

Program Layout

Introduction

One of the first things you learn as a programmer (along with making sure you add comments and only put one statement on each line) is to layout your program neatly - it's the only way you're going to follow the program logic when you look back at the code at a later date.

The main rule of layout is *get the indentation correct!* Any statements within a start..end structure (IF..ENDIF, SELECT..ENDSELECT, CASE..ENDCASE, REPEAT..UNTIL, FOR..NEXT, WHILE..ENDWHILE, FUNCTION..ENDFUNCTION) should be indented (about 3 spaces will do).

For example, the code

```
FOR c = 1 TO 10
PRINT c
NEXT c
```

should be laid out as:

```
FOR c = 1 TO 10
    PRINT c
NEXT c
```

When one structure lies within another, just indent the inner structure's contents again:

```
FOR c = 1 TO 10
    IF c mod 3 = 0
        PRINT c
    ENDIF
NEXT c
```

When an IF structure contains an ELSE option, indent the contents of each alternative separately, with the ELSE aligning with the IF term:

```
IF no < 0
    no = -no
    PRINT no
ELSE
    total = total + no
    PRINT total
ENDIF
```

When laying out particularly complex nested IF statements, rather than follow the rules exactly as in the code:

```
IF no < 0
    PRINT x
ELSE
    IF no = 0
        PRINT y
    ELSE
        PRINT z
    ENDIF
ENDIF
```

it's allowable to place each new IF on the same line as the previous ELSE:

```
IF no < 0
  PRINT x
ELSE IF no = 0
  PRINT y
ELSE
  PRINT z
ENDIF
ENDIF
```

This stops the code wandering off to the right when there are several IF statements in the structure.

The DarkBASIC Pro Editor

Introduction

The DarkBASIC Pro editor uses the control keys originally specified for Wordstar and also used in Borland's Turbo Pascal (I don't suppose too many of you go that far back!). Here are a few really useful editor commands you might not have come across.

Ctrl-Y : delete a line

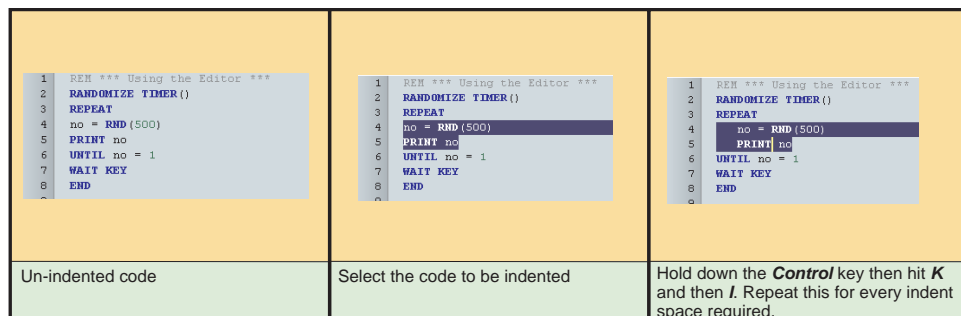
If you want to delete a whole line, just move the cursor to any position on that line, hold down the Control key and hit Y - line's gone!

Ctrl-K-I : indent block

If you've forgotten to indent the code within a control structure, or just added a control structure around several lines of existing code, the editor has a block indent command allowing several lines of code to be indented at the same time. FIG-S01 shows how it's done, step-by-step.

FIG- S01

Using the Indent Command



Ctrl-K-U : un-indent block

To undo indentation (that is, to move a block of code to the left), just select the block of code involved and press Ctrl-K-U. Press the combination once for each space you need to move your code.

Ctrl-← (left cursor) : move to start of word

To move to the start of the current word (or start of previous word, if you're already at the start of a word) use Ctrl- ← (left cursor key).

Ctrl-T : delete word

If the cursor is at the start of a word, use Ctrl-T to delete that word. If the cursor is in the middle of a word, Ctrl-T will delete the part of that word to the right of the cursor.