

# NMM Coding Style

Motama GmbH, Saarbruecken, Germany  
(<http://www.motama.com>)

April 2010

Copyright (C) 2005-2010  
Motama GmbH, Saarbruecken, Germany  
<http://www.motama.com>

Permission is granted to copy, distribute and/or modify this document under the terms of the GNU Free Documentation License, Version 1.2 or any later version published by the Free Software Foundation; with the Invariant Sections being all sections, no Front-Cover Texts, and no Back-Cover Texts. A copy of the license can be found in the file COPYING.FDL.

THE DOCUMENT IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE AND NON-INFRINGEMENT. IN NO EVENT SHALL THE COPYRIGHT HOLDERS OR ANYONE DISTRIBUTING THE DOCUMENT BE LIABLE FOR ANY DAMAGES OR OTHER LIABILITY, WHETHER IN CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE DOCUMENT OR THE USE OR OTHER DEALINGS IN THE DOCUMENT.

## 1. NMM Coding Style

Programming Style Guide:

- *All naming* should be done in English
- *All output* (e.g. cout, cerr, NMM\_DEBUG\_STREAM) should be done in English
- *All comments or API documentation* should be done in English
- *Classes*: start with capital, divide into parts starting with capital again, e.g. **VideoDataBuffer**

- *NMM IDL interfaces*: start with 'I', continue with capital, divide into parts starting with capital again, e.g. **IFileHandler**
- *Node classes*: like classes with an ending 'Node', e.g. **XDisplayNode**, codec specific or abbreviation parts of the name should be capitalized as in the original, e.g. **JPEGEncodeNode** or **DivXEncodeNode**
- *Member variables*: lower case, parts divided by underscore, prefix **m\_**, e.g. **m\_sample\_rate**
- *Methods*: first part verb starting with lower case letter, then divided into parts starting with capital, e.g. **getVideoDataBuffer**
- *NMM IDL methods*: like methods. Instream methods should return 'Result'.
- *Macros*: all capital, parts divided by underscore, e.g. **CLAMP\_REGION**
- *Constants*: like macros, e.g. **DEFAULT\_SIZE**
- *Enums*: like classes, e.g. QueueMode; entries like constants, e.g. **DEFAULT\_MODE**
- *Format parameters*: lower case, parts divided by underscore, e.g. **sample\_rate**
- *Defines around header files*: all capital, dot replaced by **\_**, trailing **NMM\_**, , they should be defined as themselves, e.g. **#define NMM\_MPEGVIDEODECODENODE\_HPP NMM\_MPEGVIDEODECODENODE\_HPP**
- *Anything else should be done accordingly.*