Android java coding standards

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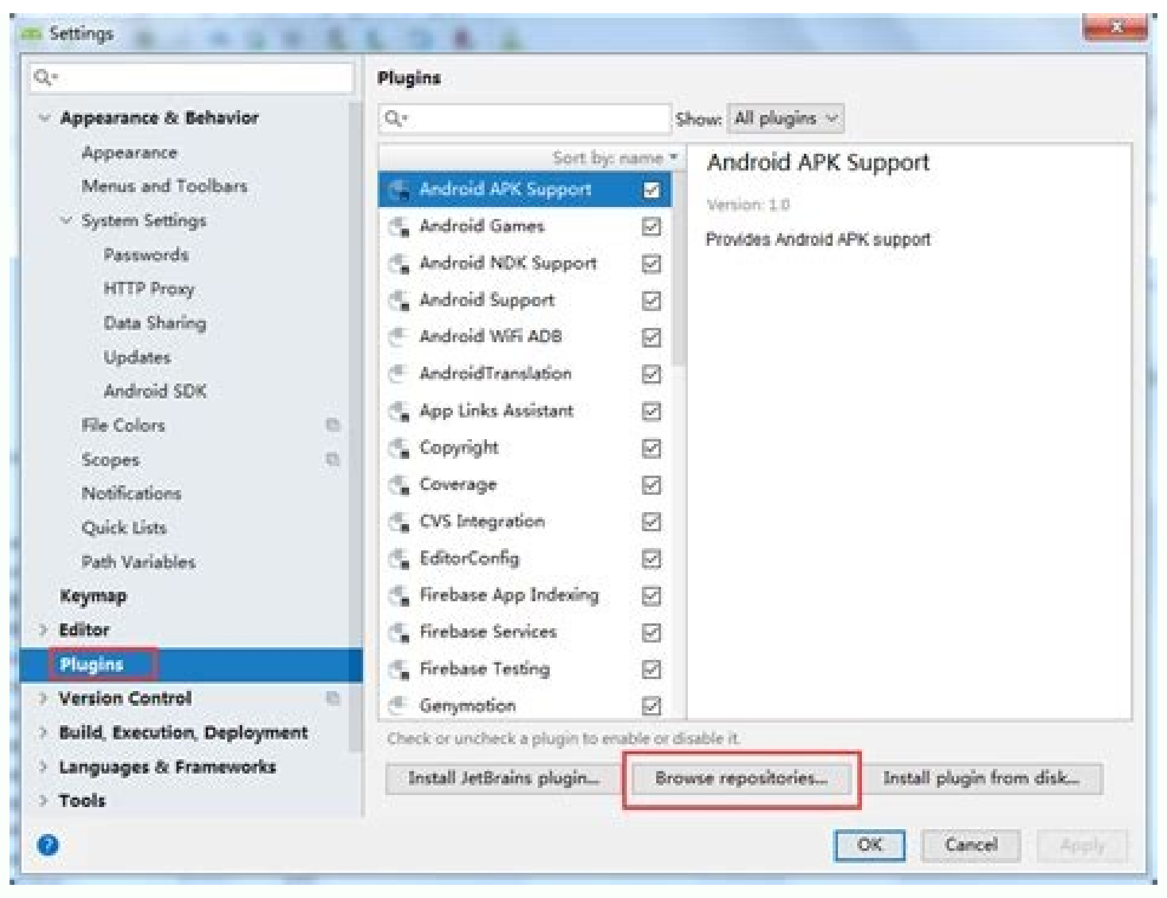


Settings

Plugins

Show: All plugins

Sort by: name

Plugin	Enabled
Android APK Support	✓
Android Games	✓
Android NDK Support	✓
Android Support	✓
Android WiFi ADB	✓
AndroidTranslation	✓
App Links Assistant	✓
Copyright	✓
Coverage	✓
CVS Integration	✓
EditorConfig	✓
Firebase App Indexing	✓
Firebase Services	✓
Firebase Testing	✓
Genymotion	✓

