The idea with program style is to have a *readable* program. Poor style can lead to programs which are error-prone, difficult to read, and difficult to understand. The purpose of this recommended style is not to force you into a certain way of programming, but rather to give you a model of good style from which you can evolve your own style. If the word **must** appears in a style description that specific style will be required in *all* programs. In the other cases, if you don't use the recommended style it is up to you to use some other *good* (judged by the instructor) style. Be sure when adopting a programming style that it is not only readable, but also consistent over all statement types.

1. Every program must have a header as follows:

/**************************************						
*			*			
*	Programmer:	Tony Toledo	*			
*	Course/Lab Section:	CSCI203-1	*			
*	Date:	9/29/02	*			

*					*		
*	Problem	Statement:	This program		*		
*					*		

The **Comment/Uncomment Block** feature of emacs makes this very easy to do.

- 2. Each logical segment of code must be preceded by a descriptive comment and a blank line.
- 3. Operators such as =, +, <, etc., must be surrounded by blank characters. For example:

x = x + 1;

4. Object and function names must be meaningful and start with a lower case letter. Each word in the name should begin with an upper case letter. Here is an example: numItems.

5. You must indent C⁺⁺ statements that contain braces. Here is the recommended style.

```
for (int i = 0; i < n; i++) {</pre>
    S1;
    S2;
}
while (i < n) {
    S1;
    S2;
}
if (a < b + 1)
    S1;
else {
    S2;
```

S3; } if (a > b) { S1; S2; } else { S3; S4; } switch (x) { case 1: S1; break; case 2: S2;

```
break;
case 3:
S3;
break;
default:
S4:
break;
}
```

- 6. Functions must be preceded by a comment block that states its purpose, pre-conditions, and post-conditions.
- 7. When possible, use assertions to verify pre-conditions and post-conditions.