

CODING REGULATION

Guided Exercise 2
Software Development

G87.2024.T3.GE2

These are the rules we decided to modify in Pylint:

1) Commented: `#attr-naming-style=any`

Setted a regular expression for attributes in order to be able to use a kind of snake case convention but allowing “_” and “__” before the names.

`attr-rgx=[a-z_][a-z0-9_]{2,30}$`

2) Left attributes for classes with `snake_case`

`class-attribute-naming-style=snake_case`

3) Left inline iteration naming to `snake_case`

`inlinevar-naming-style=snake_case`

4) Left regular expression matching for method naming (camel case that allows “_” and “__” before the names, and also names like `__init__`).

`method-rgx=([a-z_][A-Za-z0-9_][A-Za-z0-9]{2,30})|(__[a-z0-9_]__)$`

5) Left module naming style to any.

`module-naming-style=any`

6) Modified maximum number of arguments a function can take (necessary for the functions of GE2.2)

`max-args=9`

7) Modified maximum line length (we increased it)

`max-line-length=120`

8) Set maximum spelling suggestions to 0 (we want to encourage smooth writing instead of perfect spelling and grammar)

`max-spelling-suggestions=0`

9) Set a checker for quote consistency for strings.

`check-quote-consistency=yes`

10) We do not allow unused imports in the `__init__` file

`init-import=yes`