

## 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 {
        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 {
        game->board[row][col] = 'B';
    }
}
```

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

Spät

Ďalej

Vymazať formulár

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