

Modern C++ Programming

12. CODE CONVENTIONS

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2023-05-29

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C++ Project Organization

(Common) Project Organization

Project

Root



bin



build



doc



submodules



third_party



data



test



examples



utils



include



src



LICENSE



README.md



CMakeLists.txt



Doxyfile



.gitignore



.clang-tidy



.clang-format

Fundamental directories

`include` Project *public* header files

`src` Project source files and *private* headers

`test` (or `tests`) Source files for testing the project

Empty directories

`bin` Output executables

`build` All intermediate files

`doc` (or `docs`) Project documentation

Optional directories

`submodules` Project submodules

`third_party` (less often `deps/external/extern`) dependencies or external libraries

`data` (or `extras`) Files used by the executables or for testing

`examples` Source files for showing project features

`utils` (or `tools`, or `script`) Scripts and utilities related to the project

`cmake` CMake submodules (`.cmake`)

Project Files

`LICENSE` Describes how this project can be used and distributed

`README.md` General information about the project in Markdown format *

`CMakeLists.txt` Describes how to compile the project

`Doxyfile` Configuration file used by doxygen to generate the documentation (see next lecture)

others `.gitignore`, `.clang-format`, `.clang-tidy`, etc.

* Markdown is a language with a syntax corresponding to a subset of HTML tags
github.com/adam-p/markdown-here/wiki/Markdown-Cheatsheet

README.md

- README template:
 - Embedded Artistry README Template
 - Your Project is Great, So Let's Make Your README Great Too

LICENSE

- Choose an open source license:
`choosealicense.com`
- License guidelines:
`Why your academic code needs a software license`

Common C++ file extensions:

- **header** .h .hh .hpp .hxx
- **header implementation** .i.h, .i.hpp, -inl.h, .inl.hpp
 - (1) separate implementation from interface for inline functions and templates
 - (2) keep implementation “inline” in the header file
- **source/implementation** .c .cc .cpp .cxx

Common conventions:

- .h .c .cc **GOOGLE**
- .hh .cc
- .hpp .cpp
- .hxx .cxx

Organization:

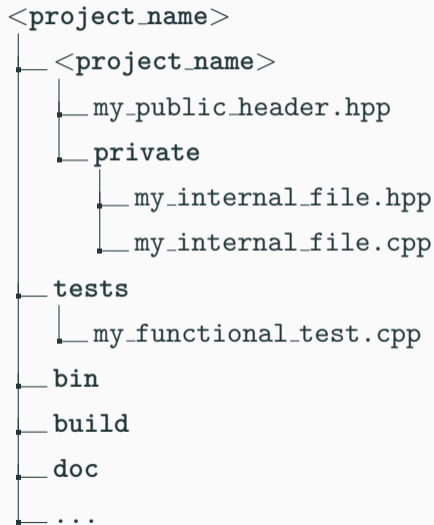
- Public **headers** in `include`
- **source files, private headers, header implementations** in `src/source` directory
- The **main** file (if present) can be placed in `src/source` and called `main.*` or placed in the project root directory with an arbitrary name

The file should have the same name of the class/namespace that they implement

- `class MyClass`
my_class.hpp (MyClass.hpp)
my_class.i.hpp (MyClass.i.hpp)
my_class.cpp (MyClass.cpp)
- `namespace my_np`
my_np.hpp (MyNP.hpp)
my_np.i.hpp (MyNP.i.hpp)
my_np.cpp (MyNP.cpp)

Code Organization Example

- **include**
 - `my_interface.hpp`
- **src**
 - `my_class1.cpp`
 - `my_tmpl_class.hpp`
 - `my_tmpl_class.i.hpp`
(template/inline functions)
 - `my_tmpl_class.cpp`
(specialization)
 - **subdir1**
 - `my_lib.hpp`
 - `my_lib.i.hpp`
 - `my_lib.cpp`
- `main.cpp` (if necessary)
- `README.md`
- `CMakeLists.txt`
- `Doxyfile`
- `LICENSE`
- **build** (empty)
- **bin** (empty)
- **doc** (empty)
- **tests**
 - `test1.cpp`
 - `test2.cpp`



