Programming and Program Style

The material for this lecture is drawn, in part, from The Practice of Programming (Kernighan & Pike) Chapter 1

Goals of this Lecture

• Help you learn about:
  • Good programming (verb) style
  • Good program (noun) style

• Why?
  • A well-styled program is easier to maintain and more likely to be correct than a poorly-styled program
  • A power programmer knows the qualities of a well-styled program, and how to develop one

Lecture Overview

• Programming style: how to create a good program
  • Top-down design
  • Successive refinement
  • Example: left and right justifying text

• Program style: qualities of a good program
  • Well structured
  • Uses common idioms
  • Uses descriptive names
  • Contains proper comments
  • Modular
Why Care About This Stuff?

- **Programming style**
  - Divide & conquer works in lots of areas
  - Breadth-first fails for most people
  - You might get it done better & faster

- **Program style**
  - Everyone has limited brainpower
  - Re-analyzing code taxes brain
  - An over-taxed brain generates errors
  - Therefore, good style can reduce errors
  - Consistent style easier for co-workers

Part 1: Programming Style

Bottom-Up Design is Bad

- **Bottom-up design**
  - Design one part in detail
  - Design another part in detail
  - Repeat until finished

- **Bottom-up design in painting**
  - Paint upper left part of painting in complete detail
  - Paint next part of painting in complete detail
  - Repeat until finished
  - Unlikely to produce a good painting

- **Bottom-up design in programming**
  - Write first part of program in complete detail
  - Write next part of program in complete detail
  - Repeat until finished
  - Unlikely to produce a good program
Top-Down Design is Good

- **Top-down design**
  - Design entire product with minimal detail
  - Successively refine until finished

- **Top-down design in painting**
  - Sketch the entire painting with minimal detail
  - Successively refine the entire painting

- **Top-down design in programming**
  - Define main() function in pseudocode with minimal detail
  - Refine each pseudocode statement
  - Small job → replace with real code
  - Large job → replace with function call
  - Recurse in (mostly) breadth-first order
  - Bonus: Product is naturally modular

Top-Down Design in Reality

- **Top-down design in programming in reality**
  - Define main() function in pseudocode
  - Refine each pseudocode statement
  - Oops! Details reveal design error, so…
  - Backtrack to refine existing (pseudo)code, and proceed
  - Recurse in (mostly) breadth-first order, until all functions are defined

Example: Text Formatting

- **Goals of the example**
  - Illustrate good programming style
  - Especially function-level modularity and top-down design
  - Illustrate how to go from problem statement to code
  - Review and illustrate C constructs

- **Text formatting (derived from King Section 15.3)**
  - Input: ASCII text, with arbitrary spaces and newlines
  - Output: the same text, left and right justified
  - Fit as many words as possible on each 50-character line
  - Add even spacing between words to right justify the text
  - No need to right justify the very last line
  - Simplifying assumptions
    - Word ends at white space or end-of-file
    - No word is longer than 20 characters
Example Input and Output

```
Tune every heart and every voice.
Bid every bank withdrawal.
Let's all with our accounts rejoice.
In funding Old Nassau.
We're funding Old Nassau.
```

```
Tune every heart and every voice. Bid every bank withdrawal.
Let's all with our accounts rejoice.
In funding Old Nassau. In funding Old Nassau we spend more money every year.
Our banks shall give, while we shall live. We're funding Old Nassau.
```

Thinking About the Problem

- I need a notion of “word”
  - Sequence of characters with no white space
  - All characters in a word must be printed on the same line
- I need to be able to read and print words
  - Read characters from stdin till white space or EOF
  - Print characters to stdout followed by space(s) or newline
- I need to deal with poorly-formatted input
  - I need to remove extra white space in input
- Unfortunately, I can’t print the words as they are read
  - I don’t know # of spaces needed till I read the future words
  - Need to buffer the words until I can safely print an entire line
- But, how much space should I add between words?
  - Need at least one space between adjacent words on a line
  - Can add extra spaces evenly to fill up an entire line