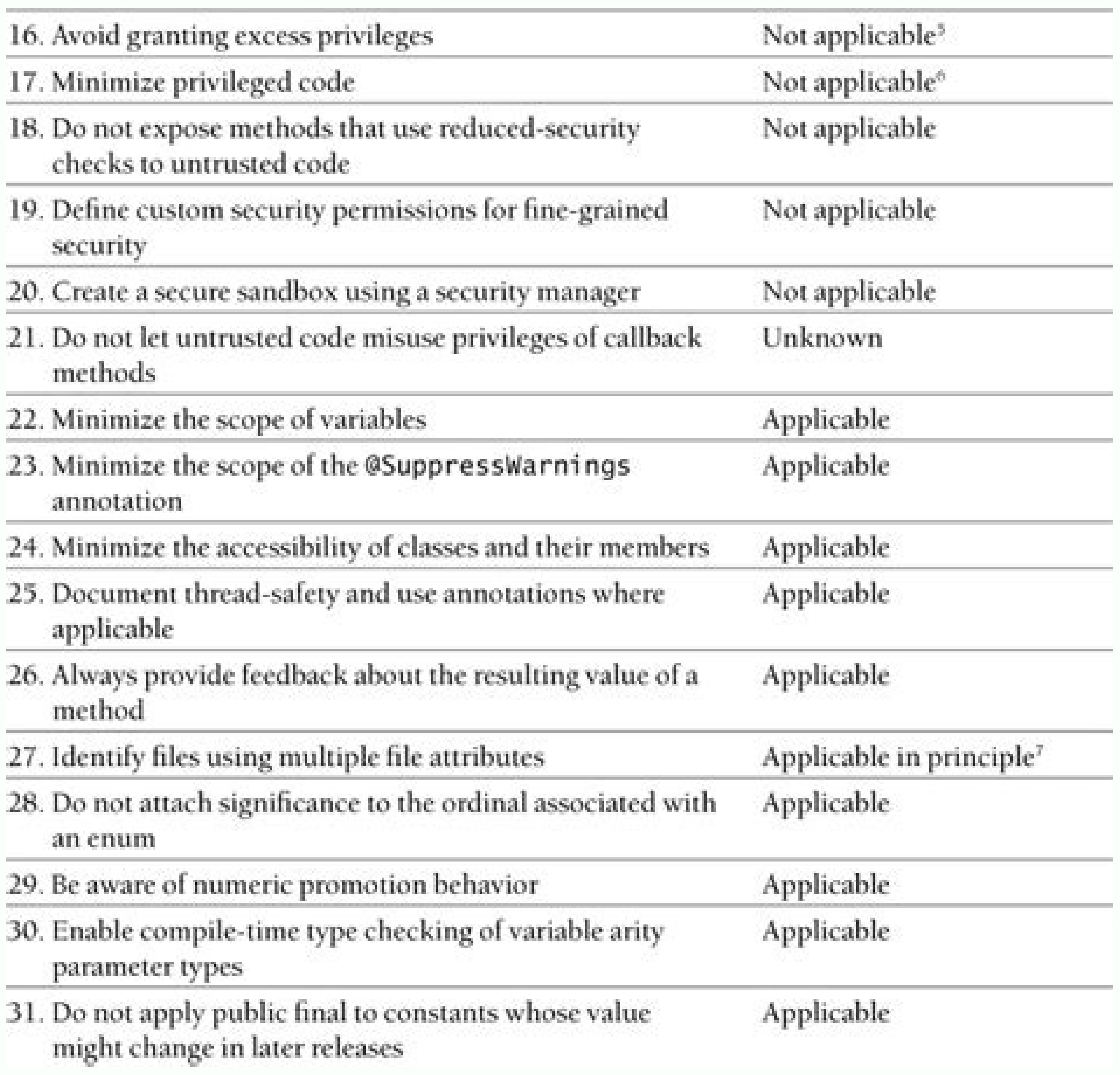
Android APK Support

Version: 1.0

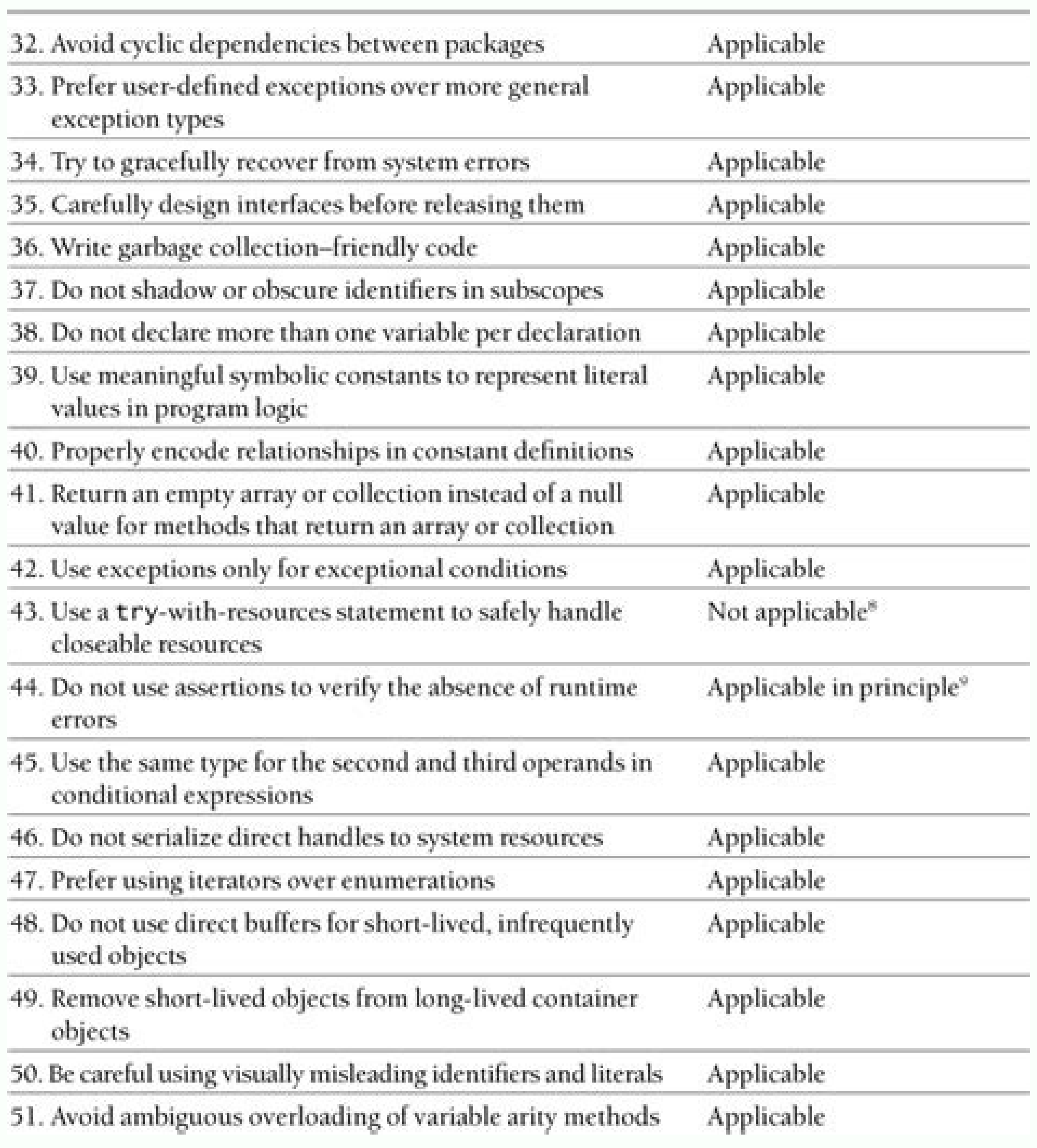
Provides Android APK support

Check or uncheck a plugin to enable or disable it.

