PROGRAM GUIDELINES

• All program files should begin with comments (each on separate line) that identify the following:
  • Your name
  • Class and section
  • Semester information
  • Assignment number
  • Narrative about the program or file
  • Special notes (additional features or features not implemented)

• Functions should begin with comments (each on separate lines) that identify the following:
  • Narrative about the function – beyond the function name
  • Preconditions
  • Post conditions

• Identifiers should be self-documenting, first declaration should include descriptive comment.

• Complicated code should have documentation explaining your coded solution.

• Use blank lines and whitespace to make the program easier to read.

• Each C++ statement should be on a separate line.

• All input statements should be preceded by a user friendly prompt.

• Proper indentation of program structures must be used.

• Only one entrance and one exit are permitted in the functions and loops. No break (excluding the `switch`), exit, or go-to statements may be used in the program unless explicitly instructed to do so.

• All functions should be a maximum of one page in length. Little or no detail code should exist in the main function.

• Programs must be accompanied by the documentation specified in the assignment – algorithm, structure chart, test plan, etc – see the program specifications for this information.

• All work should be turned in using the lab folder specified by the instructor. All printouts should be readable, dark ink. Be as neat as possible - YOU WILL BE GRADED ON THIS, TAKE PRIDE IN YOUR WORK!!

• You may seek help on your assignments from classmates, peers, teachers, tutors, and me. You must be aware of the difference between helping and cheating. If you are unclear about what is considered cheating, please see me! I hold you accountable for copying someone else’s work, as well as, someone copying your work!

• Program specifications will be provided for each program. The specifications may not include all the details about the program. As a programmer it is your responsibility to fill in the gaps by asking questions. Do not assume anything! Program details will be discussed in class and on D2L. It is your responsibility to make note of these details and implement your program accordingly.