Writing the Program

- Key constructs
  - Word
  - Line
- Next steps
  - Write pseudocode for main()
  - Successively refine
- Caveats concerning the following presentation
  - Function comments and some blank lines are omitted because of space constraints
  - Don’t do that!!!
  - Design sequence is idealized
  - In reality, much backtracking would occur
The Top Level

• First, let’s sketch main() ...

```c
int main(void) {
    for (;;) {
        <Read a word>
        if (<No more words>) {
            <Print line with no justification>
            return 0;
        } if (<Word doesn’t fit on this line>) {
            <Print line with justification>
            <Clear line>
        }
        <Add word to line>
        } return 0;
    }
}
```

Reading a Word

• Now let’s successively refine. What does <Read a word> mean? The job seems complicated enough that it should be delegated to a distinct function...

```c
enum {MAX_WORD_LEN = 20};
int main(void) {
    char word[MAX_WORD_LEN + 1];
    int wordLen;
    for (;;) {
        wordLen = ReadWord(word);
        if (<No more words>) {
            <Print line with no justification>
            return 0;
        } if (<Word doesn’t fit on this line>) {
            <Print line with justification>
            <Clear line>
        }
        <Add word to line>
        } return 0;
    }
}
```

Reading a Word (cont.)

• ReadWord() seems easy enough to design. So let’s flesh it out...

```c
int ReadWord(char *word) {
    int ch, pos = 0;
    /* Skip over white space. */
    ch = getchar();
    while ((ch != EOF) && isspace(ch))
        ch = getchar();
    /* Store chars up to MAX_WORD_LEN in word. */
    while ((ch != EOF) && (! isspace(ch))) {
        if (pos < MAX_WORD_LEN) {
            word[pos] = (char)ch;
            pos++;
        } ch = getchar();
    word[pos] = '\0';
    /* Return length of word. */
    return pos;
```
Saving a Word

```c
void main(void) {
    char word[MAX_WORD_LEN + 1];
    int main(void) {
        char word[MAX_WORD_LEN + 1];
        int lines = 0;
        int lineLen = 0;
        <Clear line>
        for (;;) {
            wordLen = ReadWord(word);
            if (<No more words>) {
                <Print line with no justification>
                return 0;
            }
            if (<Word doesn’t fit on this line>) {
                <Print line with justification>
                <Clear line>
            }
            AddWord(word, line, &lineLen);
        }
        return 0;
    }
}
```

Now, back to main(). What does <Add word to line> mean? The job seems complicated enough to demand a distinct function...

```c
enum {MAX_WORD_LEN = 20};
enum {MAX_LINE_LEN = 50};
```

```c
int main(void) {
    char word[MAX_WORD_LEN + 1];
    int main(void) {
        char line[MAX_LINE_LEN + 1];
        int lines = 0;
        <Clear line>
        for (;;) {
            wordLen = ReadWord(word);
            if (<No more words>) {
                <Print line with no justification>
                return 0;
            }
            if (<Word doesn’t fit on this line>) {
                <Print line with justification>
                <Clear line>
            }
            AddWord(word, line, &lineLen);
        }
        return 0;
    }
}
```

Printing the Last Line

```c
void AddWord(char *word, char *line, int *lineLen) {
    /* If line already contains some words, append a space. */
    if (*lineLen > 0) {
        line[(*lineLen) + 1] = '\0';
        (*lineLen)++;
    }
    strcat(line, word);
    (*lineLen) += strlen(word);
}
```

```c
int main(void) {
    char word[MAX_WORD_LEN + 1];
    int main(void) {
        char line[MAX_LINE_LEN + 1];
        int lines = 0;
        <Clear line buffer>
        for (;;) {
            wordLen = ReadWord(word);
            /* If no more words, print line with no justification. */
            if (wordLen == 0) {
                puts(line);
                return 0;
            }
            if (<Word doesn’t fit on this line>) {
                <Print line with justification>
                <Clear line buffer>
            }
            AddWord(word, line, &lineLen);
        }
        return 0;
    }
}
```

• AddWord() is almost complete already, so let’s get that out of the way...