- *Header* and *source files* (or *module interface* and *implementation files*) are next to each other (no `include/` and `src/` split)
- *Headers* are included with `<>` and contain the project directory prefix, for example, `<hello/hello.hpp>` (no need of `""` syntax)
- *Header* and *source file* extensions are `.hpp` / `.cpp` (`.mpp` for module interfaces). No special characters other than `_` and `-` in file names with `.` only used for extensions
- A source file that implements a *module's unit tests* should be placed next to that *module's files* and be called with the module's name plus the `.test` second-level extension
- A project's functional/integration tests should go into the `tests/` subdirectory

- `Kick-start your C++!` A template for modern C++ projects
- `The Pitchfork Layout`
- `Canonical Project Structure`

Coding Styles and Conventions

“one thing people should remember is there is what you can do in a language and what you should do”

Bjarne Stroustrup

Most important rule:

BE CONSISTENT!!

“The best code explains itself”

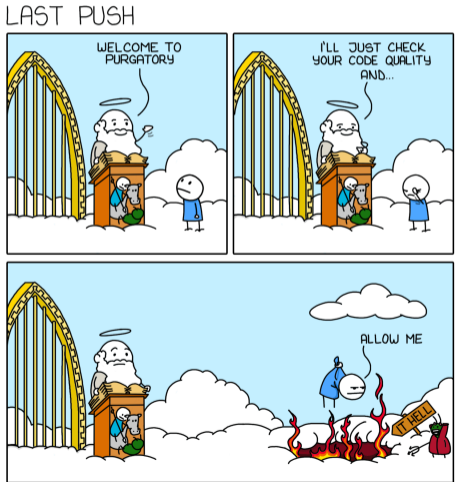
GOOGLE

“80% of the lifetime cost of a piece of software goes to maintenance”

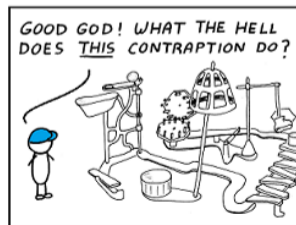
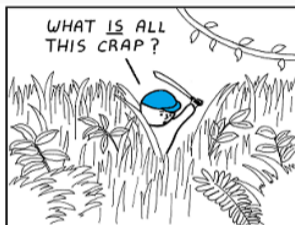
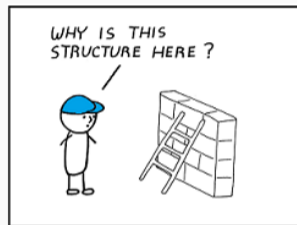
Unreal Engine

“The worst thing that can happen to a code base is size”

— Steve Yegge



How *my* code looks like for other people?



Coding styles are common guidelines to improve the *readability*, *maintainability*, prevent *common errors*, and make the code more *uniform*

- **LLVM Coding Standards** llvm.org/docs/CodingStandards.html
- **Google C++ Style Guide** google.github.io/styleguide/cppguide.html
- **Webkit Coding Style**
webkit.org/code-style-guidelines
- **Mozilla Coding Style**
firefox-source-docs.mozilla.org

- ***Chromium Coding Style***

`chromium.googlesource.com`

`c++-dos-and-donts.md`

- ***Unreal Engine - Coding Standard***

`docs.unrealengine.com/en-us/Programming`

- ***μOS++***

`micro-os-plus.github.io/develop/coding-style`

`micro-os-plus.github.io/develop/naming-conventions`

- ***High Integrity C++ Coding Standard***

`www.perforce.com/resources`

- ***CERT C++ Secure Coding***

`wiki.sei.cmu.edu`

More educational-oriented guidelines

- **C++ Guidelines**

`isocpp.github.io/CppCoreGuidelines/CppCoreGuidelines`

Critical system coding standards

- **Misra - Coding Standard**

`www.misra.org.uk`

- **Autosar - Coding Standard**

`www.misra.org.uk`

- **Joint Strike Fighter Air Vehicle**

`www.perforce.com/blog/qac/jsf-coding-standard-cpp`

Legend

- ※ → **Important!**

Highlight potential code issues such as bugs, inefficiency, and can compromise readability. Should not be ignored

- * → **Useful**

It is not fundamental but it emphasizes good practices and can help to prevent bugs. Should be followed if possible

- → **Minor / Obvious**

Style choice or not very common issue

`#include`

※ Every include must be self-contained

- include every header you need directly
- do not rely on recursive `#include`
- the project must compile with any include order

LLVM, GOOGLE, UNREAL, μ OS++, CORE

* Include as less as possible, especially in header files

- do not include unneeded headers
- minimize dependencies
- minimize code in headers (e.g. use forward declarations)

