

Overview

This document describes the MDW conventions for naming variables in C programs. Please adhere to the standards listed below.

Naming Conventions

All variables should start with a character that represents that variable's type:

Variable Type	Character
int	i (or b for Boolean)
long	l
float	f
point	p
double	d
char	c
void	v
struct	s

As needed, combine **p** with the above characters. For instance:

Variable Type	Characters
char * or char []	cp
char ** or char [][] or *char []	cpp
float *	fp
long *	lp
struct *	sp

All global variables should also be pre-pended with the name of the module where they are declared, followed by an underscore. For example, an integer global variable found in the **dti.c** module would look like this:

```
iDTI_MyVariable
```

Local variables do not need the module name; however, if they are ever *redefined* as a global variable, be sure to change the name appropriately.

Define all global variables that are used only within the module that they are defined in as static (specifically, use the defined value of PRIVATE and PUBLIC). For example,

```
PUBLIC void vClassifieds_MyPublicVariable;  
PRIVATE void vMyPrivateVariable;
```

Note: PUBLIC and PRIVATE will be defined as follows:

```
#define PUBLIC  
#define PRIVATE static
```