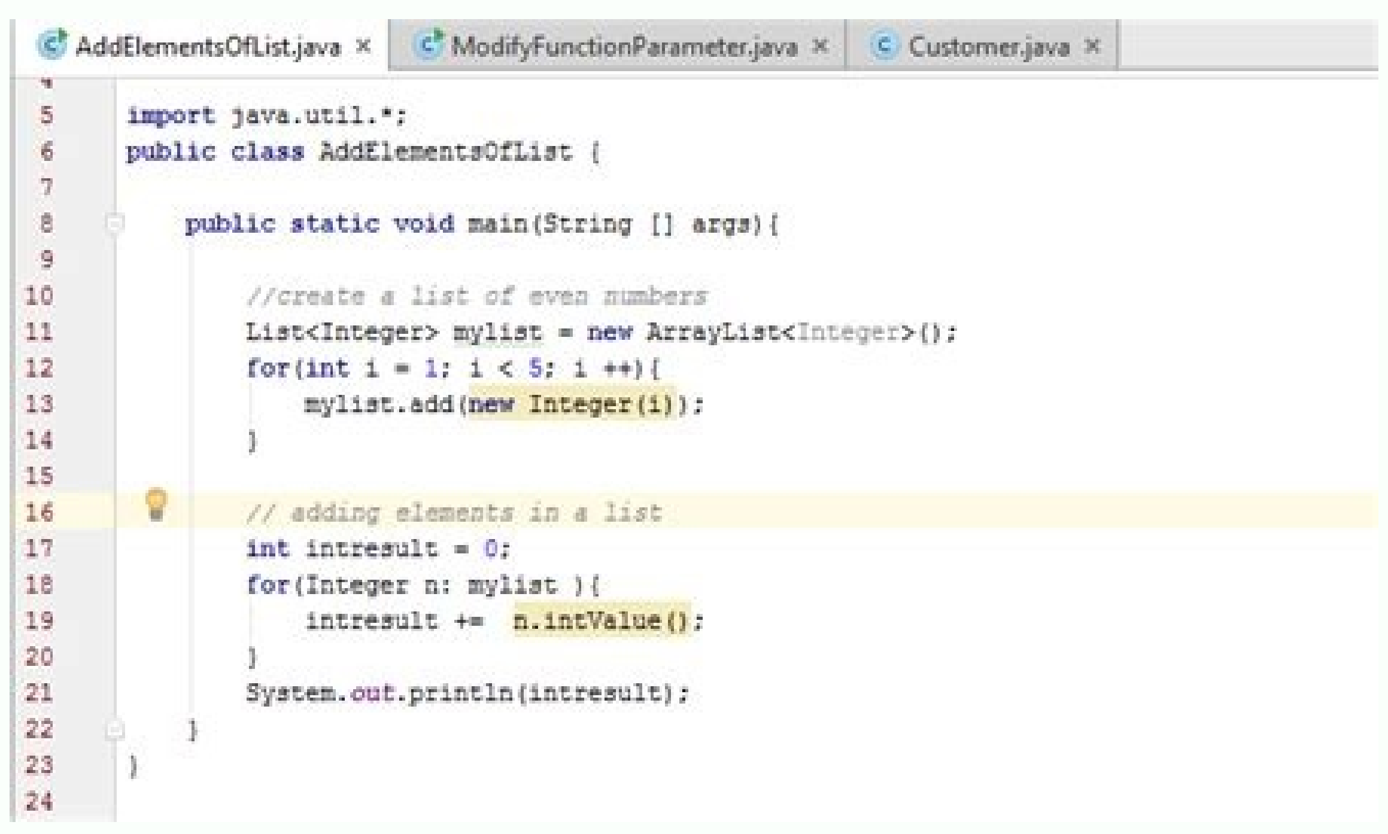
Appearance & Behavior
Appearance
Menus and Toolbars
System Settings
Passwords
HTTP Proxy
Data Sharing
Updates
Android SDK
File Colors
Scopes
Notifications
Quick Lists
Path Variables
Keymap
Editor
Plugins
Version Control
Build, Execution, Deployment
Languages & Frameworks
Tools
Install JetBrains plugin...
Browse repositories...
Install plugin from disk...
OK
Cancel
Apply



16. Avoid granting excess privileges	Not applicable[5]
17. Minimize privileged code	Not applicable[6]
18. Do not expose methods that use reduced-security checks to untrusted code	Not applicable
19. Define custom security permissions for fine-grained security	Not applicable
20. Create a secure sandbox using a security manager	Not applicable
21. Do not let untrusted code misuse privileges of callback methods	Unknown
22. Minimize the scope of variables	Applicable
23. Minimize the scope of the `@SuppressWarnings` annotation	Applicable
24. Minimize the accessibility of classes and their members	Applicable
25. Document thread-safety and use annotations where applicable	Applicable
26. Always provide feedback about the resulting value of a method	Applicable
27. Identify files using multiple file attributes	Applicable in principle[7]
28. Do not attach significance to the ordinal associated with an enum	Applicable
29. Be aware of numeric promotion behavior	Applicable
30. Enable compile-time type checking of variable arity parameter types	Applicable
31. Do not apply public final to constants whose value might change in later releases	Applicable



32. Avoid cyclic dependencies between packages	Applicable
33. Prefer user-defined exceptions over more general exception types	Applicable
34. Try to gracefully recover from system errors	Applicable
35. Carefully design interfaces before releasing them	Applicable
36. Write garbage collection–friendly code	Applicable
37. Do not shadow or obscure identifiers in subscopes	Applicable
38. Do not declare more than one variable per declaration	Applicable
39. Use meaningful symbolic constants to represent literal values in program logic	Applicable
40. Properly encode relationships in constant definitions	Applicable
41. Return an empty array or collection instead of a null value for methods that return an array or collection	Applicable
42. Use exceptions only for exceptional conditions	Applicable
43. Use a `try`-with-resources statement to safely handle closeable resources	Not applicable[8]
44. Do not use assertions to verify the absence of runtime errors	Applicable in principle[9]
45. Use the same type for the second and third operands in conditional expressions	Applicable
46. Do not serialize direct handles to system resources	Applicable
47. Prefer using iterators over enumerations	Applicable
48. Do not use direct buffers for short-lived, infrequently used objects	Applicable
49. Remove short-lived objects from long-lived container objects	Applicable
50. Be careful using visually misleading identifiers and literals	Applicable
51. Avoid ambiguous overloading of variable arity methods	Applicable



```java
import java.util.*;
public class AddElementsOfList {

    public static void main(String [] args){

        //create a list of even numbers
        List<Integer> mylist = new ArrayList<Integer>();
        for(int i = 1; i < 5; i ++){
            mylist.add(new Integer(i));
        }

        // adding elements in a list
        int intresult = 0;
        for(Integer n: mylist ){
            intresult += n.intValue();
        }
        System.out.println(intresult);
    }
}
```

Can i do java programming on android. How to code java in android. Android java coding guidelines. Is java available for android.

