

## Coding conventions

Part where you can see diffs between your code and refactored code.

```
k.c
// k.c
*** k.c

// -3.65 +3.49 @
#include "k.h"
#include <math.h>
void add_random_tile(struct game *game)
{
    void add_random_tile(struct game *game) {
    int row, col;
    do
    {
        do {
            row = rand() % SIZE;
            col = rand() % SIZE;
        } while (game->board[row][col] != ' ');
        if (rand() % 2 == 0)
        {
            if (rand() % 2 == 0) {
                game->board[row][col] = 'A';
            }
            else
            {
                // ...
            }
        }
    }
}
```

Did you ever use some coding conventions in your professional career path? \*

☐ Yes

☐ No

☐ No

Do you think that using coding conventions is useful? \*

	1	2	3	4	5	
Unuseful	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very useful

Unuseful

Do you think that using coding conventions during your school would help you in your career? \*

1 2 3 4 5

Disagree ☐ ☐ ☐ ☐ ☐ Agree

Disagree

Did you found Diff feature useful? \*

1 2 3 4 5

Unuseful ☐ ☐ ☐ ☐ ☐ Very useful

Unuseful

Coding conventions part is displayed clearly. \*

	1	2	3	4	5	
Disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Agree

Disagree

What would you suggest to implement / improve regarding coding conventions at TUKÉ.

Vaša odpoveď

What would you suggest to implement / improve in our feedback implementation. \*  
(Coding conventions)

Vaša odpoved

Spät

**Dalej**

[Vymazať formulár](#)

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