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• Again, back to main(). What do <No more words> and <Print line with no justification> mean? Those jobs seem easy enough that we need not define additional functions...
Deciding When to Print

```c
int main(void) {
    char word[MAX_WORD_LEN + 1];
    int wordsLen;
    char line[MAX_LINE_LEN + 1];
    int lineLen = 0;
    /* Clear line buffer*/
    for (;;) {
        wordsLen = ReadWord(word);
        /* If no more words, print line
        with no justification. */
        if ((wordsLen == 0) && (lineLen > 0)) {
            puts(line);
            return 0;
        }
        /* If word doesn’t fit on this line, then… */
        if ((wordsLen + 1 + lineLen) > MAX_LINE_LEN) {
            /* Print line with justification*/
            /* Clear line buffer*/
            AddWord(word, line, &lineLen);
            /* Return 0;*/
        }
    }
    return 0;
}
```

• What does “Word doesn’t fit on this line” mean? That’s somewhat tricky, but involves little code…

Printing with Justification

• Now, to the heart of the program. What does “Print line with justification” mean? Certainly that job demands a distinct function.

```c
int main(void) {
    int numWords = 0;
    /* Clear line*/
    for (;;) {
        /* If word doesn’t fit on this line, then */
        if ((wordsLen + 1 + lineLen) > MAX_LINE_LEN) {
            /* Print line with justification*/
            /* Clear line buffer*/
            AddWord(word, line, &lineLen);
            numWords++;
            return 0;
        }
    }
}
```

Printing with Justification (cont.)

• And write pseudocode for `WriteLine()`...

```c
void WriteLine(const char *line, int lineLen, int numWords)
{
    /* Compute number of excess spaces for line*/
    for (i = 0; i < lineLen; i++) {
        if (line[i] is not a space) 
            /* Print the character*/
        else 
            /* Compute additional spaces to insert*/
            /* Print a space, plus additional spaces*/
            /* Decrease extra spaces and word count*/
    }
}
```
Printing with Justification (cont.)

```c
void WriteLine(const char *line, int lineLen, int numWords)
{
    int extraSpaces, spacesToInsert, i, j;
    /* Compute number of excess spaces for line. */
    extraSpaces = MAX_LINE_LEN - lineLen;
    for (; i < lineLen; i++)
        if (line[i] != ' ')
            putchar(line[i]);
    else
        /* Compute additional spaces to insert. */
        spacesToInsert = extraSpaces / (numWords - 1);
        /* Print a space, plus additional spaces. */
        for (j = 1; j <= spacesToInsert + 1; j++)
            putchar(' '); /* Decrease extra spaces and word count. */
        extraSpaces -= spacesToInsert;
        numWords--;
} /* end of function. */
```

Let’s go ahead and complete WriteLine (!…

```
int main(void) {
    int numWords = 0;
    ClearLine(line, &lineLen, &numWords);
    for (;;) {
        /* If word doesn’t fit on this line, then */
        /* WriteLine(line, lineLen, numWords); */
        ClearLine(line, &lineLen, &numWords):
        addWords(word, line, &lineLen);
        numWords++;
    } return 0;
```

Clearing the Line

- One step remains. What does <Clear line> mean? It’s an easy job, but it’s done in two places. So we probably should delegate the work to a distinct function, and call the function in the two places…

```
void ClearLine(char *line, int *lineLen, int *numWords) {
    line[0] = '\0';
    *lineLen = 0;
    *numWords = 0;
}
```

Modularity: Summary of Example

- To the user of the program
  - Input: Text in messy format
  - Output: Same text left and right justified, looking mighty pretty

- Between parts of the program
  - Word-handling functions
  - Line-handling functions
  - main() function

- The many benefits of modularity
  - Reading the code: In small, separable pieces
  - Testing the code: Test each function separately
  - Speeding up the code: Focus only on the slow parts
  - Extending the code: Change only the relevant parts
Part 2: Program Style

