

Steve's Stylin' Style Guide:

Given the following code:

```
int function (int foo) {  
    double red;  
    double blue;  
    ...  
}
```

What constitutes good and bad style?

Try Number 1:

```
int function (int foo) { double red; double blue; ... }
```

BAD . . . who wants to read this? Not me!

Try Number 2:

```
int function (int foo) {  
    double red;  
    double blue;  
    ...  
}
```

BAD. . . what is this code supposed to do? Are you going to remember the details of the function if you have to come back to this? Am I going to know what you had in mind?

Try Number 3:

```
/* **** */
/* function
/*
/* Takes an int. Uses variable foo to create a cure for cancer.
/* Then eliminates world hunger, introduces peace on earth,
/* and. . .
/* **** */
int function (int foo) {      // start of function
    double red;              // declares a variable which will be
// used later, possible for a number of things.
    double blue;             // declares a another variable. Oh, by
// the way, these are both doubles. And they're named after colors.
    ...
// . . .Lots more comments coming soon!
} // end of function. There are many more functions below. And
// stuff.
```

BAD. . . you get the point. Unnecessary/badly placed commenting clutters programs and can make things just plain ugly to understand.

And our winner is. . .

```
/* **** */
/* Function function
/*
/* Takes an int. Returns an int. Calculates values of colors
/* using input variable foo.
/* **** */
int function (int foo) {
    double red;           // holds value for red.
    double blue;          // holds value for blue.
    ...
}
```

GOOD. Easy to read and descriptive—definite plusses.

You certainly don't have to follow MY idea of good style, but whatever you use should be consistent, descriptive, and most importantly,

EASY TO READ!!

And that's all I'll ever ask. :o)