Coding Conventions for Risk Game (SOEN 6441)

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| Identifier Name | | Rules for Naming | Example |
| 1. | Classes | Name of the class should begin with upper case and then continue camel case style.  You should use descriptive words in defining the name of class. | MapBuilder |
| 2. | Methods | You should use descriptive words in defining the name of method.  The name of methods should start with lower cases and continue with camel case style.  The indentation should be organized to improve readability. | getContinentName() |
| 3. | Global Variables | Global variables should start with lower cases and continue with camel case rule. | isValidMap |
| 4. | Local Variables | It should be descriptive name which start with lower cases.  For counter variables or some variables, used in loops, you can use one-character names for them. | Filename,  for(int i=0..) |
| 5. | Constants | Constants use upper cases, it should contain descriptive words and use underscore to separate each word. | VALID\_FILE |
| 6. | Attributes | Attribute names start with lower cases and continue with camel case rule. | playerName |

IMPORTANT -

* Always write a comment on top of the classes and methods before starting the implementation.
* When writing the structure without implementation, use abstract/interface classes or use “//TODO” keyword in your code, because it can show what you want to implement in that section.in addition, you should write the comment right after writing the name and signature of methods.
* Each tab is equal to 3 spaces.