Program Style

• Who reads your code?
  • The compiler
  • Other programmers

This is a working ray tracer! (courtesy of Paul Heckbert)

Program Style

• Why does program style matter?
  • Bugs often caused by programmer’s misunderstanding
  • What does this variable do?
  • How is this function called?
  • Good code = human readable code

• How can code become easier for humans to read?
  • Convey program structure
  • Use common idioms
  • Choose descriptive names
  • Compose proper comments
  • Use modularity
Structure: Spacing

- Use readable/consistent spacing
  - Example: Assign each array element $a[j]$ to the value $j$.
  - Bad code
    
    ```
    for (j = 0; j < 100; j++) a[j] = j;
    ```
  
  - Good code
    
    ```
    for (j = 0; j < 100; j++)
    a[j] = j;
    ```
  
  - Often can rely on auto-indenting feature in editor

Structure: Indentation (cont.)

- Use readable/consistent/correct indentation
  - Example: Checking for leap year (does Feb 29 exist?)
    
    ```
    legal = TRUE;
    if (month == FEB) {
        if (year % 4 == 0)
            if (day > 29)
                legal = FALSE;
        else
            if (day > 28)
                legal = FALSE;
    }
    ```
  
  - Does this code work?

- Use "else-if" for multi-way decision structures
  - Example: Comparison step in a binary search.
    
    ```
    if (x < v[mid])
        high = mid - 1;
    else if (x > v[mid])
        low = mid + 1;
    else
        return mid;
    ```
  
  - Bad code
    
    ```
    if (x < v[mid])
        high = mid - 1;
    else if (x > v[mid])
        low = mid + 1;
    ```
  
  - Good code
    
    ```
    if (x < v[mid])
        high = mid - 1;
    else if (x > v[mid])
        low = mid + 1;
    ```
  
    - return mid;
```c
#include <stdio.h>
#include <stdlib.h>

int main(void)
/* Read a circle's radius from stdin, and compute and write its 
diameter and circumference to stdout.  Return 0 if successful. */
{
    const double PI = 3.14159;
    int radius, diam; 
    double circum;
    printf("Enter the circle's radius: \n");
    if (scanf("%d", &radius) != 1)
    {
        fprintf(stderr, "Error: Not a number\n");
        exit(EXIT_FAILURE);  /* or:  return EXIT_FAILURE; */
    }
    diam = 2 * radius;
    circum = PI * (double)diam;
    printf("A circle with radius %d has diameter %d\n", 
            radius, diam);
    printf(" and circumference %f.\n", circum);
    return 0;
}
```

**Structure: Expressions**

- Use natural form of expressions
- Example: Check if integer satisfies \( j < n < k \)
- Bad code

```
if (! (n >= k) && ! (n <= j))
```
- Good code

```
if ((j < n) && (n < k))
```
- Conditions should read as you’d say them aloud
- Not “Conditions shouldn’t read as you’d never say them aloud”
Structure: Expressions (cont.)

• Parenthesize to resolve ambiguity
  • Example: Check if integer n satisfies j < n < k
  
  ```
  if (j < n && n < k)
  ```
  
  • Possibly bad code
  
  ```
  if (j < n & n < k)
  ```
  
  • Good code
  
  ```
  if ((j < n) && (n < k))
  ```

Structure: Expressions (cont.)

• Parenthesize to override precedence
  • Example: read and print character until end-of-file
  
  ```
  while (c = getchar() != EOF)
      putchar(c);
  ```
  
  • Bad code
  
  ```
  while (c = getchar() != EOF)
      putchar(c);
  ```
  
  • Good code
  
  ```
  while (((c = getchar()) != EOF)
      putchar(c);
  ```

Structure: Expressions (cont.)