This document states the coding standards to be taken care of while android development Use full English descriptors that accurately describe the variable/field/class/interface,etc., For example, use names like firstName, grandTotal, CorporateCustomer or MyInterface. Although names like x1, y1, or fn are easy to type because they are short, they do not provide any indication of what they represent and it results in the code, that is difficult to understand, maintain, and enhance Follow the naming conventions provided by java coding standards. Standard Naming conventions: Class name, Interface – First letter capital other small, changing keyword capital and other small. E.g. ClientInfo, Customer, MyClas Variable name, package name and function name should start with initial small letter and should have a capital letter when a changing keyword comes. A package name does not contain any capital letter. E.g. myNote, myVariable => variable name conventions com.application.xyz => package name conventions myFunction() => function name conventions A constant should be defined in all capital letters. It can contain _(underscore) for changing name if needed. e.g., MYCONSTANT or MY_CONSTANT, INTENT_VIEW_NOTE Each and every class should have comments at the top which clearly states the purpose of the class creation (i.e., class summary), author information, created date and last modification date on the top, so that one can come to know that when the class implementation was last changed.E.g.,/** Purpose – Class summary.* @author * Created on August 05, 2011* Modified on August 08, 2011*/ Each and every function should be commented properly so that one can easily understand why the function was created. Further, a function comment should have each and every parameter explanation and return type explanation used in it. A function, variable and/or constant should be defined when it needs to be used during the code implementation. There should not be any unused function, variable or Constants in the code as it unnecessarily occupies memory at compile time. It means that the objects or variables should be created as and when needed and should be destroyed explicitly after it is no longer to be used. Each block of code must be surrounded by try-catch block so that the application does not crash whenever any unexpected exception event occurs. Further, it should also have the finally block of code if anything needs to be executed irrespective of the block of code executes successfully or not. For ex, It is better to release memory in the finally block which is occupied in the block. In Android, any in-built function writes "// TODO Auto-generated" block which should be replaced by code implementation. i.e., there should not be any such default commented block unless and until there is some coding pending from developer side knowingly. This means that the block is given for let the developers know that the implementation of the block is pending. There has to be separate packages for Activities, Constant Data and Class Data Objects for the application. Also, it is a good practice to divide Activity classes based on the module they fall in. Each and every resource used in the application must be defined in the "res" folder of the application. E.g. If we need to use a string value in the application, it should be defined in the "strings.xml" file of the "res/values" folder. If we need to use any color to be used in the application, it should be defined in the "colors.xml" file in the "res/values" folder. If we need to use static array to be used in the application, it should be defined in the "arrays.xml" file in the "res/values" folder. If we need to use static dimension to be used in the application, it should be defined in the "dimens.xml" file in the "res/values" folder. If we need to use specific style for controls used in the application, it should be defined in "styles.xml" and the corresponding control theme should be defined in "themes.xml" file in the "res/values" folder Progress Dialog should be used wherever there is some heavy processing or network operation running as it shows that there is process running currently and it would keep the user informed about the same. Use multithreading and Handler wherever required to keep the device processor memory managed. There is a replacement of thread concept with AsyncTask when there is some UI rendering operation to be performed before and/or after the heavy processing and the heavy processing business logic should be implemented in overridden doInBackground() method of AsyncTask. If the code is too long to be implemented or it is to be used for multiple times at different conditions in the Activity or application, it should be taken into a function for easy interpretation and understanding and compile time memory utilization. Release the memory explicitly in the "onDestroy()" method of an Activity by making each global variable null. If there is a base class whose functions are to be referred from other classes, The base class should extend Activity and other classes should extend the extended base class to provide direct access to the base class functions in the other classes. Icons and images must be managed properly in the 'drawable-xxhdpi','drawable-xhdpi', 'drawable-hdpi' and 'drawable-mdpi' folders of the "res" folders to make application UI look & feel consistent in all the available devices with different screen resolutions. Refer below given link for more information on the same. � For More UI interface guidelines refer to:

