# The rules of writing scripts

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1. The accessibility of the life cycle methods which belongs to Unity 3D itself should not be stated.

* void Awake(){}  
  void OnEnable(){}  
  void Start(){}  
  ...

1. The accessibility of the methods created by the developers should all be stated.

* private void myOwnMethod(){}  
  protected string myOwnProtectedMethod(){}  
  public bool myOwnPublicMethod(){}   
  ...

1. All the variables should be initialized when defined and should state its accessibility.

* public string myNane = "Alexander";  
  private int mMyNumber = 0;  
  protected bool \_isProgramer = true;  
  ...

1. The variables should be written in camel-case and the first letter should always be in lower case.

* public string alexNane = "Alexander";  
  protected bool isProgramer = true;  
  private int mMyNumber = 0;  
  ...

1. The names of public functions or methods should not start with lowercased letters.

* public void MyMethod(){}  
  public bool YourMethod(){}  
  public string HisMethod(){}  
  ...

1. The names of private functions or methods should start with lower-cased letters.

* private void myOwnMethod(){}  
  private int yourOwnMethod(){}  
  private string hisMethod(){}  
  ...

1. The names of protected functions or methods should start with upper-case letters.

* protected string MyProtectedMethod(){}  
  protected int YourProtectedMethod(){}  
  protected bool HisProtected(){}  
  ...

1. The names of protected properties should start with "\_".

* protected string \_myProtectedProperty = "Soft";  
  protected int \_yourProtectedProperty = 0;  
  protected bool \_hisProtectedProperty = false;  
  ...

1. Private members including properties and fields should always start with letter "m".

* private int mMyNumber = 0;  
  private string mMyName = "Alexander";  
  private bool mIsProgramer = true;  
  ...

1. Interface name should start with letter "I".

* interface IMyInterface{}  
  interface IChecker{}  
  ...

1. Static variables should start with letter "s".

* public static int sMyNumber = 0;  
  protected static bool sIsNumber = false;  
  private static string sHisNumber = "null";  
  ...

1. The static constant variables should all be written in capitalized styles and "\_" can be used to connect each vocabularies.

* public static const int PI = 3,1415;  
  protected static const bool IS\_PI = false;  
  private static const string SERVER\_URL = "http://127.0.0.1/";  
  ...

1. The abbreviations should start with upper-cased letter and other letters should be lower-cased if it is not publicly known to all with its all-upper-cased abbreviated type.

* private int pwdGetter(int name, bool isVIP){};  
  public string GetAccount(int name, string pwd){};  
  protected bool MsgSender(){};  
  public static void HTTPRequestSender(){};  
  ...

1. Underlines or bars are not acceptable among the names of non-static and non-constant property names, fields, functions or methods except the cases mentioned above.

by Alexander Ezharjan