

# Style Guide

## 1. File Structure

### 1.1. Hierarchy

- 1.1.1. The file structure is divided into Backend and Frontend folders, respectively.
- 1.1.2. Files that perform backend or frontend functions should exist in their respective paths and be referenced there accordingly.
- 1.1.3. Duplicate files should not exist – it is preferable to merge them and restructure dependencies to accommodate this.

### 1.2. Source Files

- 1.2.1. One script should unify frontend and backend functionality to form an entry point into the code.

## 2. Formatting

### 2.1. Escaped Characters

- 2.1.1. Special escape sequences ('`\n`') are preferred to numeric ones ('`\0A`').

### 2.2. Imports

- 2.2.1. All imports should be used or pruned.

### 2.3. Special Characters

- 2.3.1. For the remaining non-ASCII characters, either the actual Unicode character (e.g. ∞) or the equivalent hex or Unicode escape (e.g. `\u221e`) is used, depending only on which makes the code **easier to read and understand**. Use comments to clarify when using a raw Unicode escape.

### 2.4. Whitespace

- 2.4.1. Spaces are preferred to tabs.
- 2.4.2. Separate logical portions of code should use whitespace liberally for readability.
- 2.4.3. Multiple-definition lines (e.g. `a=1,b=2,c=3...`;) should be separated by newlines for readability.

## 3. Language Features

### 3.1. CSS

- 3.1.1. Styles should be applied via classes, in a separate file. (**Not inline**)
- 3.1.2. Flexbox should be used when possible for a responsive web page.
- 3.1.3. Media queries and relative size units should be used for the same reason.

### 3.2. HTML

- 3.2.1. When possible, use descriptive elements (i.e. not a `div` for everything).
- 3.2.2. Use inclusive practices so that pages are accessible to all users (e.g. E-Readers) via alt-texts, Aria, etc.

### 3.3. Javascript

- 3.3.1. *Const* should always be used over *let* or *var* when possible.
- 3.3.2. '===' or an appropriate function (e.g. `assertEquals`) should always be used over '==' when possible.
- 3.3.3. ';' is encouraged for readability, although not required by the language.
- 3.3.4. Arrow functions ('=>') are preferred for readability.
- 3.3.5. Avoid the use of globals, or ensure **strict** use of *Const* so that they cannot be reassigned. It is preferable to define local copies of an unchanging variable than to have an accidental global variable change propagate to all instances.

## 4. Naming

### 4.1. File Names

- 4.1.1. All file names, except React components by convention, are camelCase.
- 4.1.2. Filenames may contain '-' or '\_' but no other punctuation.

### 4.2. Variable Names

- 4.2.1. All variable names are camelCase.
- 4.2.2. Variable names may contain '-' or '\_' but no other punctuation.
- 4.2.3. Variable names must be descriptive. Verboseness is preferred when it improves readability.
- 4.2.4. If there is a conflict, prefer industry standard naming conventions when using an outside library.

## 5. Policies

### 5.1. Comments

- 5.1.1. Comments should be used liberally and accompany all compositions of logic that are not *instantly* comprehensible.
- 5.1.2. Comments should take up their line *before* the code they discuss, rather than alongside it or after it.
- 5.1.3. Prefer single-line comments to multi-line, if the comment only takes a single line (i.e. use '/' before '/\*' if you can).
- 5.1.4. Please, no silly or unnecessary comments.

### 5.2. Nesting Depth

- 5.2.1. Do not nest more than 3 levels deep. If your code nests this far, you should refactor it.