

## 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;
  = 0;
  = 1;
  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 {
+else {
    // ...
  }
```

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

☐ Yes

☐ 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

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

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

Did you found Diff feature useful? \*

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

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

What would you suggest to implement / improve regarding coding conventions at TUKE. \*

Vaša odpoveď

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

Vaša odpoveď

Späť

Ďalej

Vymazať formulár

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