Code Conventions for the Java Programming Language

```
description: 10 - Programming Practices
author:
email: shlim@repia.com
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```

```
10. ( Programming Practices )
```

10.1

10.2

```
classMethod();  // OK
AClass.classMethod();  // OK
anObject.classMethod();  //
```

```
10.3 (Constants)
```

```
( ) for -1, 0 1
```

10.4 (Variable Assignments)

가 . :

```
if ((c++ = d++) != 0) {
    ...
}
```

d = (a=b+c)+r; //

a = b + c; d = a + r;

10.5

10.5.1 (Parentheses)

```
가
. 가 가 가
. 가 가
```

```
if ( a == b \&\& c == d ) //
if ( (a == b) \&\& (c == d) ) //
```

10.5.2 (Returning Values)

가 . ;

```
if ( booleanExpression ) {
    return true;
} else {
    return false;
}
```

```
if ( booleanExpression ) {
    return booleanExpression;
} else {
    return booelanExpression;
}
```

```
if ( condition ) {
    return x;
}
return y;
```

```
if ( condition ) {
    return (condition ? x : y );
}
```

10.5.3 (Conditional Operator) "?"

(binary operator) ?:

$$(x \ge 0)$$
 ? $x : -x$;

10.5.4 (Special Comments)

XXX 가 . FIXME 가

Ref Site

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