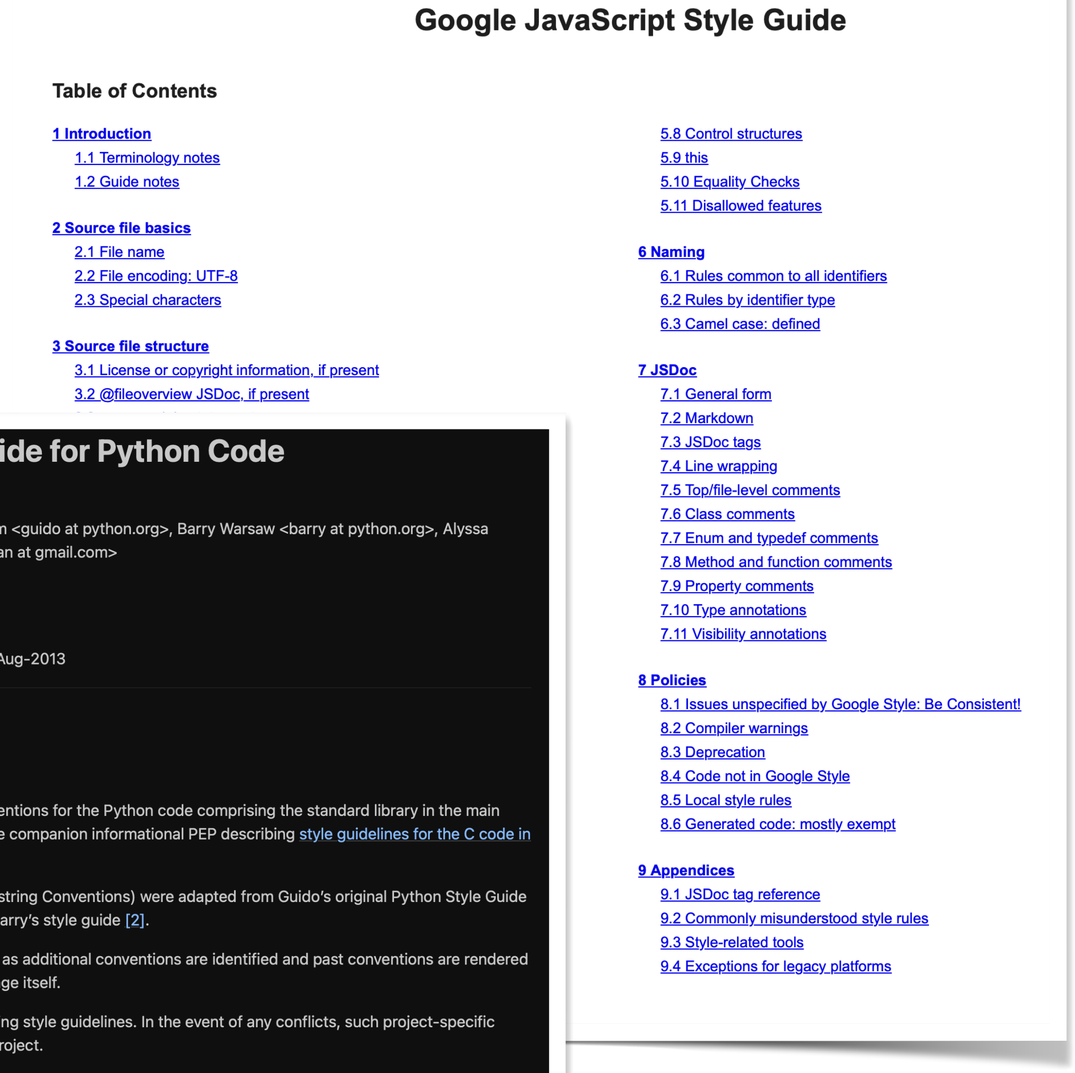
This document and PEP 257 (Docstring Conventions) were adapted from Guido's original Python Style Guide essay, with some additions from Barry's style guide [2].
This style guide evolves over time as additional conventions are identified and past conventions are rendered obsolete by changes in the language itself.
Many projects have their own coding style guidelines. In the event of any conflicts, such project-specific guides take precedence for that project.
