

C# Coding Conventions (Abridged and expanded from MS documentation)

- Classes should start with capital letters
- Files should be named to exactly equal their public class name with .cs appended
- Interface class names should start with capital I followed by another capital (such as IEntity)
- Use PascalCase for class names and method names.
- Use PascalCase for public variables with class scope (fields)
- Use _camelCase for private variables with class scope
- Use camelCase for local variables and method parameters
- Full naming conventions:
<https://learn.microsoft.com/en-us/dotnet/csharp/fundamentals/coding-style/identifier-names>
- Use var only when a reader can infer the type from the expression. (Blunder's personal preference: Don't use var unless the type is buried in a stupid number of namespaces [Namespace.Namespace2.Namespace3.ClassName for example])
- Use of var is more acceptable for local variables than class ones
- Do use the abbreviated new() syntax (ClassName class = new ClassName(); → ClassName class = new();)
- Call static members by using the class name: ClassName.StaticMember.
- Utilize namespaces; given the expected scale of our project, I expect one-layer namespaces to be optimal
- Place the using directives outside the namespace declaration
- Place open and closing braces on their own line each
- Full coding conventions:
<https://learn.microsoft.com/en-us/dotnet/csharp/fundamentals/coding-style/coding-conventions>