LLVM, GOOGLE, CHROMIUM, UNREAL, HIC, μ OS++

Order of #include

LLVM, WEBKIT, CORE

(1) Main module/interface header, if exists (it is only one)

- space

(2) Local project includes (in lexicographic order)

- space

(3) System includes (in lexicographic order)

Note: (2) and (3) can be swapped

GOOGLE

System includes are self-contained, local includes might not

Project includes

LLVM, GOOGLE, WEBKIT, HIC, CORE

- * Use `" "` syntax
- * Should be absolute paths from the project include root
e.g. `#include "directory1/header.hpp"`

System includes

LLVM, GOOGLE, WEBKIT, HIC

- * Use `<>` syntax
e.g. `#include <iostream>`

※ Always use an include guard

- macro include guard vs. #pragma once
 - Use macro include guard if portability is a very strong requirement
LLVM, GOOGLE, CHROMIUM, CORE
WEBKIT, UNREAL
 - #pragma once otherwise
- #include preprocessor should be placed immediately after the header comment and include guard
LLVM

Forward declarations vs. #includes

- *Prefer forward declaration:* reduce compile time, less dependency
CHROMIUM
- *Prefer #include:* safer
GOOGLE_{28/76}

* Use C++ headers instead of C headers:

`<cassert>` instead of `<assert.h>`

`<cmath>` instead of `<math.h>`, etc.

▪ Report at least one function used for each include

`<iostream>` // `std::cout`, `std::cin`

```
#include "my_class.hpp"           // MyClass
                                  [ blank line ]
#include "my_dir/my_headerA.hpp"  // npA::ClassA, npB::f2()
#include "my_dir/my_headerB.hpp" // np::g()
                                  [ blank line ]
#include <cmath>                   // std::fabs()
#include <iostream>                 // std::cout
#include <vector>                   // std::vector
```

Macro and Preprocessing

- ※ **Avoid defining macros**, especially in headers GOOGLE
 - Do not use macro for enumerators, constants, and functions WEBKIT, GOOGLE

- ※ **Use a prefix for all macros** related to the project `MYPROJECT_MACRO` GOOGLE, UNREAL

- ※ `#undef` **macros wherever possible** GOOGLE
 - Even in the source files if *unity build* is used

- ※ Always use curly brackets for multilines macro

```
#define MACRO    \  
{               \  
    line1;      \  
    line2;      \  
}
```

- ※ Always put macros after `#include`

H1C

- Put macros outside namespaces

- Close `#endif` with the respective condition of the first `#if`

```
#if defined(MACRO)  
    ...  
#endif // defined(MACRO)
```

- The hash mark that starts a preprocessor directive should always be at the beginning of the line

GOOGLE

```
#if defined(MACRO)  
# define MACRO2  
#endif
```

- Place the `\` rightmost for multilines macro

```
#define MACRO2 \   
    macro_def...
```

- Prefer `#if defined(MACRO)` instead of `#ifdef MACRO`

namespace

※ **Avoid** using namespace -directives at global scope

LLVM, GOOGLE, WEBKIT, UNREAL, HIC, μ OS++

* **Limit** using namespace -directives at local scope and prefer explicit namespace specification

GOOGLE, WEBKIT, UNREAL

※ **Always place code in a namespace** to avoid *global namespace pollution*

GOOGLE, WEBKIT

* Avoid *anonymous* namespaces in headers

GOOGLE, CERT

▪ anonymous namespace vs. static

- Prefer anonymous namespaces instead of static variables/functions

GOOGLE, CORE

- Use anonymous namespaces only for inline class declaration, static otherwise

LLVM, STATIC

* Anonymous namespaces and source files:

Items local to a source file (e.g. .cpp) file should be wrapped in an anonymous namespace. While some such items are already file-scope by default in C++, not all are; also, shared objects on Linux builds export all symbols, so anonymous namespaces (which restrict these symbols to the compilation unit) improve function call cost and reduce the size of entry point tables

CHROMIUM, CORE, HIC

- The content of namespaces is not indented

LLVM, GOOGLE, WEBKIT

- Close namespace declarations

```
} // namespace <namespace_identifier>
```

LLVM

```
} // namespace (for anonymous namespaces)
```

GOOGLE

Variable

- ※ Place a variables in the *narrowest scope* possible, and *always initialize* variables in the declaration