A Foolish Consistency is the Hobgoblin of Little Minds
One of Guido's key insights is that code is read much more often than it is written. The guidelines provided here are intended to improve the readability of code and make it consistent across the wide spectrum of Python code. As PEP 20 says, "Readability counts".
A style guide is about consistency. Consistency with this style guide is important. Consistency within a project is more important. Consistency within one module or function is the most important.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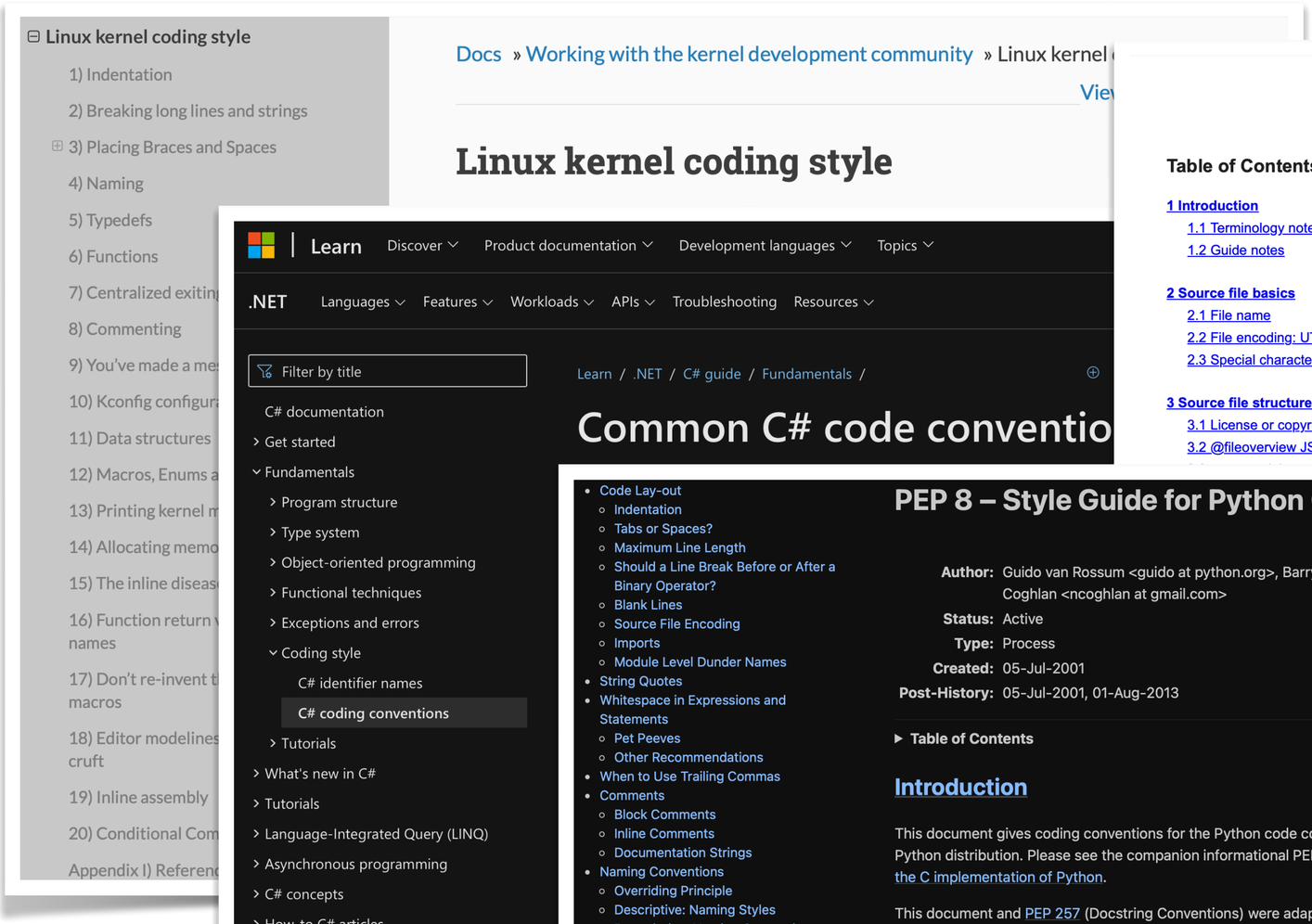
