

10.4 (Variable Assignments)

가 :

```
fooBar.fChar = barFoo.Ichar='c'; //
```

(equality operator)

(assignment operator)

```
if (c++ = d++) { // ( Java가 )  
    ...  
}
```

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

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

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

10.5

10.5.1 (Parentheses)

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 booleanExpression;
}
```

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

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

10.5.3 (Conditional Operator) "?"

(binary operator) ? :

```
( x >= 0 ) ? x : -x ;
```

10.5.4 (Special Comments)

XXX 가 . FIXME 가

Ref Site

[Code Conventions for the Java Language 10 - Programming Practices](#)

„ Programming, Practices

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