Use custom styles and themes to make the UI consistent throughout the application if the UI is made to be custom as per the client requirements. Creating styles and themes for the controls like TextView, EditText, ListView removes the overhead of defining the properties for the controls explicitly while using in the xml design file. i.e., by using styles and themes, developer do not require providing attributes like padding, size and face and type parameters for the controls in the xml UI file. Format code and xml file structure using "ctrl + shift + F" everywhere so that the code remains consistent and easy to understand. Also correct indentation of the implemented code using "ctrl + I". Never use explicit padding or margin for separating controls and never provide blank space for provide spacing to a control from other controls while creating xml UI. Use as less variables and objects as possible and keep the coding as simple as possible. Adhere proper coding conventions and guidelines and make coding easily understandable using proper comments wherever required. Provide line level comments, wherever complex logic implementation is required. Always refer below given link before initiating any application in order to target maximum user audience depending on the current usage share of Android OS version. I would like to know if there is some standard code styling for Android(maybe a book?) (styling XML , Java programming , file naming , etc...) Back This document serves as the complete definition of Google's coding standards for source code in the Java™ Programming Language. A Java source file is described as being in Google Style if and only if it adheres to the rules herein. Like other programming style guides, the issues covered span not only aesthetic issues of formatting, but other types of conventions or coding standards as well. However, this document focuses primarily on the hard-and-fast rules that we follow universally, and avoids giving advice that isn't clearly enforceable (whether by human or tool). 1.1 Terminology notes In this document, unless otherwise clarified: The term class is used inclusively to mean an "ordinary" class, enum class, interface or annotation type (@interface). The term member (of a class) is used inclusively to mean a nested class, field, method, or constructor; that is, all top-level contents of a class except initializers and comments. The term comment always refers to implementation comments. We do not use the phrase "documentation comments", and instead use the common term "Javadoc." Other "terminology notes" will appear occasionally throughout the document. 1.2 Guide notes Example code in this document is non-normative. That is, while the examples are in Google Style, they may not illustrate the only stylish way to represent the code. Optional formatting choices made in examples should not be enforced as rules. 2 Source file basics 2.1 File name The source file name consists of the case-sensitive name of the top-level class it contains (of which there is exactly one), plus the .java extension. 2.2 File encoding: UTF-8 Source files are encoded in UTF-8. 2.3 Special characters 2.3.1 Whitespace characters Aside from the line terminator sequence, the ASCII horizontal space character (0x20) is the only whitespace character that appears anywhere in a source file. This implies that: All other whitespace characters in string and character literals are escaped. Tab characters are not used for indentation. 2.3.2 Special escape sequences For any character that has a special escape sequence (\b, \t, , \f, \r, \", \' and \\), that sequence is used rather than the corresponding octal (e.g. \012) or Unicode (e.g. \u000a) escape. 2.3.3 Non-ASCII characters For the remaining non-ASCII characters, either the actual Unicode character (e.g. ∞) or the equivalent Unicode escape (e.g. \u221e) is used. The choice depends only on which makes the code easier to read and understand, although Unicode escapes outside string literals and comments are strongly discouraged. Tip: In the Unicode escape case, and occasionally even when actual Unicode characters are used, an explanatory comment can be very helpful. Examples: Example Discussion String unitAbbrev = "μs"; Best: perfectly clear even without a comment. String unitAbbrev = "\u03bcs"; // "μs" Allowed, but there's no reason to do this. String unitAbbrev = "\u03bcs"; // Greek letter mu, "s" Allowed, but awkward and prone to mistakes. String unitAbbrev = "\u03bcs"; Poor: the reader has no idea what this is. return '\ufeff' + content; // byte order mark Good: use escapes for non-printable characters, and comment if necessary. Tip: Never make your code less readable simply out of fear that some programs might not handle non-ASCII characters properly. If that should happen, those programs are broken and they must be fixed. 3 Source file structure A source file consists of, in order: License or copyright information, if present Package statement Import statements Exactly one top-level class Exactly one blank line separates each section that is present. 3.1 License or copyright information, if present If license or copyright information belongs in a file, it belongs here. 3.2 Package statement The package statement is not line-wrapped. The column limit (Section 4.4, Column limit: 100) does not apply to package statements. 3.3 Import statements 3.3.1 No wildcard imports Wildcard imports, static or otherwise, are not used. 3.3.2 No line-wrapping Import statements are not line-wrapped. The column limit (Section 4.4, Column limit: 100) does not apply to import statements. 3.3.3 Ordering and spacing Imports are ordered as follows: All static imports in a single block. All non-static imports in a single block. If there are both static and non-static imports, a single blank line separates the two blocks. There are no other blank lines between import statements. Within each block the imported names appear in ASCII sort order. (Note: this is not the same as the import statements being in ASCII sort order, since '.' sorts before ';'.) 3.3.4 No static import for classes Static import is not used for static nested classes. They are imported with normal imports. 3.4 Class declaration 3.4.1 Exactly one top-level class declaration Each top-level class resides in a source file of its own. 3.4.2 Ordering of class contents The order you choose for the members and initializers of your class can have a great effect on learnability. However, there's no single correct recipe for how to do it; different classes may order their contents in different ways. What is important is that each class uses some logical order, which its maintainer could explain if asked. For example, new methods are not just habitually added to the end of the class, as that would yield "chronological by date added" ordering, which is not a logical ordering. 3.4.2.1 Overloads: never split Methods of a class that share the same name appear in a single contiguous group with no other members in between. The same applies to multiple constructors (which always have the same name). This rule applies even when modifiers such as static or private differ between the methods. 4 Formatting Terminology Note: block-like construct refers to the body of a class, method or constructor. Note that, by Section 4.8.3.1 on array initializers, any array initializer may optionally be treated as if it were a block-like construct. 4.1 Braces 4.1.1 Use of optional braces Braces are used with if, else, for, do and while statements, even when the body is empty or contains only a single statement. Other optional braces, such as those in a lambda expression, remain optional. 4.1.2 Nonempty blocks: K & R style Braces follow the Kernighan and Ritchie style ("Egyptian brackets") for nonempty blocks and block-like constructs: No line break before the opening brace, except as detailed below. Line break after the opening brace. Line break before the closing brace. Line break after the closing brace, only if that brace terminates a statement or terminates the body of a method, constructor, or named class. For example, there is no line break after the brace if it is followed by else or a comma. Exception: In places where these rules allow a single statement ending with a semicolon (;), a block of statements can appear, and the opening brace of this block is preceded by a line break. Blocks like these are typically introduced to limit the scope of local variables, for example inside switch statements. Examples: return () -> { while (condition()) { method(); } }; return new MyClass() { @Override public void method() { if (condition()) { try { something(); } catch (ProblemException e) { recover(); } } else if (otherCondition()) { somethingElse(); } else { lastThing(); } { int x = foo(); frob(x); } } }; A few exceptions for enum classes are given in Section 4.8.1, Enum classes. 