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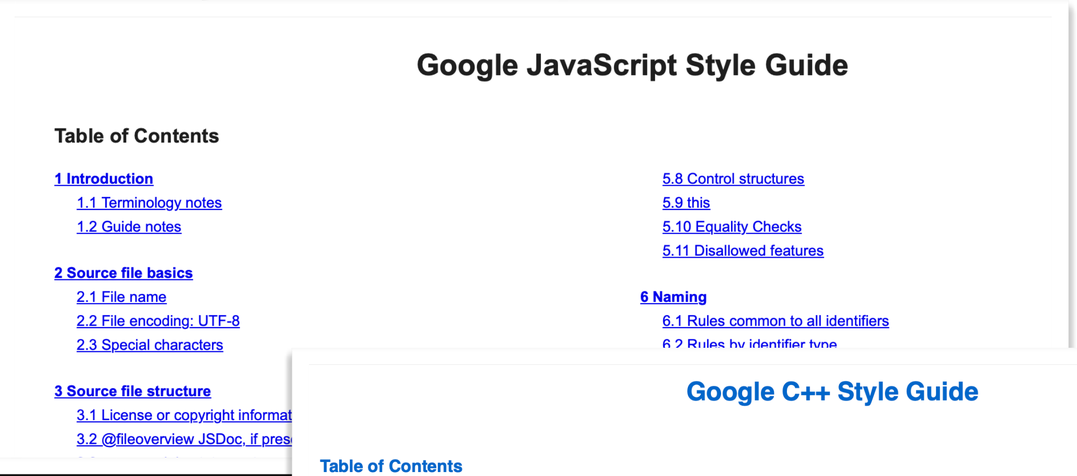
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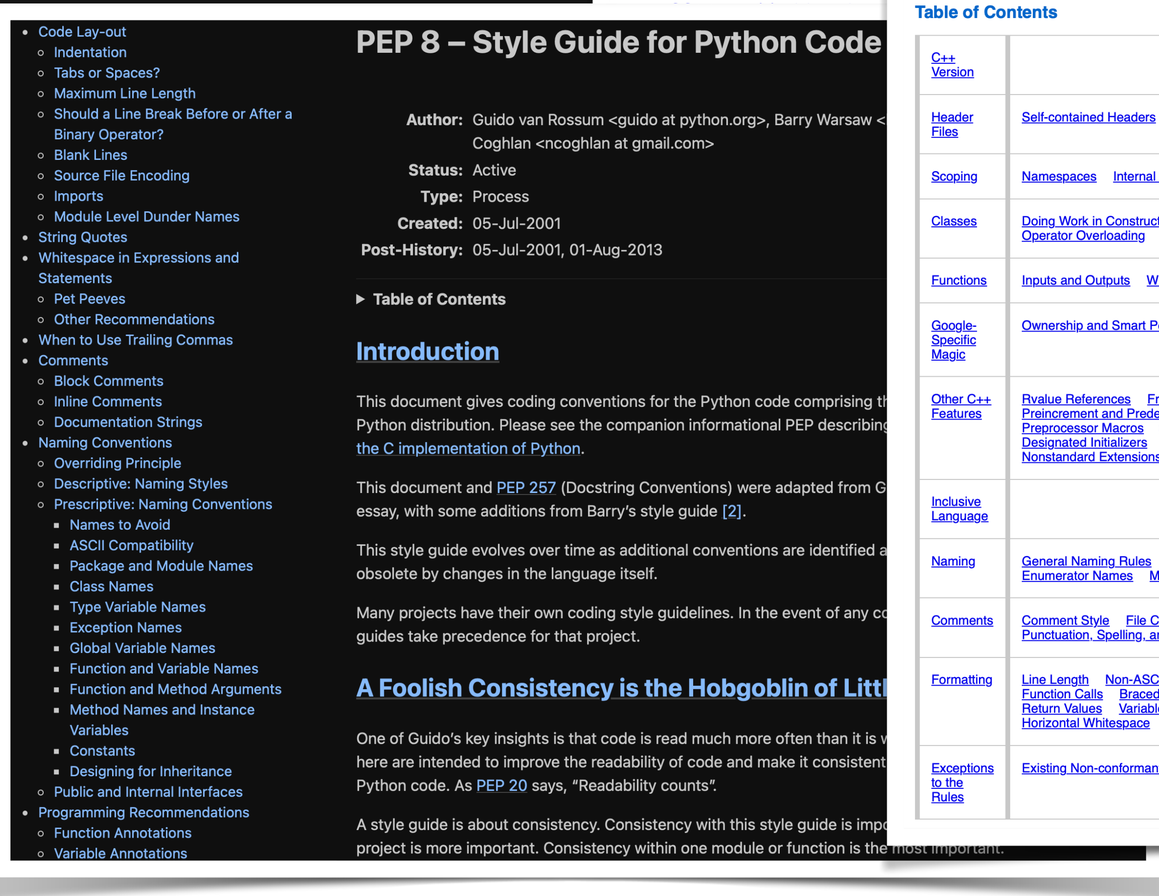
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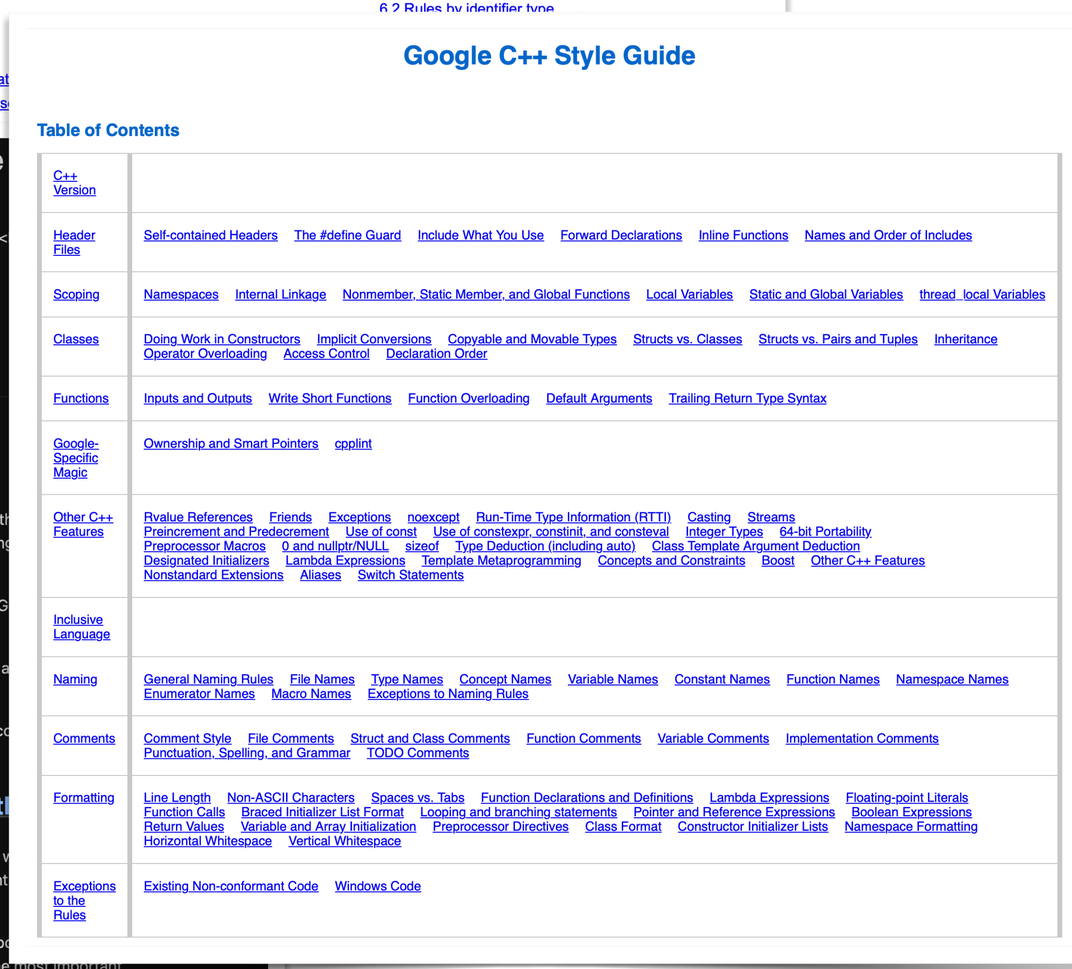
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