GOOGLE, ISOCPP, MOZILLA, HIC, *muOS*, CERT

- * Avoid static (non-const) global variables LLVM, GOOGLE, CORE, HIC

- Use assignment syntax `=` when performing “simple” initialization CHROMIUM

- ※ Use fixed-width integer type (e.g. `int64_t`, `int8_t`, etc.). Exception: `int` and `unsigned` GOOGLE, UNREAL

- * `size_t` vs. `int64_t`
 - Use `size_t` for object and allocation sizes, object counts, array and pointer offsets, vector indices, and so on. (integer overflow behavior for signed types is undefined) CHROMIUM
 - Use `int64_t` instead of `size_t` for object counts and loop indices GOOGLE

- Use brace initialization to convert (constant) arithmetic types (narrowing) e.g. `int64_t{x}` GOOGLE

- * Use `true`, `false` for boolean variables instead numeric values `0`, `1` WEBKIT

- ※ Do not shift `<<` signed operands HiC, CoRE, μ OS
- ※ Do not directly compare floating point `==`, `<`, etc. HiC
- ※ Use signed types for arithmetic CoRE

Style:

- Use floating-point literals to highlight floating-point data types, e.g. `30.0f`
WEBKIT (opposite)
- Avoid redundant type, e.g. `unsigned int`, `signed int`

WEBKIT

Functions

- * **Limit overloaded functions.** Prefer default arguments GOOGLE, CORE

- * **Split up large functions** into logical sub-functions for improving readability and compile time UNREAL, GOOGLE, CORE

- Use `inline` only for small functions (e.g. < 10 lines) GOOGLE, HIC

- ※ **Never return pointers for new objects.** Use `std::unique_ptr` instead CHROMIUM, CORE

```
int*          f() { return new int[10]; } // wrong!!  
std::unique_ptr<int> f() { return new int[10]; } // correct
```

※ **Prefer pass by-reference instead by-value** except for raw arrays and built-in types WEBKIT

* **Pass function arguments by `const` *pointer or reference*** if those arguments are not intended to be modified by the function UNREAL

* **Do not pass by-const-value for built-in types**, especially in the declaration (same signature of by-value)

* **Prefer returning values** rather than output parameters GOOGLE

* **Do not declare functions with an excessive number of parameters.** Use a wrapper structure instead HIC, CORE

- Prefer `enum` to `bool` on function parameters
- All parameters should be aligned if they do not fit in a single line (especially in the declaration) [GOOGLE](#)

```
void f(int      a,  
      const int* b);
```

- Parameter names should be the same for declaration and definition [CLANG-TIDY](#)
- Do not use `inline` when declaring a function (only in the definition) [LLVM](#)
- Do not separate declaration and definition for template and inline functions

[GOOGLE](#)

Structs and Classes

- * Use a `struct` only for passive objects that carry data; everything else is a `class` GOOGLE
- * Objects are fully initialized by constructor call GOOGLE, WEBKIT, CORE
- * Prefer in-class initializers to member initializers CORE
- * Initialize member variables in the order of member declaration CORE, HIC
- Use delegating constructors to represent common actions for all constructors of a class CORE

- * **Do not define implicit conversions.** Use the `explicit` keyword for conversion operators and constructors GOOGLE, CORE

- * **Prefer `= default` constructors** over user-defined / implicit default constructors MOZILLA, CHROMIUM, CORE, HIC

- * **Use `= delete` for mark deleted functions** CORE, HIC

- Mark destructors `noexcept` CORE

- Use braced initializer lists for aggregate types `A{1, 2};` LLVM, GOOGLE

- Do not use braced initializer lists `{}` for constructors. It can be confused with `std::initializer_list` object LLVM^{43/76}

- ※ **Avoid virtual method calls in constructors** GOOGLE, CORE, CERT

- ※ **Default arguments are allowed only on *non-virtual* functions**
GOOGLE, CORE, HIC

- * **A class with a *virtual function* should have a *virtual or protected destructor***
(e.g. interfaces and abstract classes) CORE

- Does not use `virtual` with `final/override` (implicit)

- * *Multiple inheritance* and *virtual inheritance* are discouraged

GOOGLE, CHROMIUM

- * Prefer *composition* over *inheritance*

GOOGLE

- * A polymorphic class should suppress copying

CORE

※ **Declare class data members in special way***. Examples:

- Trailing underscore (e.g. `member_var_`)

GOOGLE, μ OS, CHROMIUM

- Leading underscore (e.g. `_member_var`)

.NET

- Public members (e.g. `m_member_var`)

WEBKIT

▪ Class inheritance declarations order:

`public`, `protected`, `private`

GOOGLE, μ OS

▪ First data members, then function members

▪ If possible, **avoid** `this->` keyword

* It helps to keep track of class variables and local function variables

* The first character is helpful in filtering through the list of available variables

```
struct A {           // passive data structure
    int    x;
    float  y;
};

class B {
public:
    B();
    void public_function();

protected:
    int    _a;           // in general, it is not public in derived classes
    void _protected_function(); // "protected_function()" is not wrong
                                // it may be public in derived classes

private:
    int    _x;
    float  _y;

    void _private_function();
};
```


- In the constructor, each member should be indented on a separate line, e.g.

WEBKIT, MOZILLA

```
A::A(int x1, int y1, int z1) :  
    x{x1},  
    y{y1},  
    z{z1} {
```

Control Flow

※ **Avoid redundant control flow** (see next slide)

- Do not use `else` after a `return / break`

LLVM, MOZILLA, CHROMIUM, WEBKIT

- Avoid `return true/return false` pattern
- Merge multiple conditional statements

* **Prefer `switch` to multiple `if`-statement**

CORE

* **Avoid `goto`**

μOS, CORE

- Avoid `do-while` loop

CORE

- Do not use default labels in fully covered switches over enumerations

LLVM

```
if (condition) {    // wrong!!
  < code1 >
  return;
}
else // <-- redundant
  < code2 >
//-----
if (condition) {    // Corret
  < code1 >
  return;
}
< code2 >
```

```
if (condition)    // wrong!!
  return true;
else
  return false;
//-----
return condition; // Corret
```

- Use *early exits* (`continue`, `break`, `return`) to simplify the code

LLVM

```
for (<condition1>) { // wrong!!
    if (<condition2>)
        ...
}
//-----
for (<condition1>) { // Correct
    if (!<condition2>)
        continue;
    ...
}
```

- Turn predicate loops into predicate functions

LLVM

```
bool var = ...;
for (<loop_condition1>) { // should be an external
    if (<condition2>) { // function
        var = ...
        break;
    }
}
```

- ※ Tests for `null/non-null`, and `zero/non-zero` should all be done with equality comparisons

CORE, WEBKIT
(opposite) MOZILLA

```
if (!ptr) // wrong!!  
    return;  
if (!count) // wrong!!  
    return;
```

```
if (ptr == nullptr) // correct  
    return;  
if (count == 0) // correct  
    return;
```

- ※ Prefer `(ptr == nullptr)` and `x > 0` over `(nullptr == ptr)` and `0 < x`
CHROMIUM

- Do not compare to `true/false`, e.g. `if (x == true)`

※ Do not mix `signed` and `unsigned` types

HIC

* Prefer `signed integer` for loop indices (better 64-bit)

CORE

▪ Prefer `empty()` method over `size()` to check if a container has no items

MOZILLA

▪ Ensure that all statements are reachable

HIC

* Avoid *RTTI* (`dynamic_cast`) or *exceptions* if possible

LLVM, GOOGLE, MOZILLA

- ※ The `if` and `else` keywords belong on separate lines

```
if (c1) <statement1>; else <statement2> // wrong!!
```

GOOGLE, WEBKIT

- * Multi-lines statements and complex conditions require curly braces

GOOGLE

```
if (c1 && ... &&  
    c2 && ...) { // correct  
    <statement>  
}
```

- Curly braces are not required for single-line statements (but allowed)

(`for`, `while`, `if`)

GOOGLE, WEBKIT

```
if (c1) { // not mandatory  
    <statement>  
}
```


Modern C++ Features

Use modern C++ features wherever possible

- * `static_cast` `reinterpret_cast` instead of *old style cast* `(type)`
GOOGLE, μ OS, HiC
- * **Do not define implicit conversions.** Use the `explicit` keyword for conversion operators and constructors
GOOGLE, μ OS