• Break up complex expressions
  • Example: Identify chars corresponding to months of year
  
  ```
  if ((c == 'J') || (c == 'F') || (c == 'M') || (c == 'A') || (c == 'S') || (c == 'O') || (c == 'D'))
  ```
  
  • Bad code
  
  ```
  if ((c == 'J') || (c == 'F') || (c == 'M') || (c == 'A') || (c == 'S') || (c == 'O') || (c == 'D'))
  ```
  
  • Good code
  
  ```
  if ((c == 'J') || (c == 'F') || (c == 'M') || (c == 'A') || (c == 'S') || (c == 'O') || (c == 'D'))
  ```
  
  • Lining up the parallel structures is helpful, too!
C Idioms

• Use C idioms
  • Example: Set each array element to 1.0.
  • Bad code (or, perhaps just "so-so" code)
    ```c
    i = 0;
    while (i <= n-1)
        array[i++] = 1.0;
    ```
  • Good code
    ```c
    for (i=0; i<n; i++)
        array[i] = 1.0;
    ```
• We’ll see many C idioms throughout the course
• Don’t feel obliged to use C idioms that decrease clarity

Naming

• Use descriptive names for globals and functions
  • E.g., `display`, `CONTROL`, `CAPACITY`
• Use concise names for local variables
  • E.g., `i` (not `arrayIndex`) for loop variable
• Use case judiciously
  • E.g., `Buffer_insert` (Module_function)
    `CAPACITY` (constant)
    `buf` (local variable)
• Use a consistent style for compound names
  • E.g., `frontsize`, `frontSize`, `front_size`
• Use active names for functions
  • E.g., `getchar()`, `putchar()`, `Check_octal()`, etc.

Comments

• Master the language and its idioms
  • Let the code speak for itself
  • And then...
• Compose comments that add new information
  ```c
  i++; /* add one to i */
  ```
  • Comment sections ("paragraphs") of code, not lines of code
  • E.g., "Sort array in ascending order"
• Comment global data
  • Global variables, structure type definitions, field definitions, etc.
• Compose comments that agree with the code!!!
  • And change as the code itself changes.
#include <stdio.h>
#include <stdlib.h>

int main(void)
/* Read a circle’s radius from stdin, and compute and write its
diameter and circumference to stdout. Return 0 if successful. */
{
    const double PI = 3.14159;
    int radius, diam, circum;
    /* Read the circle’s radius. */
    printf("Enter the circle’s radius:
");
    if (scanf("%d", &radius) != 1)
    {
        fprintf(stderr, "Error: Not a number
");
        exit(EXIT_FAILURE); /* or: return EXIT_FAILURE */
    }
    /* Compute the diameter and circumference. */
    diam = 2 * radius;
    circum = PI * (double)diam;
    /* Print the results. */
    printf("A circle with radius %d has diameter %d
",
        radius, diam);
    printf("and circumference %f.
", circum);
    return 0;
}
**Function Comments (cont.)**

- Bad function comment

```c
/* decomment.c */
int main(void) {
    /* Read a character. Based upon the character and the current DFA state, call the appropriate state-handling function. Repeat until end-of-file. */
    ...
}
```

- Describes how the function works

---

**Function Comments (cont.)**

- Good function comment

```c
/* decomment.c */
int main(void) {
    /* Read a C program from stdin. Write it to stdout with each comment replaced by a single space. Preserve line numbers. Return 0 if successful, EXIT_FAILURE if not. */
    ...
}
```

- Describes what the function does

---

**Modularity**

- Big programs are harder to write than small ones
  - "A dog house can be built without any particular design, using whatever materials are at hand. A house for humans, on the other hand, is too complex to just throw together." – K. N. King

- Abstraction is the key to managing complexity
  - Abstraction allows programmer to know what something does without knowing how

- Examples of function-level abstraction
  - Character I/O functions such as getchar() and putchar()
  - Mathematical functions such as lcm() and gcd()

- Examples of file-level abstraction
  - (Described in a later lecture)
Summary

- Programming style
  - Think about the problem
  - Use top-down design and successive refinement
  - But know that backtracking inevitably will occur

Summary (cont.)

