

Good style makes your code

- readable
- easy to understand
- easy to change later
- easy to debug

Dumb easy stuff: formatting

- indentation
- spaces
- vertical alignment

Case conventions

lowercase (internal uppercase characters ok)

- methods
- fields
- packages
- variables

first letter capitalized

class names

all caps

final variables

variable names- descriptive please

no magic numbers = if you are hard coding a number in you code, put it in a variable with a descriptive name.

Comments:

explain complicated chunk of code

say why you do something

method specs

sections of a file

high level explanation of what a class does

Choosing you class and method design in a sane way.

-data encapsulation

-methods should be short <20 lines

Note: everyone disagrees on this stuff. When your programming professor says "do this," do it. You'll develop your own preferences