

Review

- What is the syntax for a macro?
 - #define IDENTIFIER replacement

Review

- Why do we use include guards?
 - to prevent the contents of a file, from being included more than once

Code Style

Indentation

- In programming languages like C indentation helps visualize nested blocks of code.
- Each indent should be at least 4 spaces
- If you do not want to repeatedly press the spacebar, you can also use the tab key for indentation.
 - This will give you consistent indentation in your program.

Indentation

DO: Indent with four spaces

```
#include <stdio.h>

int main() {
    for (int x = 0; x < 10; x++) {
        if (x % 2 == 0) {
            printf("%i\n", x);
        }
    }
    return 0;
}
```

DON'T: Mix different indentation sizes

```
#include <stdio.h>

int main() {
    for (int x = 0; x < 10; x++) {
        if (x % 2 == 0) {
            printf("%i\n", x);
        }
    }
    return 0;
}
```

Spacing

- To make it easier to read a statement you should have one space between variables, operators, and literals.

Spacing

- DO: Proper spacing inside the statement

```
#include <stdio.h>

int main() {
    for (int x = 0; x < 10; x++) {
        if (x % 2 == 0) {
            printf("%i\n", x);
        }
    }
    return 0;
}
```

DON'T

Statements with missing spacing

```
#include <stdio.h>

int main() {
    for (int x=0; x<10; x++) {
        if (x%2==0) {
            printf("%i\n", x);
        }
    }
    return 0;
}
```

Use inconsistent spacing

```
#include <stdio.h>

int main() {
    for (int x =0; x< 10; x++) {
        if (x% 2 ==0) {
            printf("%i\n",x);
        }
    }
    return 0;
}
```


Blocks

- Curly braces are used to indicate the start and end of functions, loops, conditional, and blocks.

DO: Start curly braces on the same line a block begins

```
#include <stdio.h>

int main() {
    for (int x = 0; x < 10; x++) {
        if (x % 2 == 0) {
            printf("%i\n", x);
        }
    }
    return 0;
}
```

DON'T: Start your curly braces on the next line

```
#include <stdio.h>

int main()
{
    for (int x = 0; x < 10; x++)
    {
        if (x % 2 == 0)
        {
            printf("%i\n", x);
        }
    }
    return 0;
}
```

Functions

- Function names must be lower case and use underscore between words: `my_function`
- Function names must reflect the purpose of the function
- Functions should have comments above describing what they do and the inputs and outputs
- All functions must have prototypes
 - in header files for multiple file programs
 - above the main function for single file programs
- Function implementations go:
 - in `.c` files for multiple file programs
 - below the main function for single file programs
- If you have an array as a function parameter and will not be modifying its contents you **MUST USE `const`**

Header files

- Always have include guards

Comments

- Function prototypes should have comments above them explaining:
- The purpose of the function
- Parameters and preconditions (if any)
- Return data and postconditions (if any)

Comments

```
/**  
 * Create the reverse of a string inside another array.  
 *  
 * Parameters:  
 *   original – the original string, which will remain unchanged  
 *   reversed – another character array which will store the reversed string  
 *  
 * Return value:  
 *   None, but the modified string is stored in the reversed parameter  
 */  
void reverse_string(const char original[], char reversed[]);
```

Naming Rules

- Variable names should be lower case and use underscore between words: `my_var`
- Constant variables and Macro names are in all caps and use underscore between words: `MY_CONST_VAR`
- Variable names must be descriptive
 - Single-letter variable names are only allowed if it is immediately obvious what they mean.
 - Using i, j, and k as loop variables is common
 - some problems have an abstract quantity n or x, but otherwise choose a more descriptive name.
 - Multiple letter abbreviations are ok as long as the meaning is obvious (like col for column) but often writing out the entire word is clearer.
 - Use plural nouns for collections like lists and arrays. If a variable stores a quantity, like the number of letters in a word, do not use letters but instead use `letter_count`.
 - Clarity is better than brevity. `monthly_pay` is better than `mon_pay` or simply `pay`