4.1.3 Empty blocks: may be concise An empty block or block-like construct may be in K & R style (as described in Section 4.1.2). Alternatively, it may be closed immediately after it is opened, with no characters or line break in between ({}), unless it is part of a multi-block statement (one that directly contains multiple blocks: if/else or try/catch/finally). Examples: // This is acceptable void doNothing() {} // This is equally acceptable void doNothingElse() { } // This is not acceptable: No concise empty blocks in a multi-block statement try { doSomething(); } catch (Exception e) {} 4.2 Block indentation: +2 spaces Each time a new block or block-like construct is opened, the indent increases by two spaces. When the block ends, the indent returns to the previous indent level. The indent level applies to both code and comments throughout the block. (See the example in Section 4.1.2, Nonempty blocks: K & R Style.) 4.3 One statement per line Each statement is followed by a line break. 4.4 Column limit: 100 Java code has a column limit of 100 characters. A "character" means any Unicode code point. Except as noted below, any line that would exceed this limit must be line-wrapped, as explained in Section 4.5, Line-wrapping. Each Unicode code point counts as one character, even if its display width is greater or less. For example, if using fullwidth characters, you may choose to wrap the line earlier than where this rule strictly requires. Exceptions: Lines where obeying the column limit is not possible (for example, a long URL in Javadoc, or a long JSNI method reference). package and import statements (see Sections 3.2 Package statement and 3.3 Import statements). Command lines in a comment that may be copied-and-pasted into a shell. Very long identifiers, on the rare occasions they are called for, are allowed to exceed the column limit. In that case, the valid wrapping for the surrounding code is as produced by google-java-format. 4.5 Line-wrapping Terminology Note: When code that might otherwise legally occupy a single line is divided into multiple lines, this activity is called line-wrapping. There is no comprehensive, deterministic formula showing exactly how to line-wrap in every situation. Very often there are several valid ways to line-wrap the same piece of code. Note: While the typical reason for line-wrapping is to avoid overflowing the column limit, even code that would in fact fit within the column limit may be line-wrapped at the author's discretion. Tip: Extracting a method or local variable may solve the problem without the need to line-wrap. 4.5.1 Where to break The prime directive of line-wrapping is: prefer to break at a higher syntactic level. Also: When a line is broken at a non-assignment operator the break comes before the symbol. (Note that this is not the same practice used in Google style for other languages, such as C++ and JavaScript.) This also applies to the following "operator-like" symbols: the dot separator (.) the two colons of a method reference (::) an ampersand in a type bound () a pipe in a catch block (catch (FooException | BarException e)). When a line is broken at an assignment operator the break typically comes after the symbol, but either way is acceptable. This also applies to the "assignment-operator-like" colon in an enhanced for ("foreach") statement. A method or constructor name stays attached to the open parenthesis (() that follows it. A comma (,) stays attached to the token that precedes it. A line is never broken adjacent to the arrow in a lambda, except that a break may come immediately after the arrow if the body of the lambda consists of a single unbraced expression. Examples: MyLambda lambda = (String label, Long value, Object obj) -> { ... }; Predicate predicate = str -> longExpressionInvolving(str); Note: The primary goal for line wrapping is to have clear code, not necessarily code that fits in the smallest number of lines. 4.5.2 Indent continuation lines at least +4 spaces When line-wrapping, each line after the first (each continuation line) is indented at least +4 from the original line. When there are multiple continuation lines, indentation may be varied beyond +4 as desired. In general, two continuation lines use the same indentation level if and only if they begin with syntactically parallel elements. Section 4.6.3 on Horizontal alignment addresses the discouraged practice of using a variable number of spaces to align certain tokens with previous lines. 4.6 Whitespace 4.6.1 Vertical Whitespace A single blank line always appears: Between consecutive members or initializers of a class: fields, constructors, methods, nested classes, static initializers, and instance initializers. Exception: A blank line between two consecutive fields (having no other code between them) is optional. Such blank lines are used as needed to create logical groupings of fields. Exception: Blank lines between enum constants are covered in Section 4.8.1. As required by other sections of this document (such as Section 3, Source file structure, and Section 3.3, Import statements). A single blank line may also appear anywhere it improves readability, for example between statements to organize the code into logical subsections. A blank line before the first member or initializer, or after the last member or initializer of the class, is neither encouraged nor discouraged. Multiple consecutive blank lines are permitted, but never required (or encouraged). 4.6.2 Horizontal whitespace Beyond where required by the language or other style rules, and apart from literals, comments and Javadoc, a single ASCII space also appears in the following places only. Separating any reserved word, such as if, for or catch, from an open parenthesis (() that follows it on that line Separating any reserved word, such as else or catch, from a closing curly brace (}) that precedes it on that line Before any open curly brace ({), with two exceptions: @SomeAnnotation({a, b}) (no space is used) String[][] x = {{"foo"}}; (no space is required between {{, by item 9 below) On both sides of any binary or ternary operator. This also applies to the following "operator-like" symbols: the ampersand in a conjunctive type bound: the pipe for a catch block that handles multiple exceptions: catch (FooException | BarException e) the colon (:) in an enhanced for ("foreach") statement the arrow in a lambda expression: (String str) -> str.length() but not the two colons (::) of a method reference, which is written like Object::toString the dot separator (.), which is written like object.toString() After ,:; or the closing parenthesis ()) of a cast Between any content and a double slash (//) which begins a comment. Multiple spaces are allowed. Between a double slash (//) which begins a comment and the comment's text. Multiple spaces are allowed. Between the type and variable of a declaration: List list Optional just inside both braces of an array initializer new int[] {5, 6} and new int[] { 5, 6 } are both valid Between a type annotation and [] or .... This rule is never interpreted as requiring or forbidding additional space at the start or end of a line; it addresses only interior space. 4.6.3 Horizontal alignment: never required Terminology Note: Horizontal alignment is the practice of adding a variable number of additional spaces in your code with the goal of making certain tokens appear directly below certain other tokens on previous lines. This practice is permitted, but is never required by Google Style. It is not even required to maintain horizontal alignment in places where it was already used. Here is an example without alignment, then using alignment: private int x; // this is fine private Color color; // this too private int x; // permitted, but future edits private Color color; // may leave it unaligned Tip: Alignment can aid readability, but it creates problems for future maintenance. Consider a future change that needs to touch just one line. This change may leave the formerly-pleasing formatting mangled, and that is allowed. More often it prompts the coder (perhaps you) to adjust whitespace on nearby lines as well, possibly triggering a cascading series of reformattings. That one-line change now has a "blast radius." This can at worst result in pointless busywork, but at best it still corrupts version history information, slows down reviewers and exacerbates merge conflicts. 