- Program style
  - Convey program structure
  - Spacing, indentation, parentheses
  - Use common C idioms
  - But not at the expense of clarity
  - Choose consistent and descriptive names
  - For variables, functions, etc.
  - Compose proper comments
  - Especially for functions
  - Divide code into modules
  - Functions and files

Appendix: The “justify” Program

```c
#include <stdio.h>
#include <ctype.h>
#include <string.h>
enum {MAX_WORD_LEN = 20};
enum {MAX_LINE_LEN = 50};
Continued on next slide
```
Appendix: The “justify” Program

```c
int ReadWord(char *word) {
    /* Read a word from stdin. Assign it to word. Return the length of the word, or 0 if no word could be read. */
    int ch, pos = 0;
    /* Skip over white space */
    ch = getchar();
    while ((ch != EOF) && isspace(ch))
        ch = getchar();
    /* Store chars up to MAX_WORD_LEN in word. */
    while ((ch != EOF) && (! isspace(ch))){
        if (pos < MAX_WORD_LEN) {
            word[pos] = (char)ch;
            pos++;
        }
        ch = getchar();
    }
    word[pos] = '\0';
    /* Return length of word. */
    return pos;
}
```

Appendix: The “justify” Program

```c
void ClearLine(char *line, int *lineLen, int *numWords) {
    /* Clear the given line. That is, clear line, and set *lineLen and *numWords to 0. */
    line[0] = '\0';
    *lineLen = 0;
    *numWords = 0;
}
```

```c
void AddWord(const char *word, char *line, int *lineLen) {
    /* Append word to line, making sure that the words within line are separated with spaces. Update *lineLen to indicate the new line length. */
    /* If line already contains some words, append a space. */
    if (*lineLen > 0) {
        line[*lineLen] = ' ';  
        line[*lineLen + 1] = '\0';
        (*lineLen)++;
    }
    strcat(line, word);
    (*lineLen) += strlen(word);
}
```

Appendix: The “justify” Program

```c
void WriteLine(const char *line, int lineLen, int numWords) {
    /* Write line to stdout, in right justified form. lineLen indicates the number of characters in line. numWords indicates the number of words in line. */
    int extraSpaces, spacesToInsert, i, j;
    /* Compute number of excess spaces for line. */
    extraSpaces = MAX_LINE_LEN - lineLen;
    /* If line already contains some words, append a space. */
    if (line[0] != ' ')
        spacesToInsert = extraSpaces / (numWords - 1);
    else
        spacesToInsert = extraSpaces / numWords;
    /* Print a space, plus additional spaces. */
    for (i = 0; i < spacesToInsert; i++)
        putchar(' ');
    /* Decrease extra spaces and word count. */
    extraSpaces -= spacesToInsert;
    numWords--;
    /* Write line to stdout. */
    putback('\n');
    for (j = 1; j <= spacesToInsert + 1; j++)
        putchar(' ');
    /* Write rest of line. */
    printf(line);
    putback('
');
}
```
Appendix: The “justify” Program

```c
int main(void) {
    /* Read words from stdin, and write the words in justified format to stdout. */
    /* Simplifying assumptions:
    Each word ends with a space, tab, newline, or end-of-file.
    No word is longer than MAX_WORD_LEN characters. */
    char word[MAX_WORD_LEN + 1];
    int wordLen;
    char line[MAX_LINE_LEN + 1];
    int lineLen = 0;
    int wordWords = 0;
    ClearLine(line, &lineLen, &numWords);
    ... 
    Continued on next slide
}
```

Appendix: The “justify” Program

```c
for (;;) {
    wordLen = ReadWord(word);
    /* If no more words, print line with no justification. */
    if ((wordLen == 0) && (lineLen > 0)) {
        puts(line);
        break;
    }
    /* If word doesn’t fit on this line, then... */
    if ((wordLen + 1 + lineLen) > MAX_LINE_LEN) {
        WriteLine(line, lineLen, numWords);
        ClearLine(line, &lineLen, &numWords);
    }
    AddWord(word, line, &lineLen);
    numWords++;
}
return 0;
```