

Code Conventions for the Java Programming Language

- description : 10 - Programming Practices
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10. (Programming Practices)

10.1

public
가 가
public struct 가 (Java 가 struct),
public

10.2

(static)

```
classMethod();           // OK
AClass.classMethod();   // OK
anObject.classMethod(); //
```

10.3 (Constants)

() for -1, 0 1

10.4 (Variable Assignments)

↗

```
fooBar.fChar = barFoo.Ichar='c'; //
```

(equality operator)

(assignment operator)

```
if (c++ = d++) { // ( Java↗ )  
...  
}
```

```
if ((c++ = d++) != 0) {  
...  
}
```

```
d = (a=b+c)+r; //
```

```
a = b + c;  
d = a + r;
```

10.5

10.5.1 (Parentheses)

가
가 , 가

```
if ( a == b && c == d )           //  
if ( (a == b) && ( c == d) )     //
```

10.5.2 (Returning Values)

가 ;

```
if ( booleanExpression ) {  
    return true;  
} else {  
    return false;  
}
```

```
if ( booleanExpression ) {  
    return booleanExpression;  
} else {  
    return booleanExpression;  
}
```

```
if ( condition ) {  
    return x;  
}  
return y;
```

```
if ( condition ) {  
    return (condition ? x : y );  
}
```

10.5.3 (Conditional Operator) "?"

(binary operator) ?:

:

```
(x >= 0) ? x : -x;
```

10.5.4 (Special Comments)

XXX “ ”

가

FIXME”

가

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