4.7 Grouping parentheses: recommended Optional grouping parentheses are omitted only when author and reviewer agree that there is no reasonable chance the code will be misinterpreted without them, nor would they have made the code easier to read. It is not reasonable to assume that every reader has the entire Java operator precedence table memorized. 4.8 Specific constructs 4.8.1 Enum classes After each comma that follows an enum constant, a line break is optional. Additional blank lines (usually just one) are also allowed. This is one possibility: private enum Answer { YES { @Override public String toString() { return "yes"; } }, NO, MAYBE } An enum class with no methods and no documentation on its constants may optionally be formatted as if it were an array initializer (see Section 4.8.3.1 on array initializers). private enum Suit { CLUBS, HEARTS, SPADES, DIAMONDS } Since enum classes are classes, all other rules for formatting classes apply. 4.8.2 Variable declarations 4.8.2.1 One variable per declaration Every variable declaration (field or local) declares only one variable: declarations such as int a, b; are not used. Exception: Multiple variable declarations are acceptable in the header of a for loop. 4.8.2.2 Declared when needed Local variables are not habitually declared at the start of their containing block or block-like construct. Instead, local variables are declared close to the point they are first used (within reason), to minimize their scope. Local variable declarations typically have initializers, or are initialized immediately after declaration. 4.8.3 Arrays 4.8.3.1 Array initializers: can be "block-like" Any array initializer may optionally be formatted as if it were a "block-like construct." For example, the following are all valid (not an exhaustive list): new int[] { new int[] { 0, 1, 2, 3 0, } 1, 2, new int[] { 3, 0, 1, } 2, 3 } new int[] {0, 1, 2, 3} 4.8.3.2 No C-style array declarations The square brackets form a part of the type, not the variable: String[] args, not String args[]. 4.8.4 Switch statements Terminology Note: Inside the braces of a switch block are one or more statement groups. Each statement group consists of one or more switch labels (either case FOO: or default:), followed by one or more statements (or, for the last statement group, zero or more statements). 4.8.4.1 Indentation As with any other block, the contents of a switch block are indented +2. After a switch label, there is a line break, and the indentation level is increased +2, exactly as if a block were being opened. The following switch label returns to the previous indentation level, as if a block had been closed. 4.8.4.2 Fall-through: commented Within a switch block, each statement group either terminates abruptly (with a break, continue, return or thrown exception), or is marked with a comment to indicate that execution will or might continue into the next statement group. Any comment that communicates the idea of fall-through is sufficient (typically // fall through). This special comment is not required in the last statement group of the switch block. Example: switch (input) { case 1: case 2: prepareOneOrTwo(); // fall through case 3: handleOneTwoOrThree(); break; default: handleLargeNumber(input); } Notice that no comment is needed after case 1:, only at the end of the statement group. 4.8.4.3 Presence of the default label Each switch statement includes a default statement group, even if it contains no code. Exception: A switch statement for an enum type may omit the default statement group, if it includes explicit cases covering all possible values of that type. This enables IDEs or other static analysis tools to issue a warning if any cases were missed. 4.8.5 Annotations 4.8.5.1 Type-use annotations Type-use annotations appear immediately before the annotated type. An annotation is a type-use annotation if it is meta-annotated with @Target(ElementType.TYPE_USE). Example: final @Nullable String name; public @Nullable Person getPersonByName(String name); 4.8.5.2 Class annotations Annotations applying to a class appear immediately after the documentation block, and each annotation is listed on a line of its own (that is, one annotation per line). These line breaks do not constitute line-wrapping (Section 4.5, Line-wrapping), so the indentation level is not increased. Example: @Deprecated @CheckReturnValue public final class Frozzler { ... } 4.8.5.3 Method and constructor annotations The rules for annotations on method and constructor declarations are the same as the previous section. Example: @Deprecated @Override public String getNameIfPresent() { ... } Exception: A single parameterless annotation may instead appear together with the first line of the signature, for example: @Override public int hashCode() { ... } 4.8.5.4 Field annotations Annotations applying to a field also appear immediately after the documentation block, but in this case, multiple annotations (possibly parameterized) may be listed on the same line; for example: @Partial @Mock DataLoader loader; 4.8.5.5 Parameter and local variable annotations There are no specific rules for formatting annotations on parameters or local variables (except, of course, when the annotation is a type-use annotation). This section addresses implementation comments. Javadoc is addressed separately in Section 7, Javadoc. Any line break may be preceded by arbitrary whitespace followed by an implementation comment. Such a comment renders the line non-blank. Block comments are indented at the same level as the surrounding code. They may be in /* ... */ style or // ... style. For multi-line /* ... */ comments, subsequent lines must start with * aligned with the * on the previous line. /* * This is // And so /* Or you can * okay. // is this. * even do this. */ */ Comments are not enclosed in boxes drawn with asterisks or other characters. Tip: When writing multi-line comments, use the /* ... */ style if you want automatic code formatters to re-wrap the lines when necessary (paragraph-style). Most formatters don't re-wrap lines in // ... style comment blocks. 4.8.7 Modifiers Class and member modifiers, when present, appear in the order recommended by the Java Language Specification: public protected private abstract default static final transient volatile synchronized native strictfp 4.8.8 Numeric Literals long-valued integer literals use an uppercase L suffix, never lowercase (to avoid confusion with the digit 1). For example, 3000000000L rather than 3000000000l. 5 Naming 5.1 Rules common to all identifiers Identifiers use only ASCII letters and digits, and, in a small number of cases noted below, underscores. Thus each valid identifier name is matched by the regular expression \w+ . In Google Style, special prefixes or suffixes are not used. For example, these names are not Google Style: name_, mName, s_name and kName. 5.2 Rules by identifier type 5.2.1 Package names Package names use only lowercase letters and digits (no underscores). Consecutive words are simply concatenated together. For example, com.example.deepspace, not com.example.deepSpace or com.example.deep_space. 5.2.2 Class names Class names are written in UpperCamelCase. Class names are typically nouns or noun phrases. For example, Character or ImmutableList. Interface names may also be nouns or noun phrases (for example, List), but may sometimes be adjectives or adjective phrases instead (for example, Readable). There are no specific rules or even well-established conventions for naming annotation types. A test class has a name that ends with Test, for example, HashIntegrationTest. If it covers a single class, its name is the name of that class plus Test, for example HashImplTest. 5.2.3 Method names Method names are written in lowerCamelCase. Method names are typically verbs or verb phrases. For example, sendMessage or stop. Underscores may appear in JUnit test method names to separate logical components of the name, with each component written in lowerCamelCase, for example transferMoney_deductsFromSource. There is no One Correct Way to name test methods. 