

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 (Java가 struct),
 public

10.2

(static) .
 :

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

10.3 (Constants)

() for -1, 0 1

10.4 (Variable Assignments)

. 가 . :

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

(equality operator)

. :

(assignment operator)

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

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

:

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

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

10.5

10.5.1 (Parentheses)

. 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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