

# gFSM Coding Style

## gFSM design doc

### Introduction

*This document defines coding style used by gFSM.*

### File naming rule

The file name should present the content in it and the first letter of each work should be uppercase. The file name length is not limited but should be as short as possible.

Example,

BasicTypes.h

FSMMacro.h

TheradManager.c

### Variable naming rule

Type	Prefix	Comment/Example
CHAR	ch	CHAR chName;
CHAR *	pch	CHAR *pchName;
BYTE	by	BYTE byLast;
BYTE *	pby	BYTE *pbyLast;
SWORD	sw	SWORD swName;
SWORD *	psw	SWORD *pswName;
WORD	w	WORD wLast;
WORD *	pw	WORD *pwLast;
SDWORD	sdw	DWORD sdwName;
SDWORD *	psdw	SDWORD *psdwName;
DWORD	dw	DWORD dwLast;
DWORD *	pdw	DWORD *pdwLast;
INT32	i	INT32 iValue;
INT32 *	pi	INT32 *piValue;
INT64	li	INT64 liData;
INT64 *	pli	INT64 *pliData;

struct	t	struct GObject tObject;
struct *	pt	struct GObject *ptObject;
enum	e	enum CesRet eCesRet;
enum *	pe	enum CesRet *peCesRet;
Global variable	g_	static INT32 g_iAddress;

## Coding rule

When defining coding rule, the first priority is for programmer not for PC. PC is more and more powerful and display is bigger and bigger.

The heaviest work of software is let programmer implement and maintain it, so source code should be as easier as possible to read and understand. Tricky and artistic coding is not preferred.

- 1) Replace TAB with 4 space characters.
- 2) One line contains only one expression.
- 3) Let Bracket hold one space line
- 4) In compare expression, constant value is ahead of function call.
- 5) Let space line to group code by function.