5.2.4 Constant names Constant names use UPPER_SNAKE_CASE: all uppercase letters, with each word separated from the next by a single underscore. But what is a constant, exactly? Constants are static final fields whose contents are deeply immutable and whose methods have no detectable side effects. Examples include primitives, strings, immutable value classes, and anything set to null. If any of the instance's observable state can change, it is not a constant. Merely intending to never mutate the object is not enough. Examples: // Constants static final int NUMBER = 5; static final ImmutableList NAMES = ImmutableList.of("Ed", "Ann"); static final Map AGES = ImmutableMap.of("Ed", 35, "Ann", 32); static final Joiner COMMA_JOINER = Joiner.on(','); // because Joiner is immutable static final SomeMutableType[] EMPTY_ARRAY = {}; // Not constants static String nonFinal = "non-final"; final String nonStatic = "non-static"; static final Set mutableCollection = new HashSet(); static final ImmutableSet mutableElements = ImmutableSet.of(mutable); static final ImmutableMap mutableValues = ImmutableMap.of("Ed", mutableInstance, "Ann", mutableInstance2); static final Logger logger = Logger.getLogger(MyClass.getName()); static final String[] nonEmptyArray = {"these", "can", "change"}; These names are typically nouns or noun phrases. 5.2.5 Non-constant field names Non-constant field names (static or otherwise) are written in lowerCamelCase. These names are typically nouns or noun phrases. For example, computedValues or index. 5.2.6 Parameter names Parameter names are written in lowerCamelCase. One-character parameter names in public methods should be avoided. 5.2.7 Local variable names Local variable names are written in lowerCamelCase. Even when final and immutable, local variables are not considered to be constants, and should not be styled as constants. 5.2.8 Type variable names Each type variable is named in one of two styles: A single capital letter, optionally followed by a single numeral (such as E, T, X, T2) A name in the form used for classes (see Section 5.2.2, Class names), followed by the capital letter T (examples: RequestT, FooBarT). 5.3 Camel case: defined Sometimes there is more than one reasonable way to convert an English phrase into camel case, such as when acronyms or unusual constructs like "IPv6" or "iOS" are present. To improve predictability, Google Style specifies the following (nearly) deterministic scheme. Beginning with the prose form of the name: Convert the phrase to plain ASCII and remove any apostrophes. For example, "Müller's algorithm" might become "Muellers algorithm". Divide this result into words, splitting on spaces and any remaining punctuation (typically hyphens). Recommended: if any word already has a conventional camel-case appearance in common usage, split this into its constituent parts (e.g., "AdWords" becomes "ad words"). Note that a word such as "iOS" is not really in camel case per se; it defies any convention, so this recommendation does not apply. Now lowercase everything (including acronyms), then uppercase only the first character of: ... each word, to yield upper camel case, or ... each word except the first, to yield lower camel case Finally, join all the words into a single identifier. Note that the casing of the original words is almost entirely disregarded. Examples: Prose form Correct Incorrect "XML HTTP request" XmlHttpRequest XMLHTTPRequest "new customer ID" newCustomerId newCustomerID "inner stopwatch" innerStopwatch innerStopWatch "supports IPv6 on iOS?" supportsIpv6OnIos supportsIPv6OnIOS "YouTube importer" YouTubeImporter YoutubeImporter* *Acceptable, but not recommended. Note: Some words are ambiguously hyphenated in the English language: for example "nonempty" and "non-empty" are both correct, so the method names checkNonempty and checkNonEmpty are likewise both correct. 6 Programming Practices 6.1 @Override: always used A method is marked with the @Override annotation whenever it is legal. This includes a class method overriding a superclass method, a class method implementing an interface method, and an interface method respecifying a superinterface method. Exception: @Override may be omitted when the parent method is @Deprecated. 6.2 Caught exceptions: not ignored Except as noted below, it is very rarely correct to do nothing in response to a caught exception. (Typical responses are to log it, or if it is considered "impossible", rethrow it as an AssertionError.) When it truly is appropriate to take no action whatsoever in a catch block, the reason this is justified is explained in a comment. try { int i = Integer.parseInt(response); return handleNumericResponse(i); } catch (NumberFormatException ok) { // it's not numeric; that's fine, just continue } return handleTextResponse(response); Exception: In tests, a caught exception may be ignored without comment if its name is or begins with expected. The following is a very common idiom for ensuring that the code under test does throw an exception of the expected type, so a comment is unnecessary here. try { emptyStack.pop(); fail(); } catch (NoSuchElementException expected) { } 6.3 Static members: qualified using class When a reference to a static class member must be qualified, it is qualified with that class's name, not with a reference or expression of that class's type. Foo aFoo = ...; Foo.aStaticMethod(); // good aFoo.aStaticMethod(); // bad somethingThatYieldsAFoo().aStaticMethod(); // very bad 6.4 Finalizers: not used It is extremely rare to override Object.finalize. Tip: Don't do it. If you absolutely must, first read and understand Effective Java Item 8, "Avoid finalizers and cleaners" very carefully, and then don't do it. 7 Javadoc 7.1 Formatting 7.1.1 General form The basic formatting of Javadoc blocks is as seen in this example: /** * Multiple lines of Javadoc text are written here, * wrapped normally... */ public int method(String p1) { ... } ... or in this single-line example: /** An especially short bit of Javadoc. */ The basic form is always acceptable. The single-line form may be substituted when the entirety of the Javadoc block (including comment markers) can fit on a single line. Note that this only applies when there are no block tags such as @return. 7.1.2 Paragraphs One blank line—that is, a line containing only the aligned leading asterisk (*)—appears between paragraphs, and before the group of block tags if present. Each paragraph except the first has immediately before the first word, with no space after it. HTML tags for other block-level elements, such as or , are not preceded with . Any of the standard "block tags" that are used appear in the order @param, @return, @throws, @deprecated, and these four types never appear with an empty description. When a block tag doesn't fit on a single line, continuation lines are indented four (or more) spaces from the position of the @. Each Javadoc block begins with a brief summary fragment. This fragment is very important: it is the only part of the text that appears in certain contexts such as class and method indexes. This is a fragment—a noun phrase or verb phrase, not a complete sentence. It does not begin with A {@code Foo} is a..., or This method returns..., nor does it form a complete imperative sentence like Save the record.. However, the fragment is capitalized and punctuated as if it were a complete sentence. Tip: A common mistake is to write simple Javadoc in the form /** @return the customer ID */. This is incorrect, and should be changed to /** Returns the customer ID. */. 7.3 Where Javadoc is used At the minimum, Javadoc is present for every public class, and every public or protected member of such a class, with a few exceptions noted below. Additional Javadoc content may also be present, as explained in Section 7.3.4, Non-required Javadoc. 7.3.1 Exception: self-explanatory members Javadoc is optional for "simple, obvious" members like getFoo(), in cases where there really and truly is nothing else worthwhile to say but "Returns the foo". Important: it is not appropriate to cite this exception to justify omitting relevant information that a typical reader might need to know. For example, for a method named getCanonicalName, don't omit its documentation (with the rationale that it would say only /** Returns the canonical name. */) if a typical reader may have no idea what the term "canonical name" means! 7.3.2 Exception: overrides Javadoc is not always present on a method that overrides a supertype method. 7.3.4 Non-required Javadoc Other classes and members have Javadoc as needed or desired. Whenever an implementation comment would be used to define the overall purpose or behavior of a class or member, that comment is written as Javadoc instead (using /**). Non-required Javadoc is not strictly required to follow the formatting rules of Sections 7.1.1, 7.1.2, 7.1.3, and 7.2, though it is of course recommended.

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