



CSE 142 Style Checklist

Indentation / Spacing		
	<input checked="" type="checkbox"/>	Examples
Indented one tab after "{" and un-indented one tab after "}"	<input type="checkbox"/>	
Blank line between all methods and between groups of similar code	<input type="checkbox"/>	
Blank lines above all comments	<input type="checkbox"/>	
Spaces between operators	<input type="checkbox"/>	<code>int x = 1 + 3 / (7 % 4); for (int i = 0; i < 5; i++) {}</code>
Method/Variable Names		
	<input checked="" type="checkbox"/>	Examples
Good description of what it is/does	<input type="checkbox"/>	<code>int counter / int c drawOval() / ovalShape()</code>
Follows proper naming conventions	<input type="checkbox"/>	Methods: <code>getWeight()</code> Classes: <code>Grades</code>
Comments		
	<input checked="" type="checkbox"/>	Examples
Header comment and comments above every method	<input type="checkbox"/>	<code>// Prints the lyrics to the "Happy // Birthday" song</code>
Comments on complex sections of code	<input type="checkbox"/>	
No comments past 100 characters	<input type="checkbox"/>	
Does not reveal implementation	<input type="checkbox"/>	<code>// Uses a for loop to...</code>
Describes parameters and return values	<input type="checkbox"/>	<code>// Takes a given word and returns the number of e's...</code>
Decomposition		
	<input checked="" type="checkbox"/>	Examples
Main method is a concise summary of the program	<input type="checkbox"/>	
No doEverything() methods	<input type="checkbox"/>	<code>makeWholePizza()</code>
Methods do only one simple task for the overall program	<input type="checkbox"/>	<code>preheatOven() placeToppings()</code>
Methods do not call the next step in the program; only helper methods	<input type="checkbox"/>	<code>public static void bakePizza() { deliverPizza(); }</code>
Variables are used to avoid repeated calculations	<input type="checkbox"/>	
Variables live in the smallest scope possible	<input type="checkbox"/>	
All parameters are necessary and are used within the method	<input type="checkbox"/>	