



# Laboratorio di Tecnologie dell'Informazione

Ing. Marco Bertini

[bertini@dsi.unifi.it](mailto:bertini@dsi.unifi.it)

<http://www.dsi.unifi.it/~bertini/>



# Coding style guidelines for classes



# Classes and Objects

- Names representing types (i.e. classes) must be in mixed case starting with upper case, e.g.:

Line, SavingsAccount

- Variable names must be in mixed case starting with lower case, e.g.:

line, savingsAccount

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# Classes and Objects - cont.

- The parts of a class must be sorted public, protected and private. All sections must be identified explicitly. Not applicable sections should be left out.





# Classes and Objects - cont.

- A class should be declared in a header file and defined in a source file where the name of the files match the name of the class.
- All definitions should reside in source files.

This one is hard to follow: Eclipse CDT creates the getter/setter methods within the class declaration...

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# Methods

- Names representing methods or functions must be verbs and written in mixed case starting with lower case (like Java), e.g.:

`getName()`, `computeTotalWidth()`

- The name of the object is implicit, and should be avoided in a method name, e.g.:

`line.getLength();` // NOT:

`line.getLineLength();`

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# Attributes

- Private class variables should have underscore suffix, e.g.:

```
class SomeClass {  
    private:  
        int length_  
}
```

- This is **HIGHLY** controversial. Other acceptable approaches are: underscore prefix, m\_ prefix, no suffix/prefix
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# Credits

- These slides are (heavily) based on the material of:
  - C++ Programming Style Guidelines  
Version 4.7, October 2008  
Geotechnical Software Services  
<http://geosoft.no/development/cppstyle.html>
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