- ※ Use `constexpr` instead of *macro* GOOGLE, WEBKIT
- ※ Use `using` instead `typedef`
- ※ Prefer `enum class` instead of plain `enum` UNREAL, μ OS
- ※ `static_assert` compile-time assertion UNREAL, HIC
- ※ `lambda` expression UNREAL
- ※ `move` semantic UNREAL
- ※ `nullptr` instead of `0` or `NULL`
LLVM, GOOGLE, UNREAL, WEBKIT, MOZILLA, HIC, μ OS^{56/76}

※ Use *range-based for loops* whatever possible

LLVM, WEBKIT, UNREAL, CORE

※ Use `auto` to avoid type names that are noisy, obvious, or unimportant

```
auto array = new int[10];
```

```
auto var = static_cast<int>(var);
```

lambda, iterators, template expression

LLVM, GOOGLE

UNREAL (only)

* Use `[[deprecated]]` / `[[noreturn]]` / `[[nodiscard]]` to indicate deprecated functions / that do not return / result should not be discarded

- Avoid `throw()` expression. Use `noexcept` instead

HIC

- ※ Always use `override/final` function member keyword

WEBKIT, MOZILLA, UNREAL, CHROMIUM, HIC

- * Use braced *direct-list-initialization* or *copy-initialization* for setting default data member value. Avoid initialization in constructors if possible

UNREAL

```
struct A {  
    int x = 3; // copy-initialization  
    int x { 3 }; // direct-list-initialization (best option)  
};
```

- * Use `= default` constructors
- * Use `= delete` to mark deleted functions
- Prefer *uniform initialization* when it cannot be confused with `std::initializer_list`

Maintainability

※ Avoid complicated template programming

GOOGLE

* Write self-documenting code

e.g. `(x + y - 1) / y` → `ceil_div(x, y)`

UNREAL

* Use symbolic names instead of literal values in code

HIC

```
double area1 = 3.14 * radius * radius; // wrong!!
```

```
constexpr auto Pi = 3.14; // correct  
double area2 = Pi * radius * radius;
```

※ Do not use `reinterpret_cast` or `union` for type punning

CORE, HIC

※ Enforce const-correctness

UNREAL

▪ but don't `const` all the things

- Pass by-`const` value: almost useless (copy), ABI break
- `const` return: useless (copy)
- `const` data member: disable assignment and copy constructor
- `const` local variables: verbose, rarely effective

※ Do not overload operators with special semantics `&&`, `^`

HIC

※ Use `assert` to document preconditions and assumptions

LLVM

- * **Address compiler warnings.** Compiler warning messages mean something is wrong UNREAL
- * **Ensure ISO C++ compliant code** and avoid non-standard extension, deprecated features, or asm declarations, e.g. `register`, `__attribute__` HIC
- * **Prefer** `sizeof(variable/value)` instead of `sizeof(type)` GOOGLE
- * **Prefer core-language features** over library facilities, e.g. `char` vs. `std::byte`

Naming

- ✧ **Use full words**, except in the rare case where an abbreviation would be more canonical and easier to understand, e.g. `tmp` WEBKIT
- * **Avoid short and very long names.** Remember that the average word length in English is 4.8
- * The length of a variable should be **proportional to the size of the scope** that contains it. For example, `i` is fine within a loop scope.

※ Do not use reserved names

CERT

- double underscore followed by any character `__var`
- single underscore followed by uppercase `_VAR`

■ Use common loop variable names

- `i, j, k, l` used in order
- `it` for iterators

Naming Conventions for Functions

* **Should be descriptive verb** (as they represent actions)

WEBKIT

* **Functions that return boolean values should start with boolean verbs**, like
`is`, `has`, `should`, `does`

μOS

▪ Use `set` prefix for modifier methods

WEBKIT

▪ Do not use `get` for observer methods (`const`) without parameters, e.g.
(`size()`)

WEBKIT

Style Conventions

Camel style Uppercase first word letter (sometimes called *Pascal style* or *Capital case*) (less readable, shorter names)

```
CamelStyle
```

Snake style Lower case words separated by single underscore (good readability, longer names)

```
snake_style
```

Macro style Upper case words separated by single underscore (sometimes called *Screaming style*) (good readability, longer names)

```
MACRO_STYLE
```

Variable Variable names should be nouns

- Camel style e.g. MyVar
- Snake style e.g. my_var

LLVM, UNREAL
GOOGLE, μ OS

Constant

- Camel style + k prefix,
e.g. kConstantVar
- Macro style e.g. CONSTANT_VAR

GOOGLE, MOZILLA
WEBKIT, OPENSTACK

Enum

- Camel style + k
e.g. enum MyEnum { kEnumVar1, kEnumVar2 }
- Camel style
e.g. enum MyEnum { EnumVar1, EnumVar2 }

GOOGLE
LLVM, WEBKIT

- Namespace**
- Snake style, e.g. `my_namespace` GOOGLE, LLVM
 - Camel style, e.g. `MyNamespace` WEBKIT

Typename Should be nouns

- Camel style (including classes, structs, enums, typedefs, etc.)
e.g. `HelloWorldClass` LLVM, GOOGLE, WEBKIT
- Snake style μ OS (class)

Macro Macro style, e.g. `MY_MACRO` GOOGLE

- File**
- Snake style (`my_file`) GOOGLE
 - Camel style (`MyFile`), could lead Windows/Linux conflicts LLVM

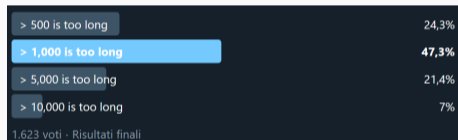
Function Names

- Lowercase Camel style, e.g. `myFunc()` LLVM
- Uppercase Camel style for standard functions
e.g. `MyFunc()` GOOGLE, MOZILLA, UNREAL
- Snake style for cheap functions, e.g. `my_func()` GOOGLE, STD

Readability and Formatting

※ Write all code in **English**, comments included

* Do not write excessive long file



※ Limit line length (**width**) to be at most **80 characters** long (or 120) → help code view on a terminal

LLVM, GOOGLE, MOZILLA, μ OS

※ Use always the same indentation style

- tab → 2 spaces
- tab → 4 spaces
- tab = 4 spaces

GOOGLE, MOZILLA, HIC, μ OS

LLVM, WEBKIT, HIC, μ OS

UNREAL

※ Separate commands, operators, etc., by a space

LLVM, GOOGLE, WEBKIT

```
if(a*b<10&& c) // wrong!!  
if (a * c < 10 && c) // correct
```

* Prefer consecutive alignment

```
int          var1      = ...  
long long int longvar2 = ...
```

- Minimize the number of empty rows
- Do not use more than one empty line

GOOGLE

* Use always the same style for braces

- Same line
- Its own line

WEBKIT (func. only), MOZILLA
 UNREAL, WEBKIT (function)
 MOZILLA (Class)

```
int main() {
    code
}
```

```
int main()
{
    code
}
```

- Declaration of pointer/reference variables or arguments may be placed with the asterisk/ampersand *adjacent* to either the *type* or to the variable *name* for all in the same way

GOOGLE
 WEBKIT, MOZILLA, CHROMIUM, UNREAL

- char* c;
- char *c;
- char * c;

- Never put trailing white space or tabs at the end of a line GOOGLE, MOZILLA
- Declare each identifier on a separate line in a separate declaration HIC
- Only one space between statement and comment WEBKIT
- * **Use the same line ending** (e.g. `'\n'`) for all files MOZILLA, CHROMIUM
- * **Do not use UTF characters for portability**, prefer ASCII
- * If UTF is needed, **prefer UTF-8 encoding for portability** CHROMIUM
- Close files with a blank line MOZILLA, UNREAL

Code

Documentation

* Any file start with a license

LLVM, UNREAL

* Each file should include

- `@author` name, surname, affiliation, email
- `@date` e.g. year and month
- `@file` the purpose of the file

in both header and source files

- Document each entity (functions, classes, namespaces, definitions, etc.) and only in the declarations, e.g. header files

- The first sentence (beginning with `@brief`) is used as an abstract
- Document the input/output parameters `@param[in]` , `@param[out]` , `@param[in,out]` , return value `@return` , and template parameters `@tparam`
- Document ranges, impossible values, status/return values meaning `UNREAL`
- Use always the same style of comment
- Use anchors for indicating special issues: `TODO` , `FIXME` , `BUG` , etc.
`WebKit`, `Chromium`

- Be aware of the comment style, e.g.

- Multiple lines

```
/**  
 * comment1  
 * comment2  
 */
```

- single line

```
/// comment
```

- Prefer `///` comment instead of `/* */` → allow string-search tools like `grep` to identify valid code lines

HIC, μ OS

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- [\$\mu\$ OS++ Doxygen style guide link](#)
 - [Teaching the art of great documentation, by Google](#)