

Team Rocket Coding Standard C#

1. The file is the same as the top-level class name
2. Brackets for classes and methods begin on the next line below the class and method

Example:

```
class className
{
    methodName ()
    {
        // code
    }
}
```

3. Our white space is defined as a full empty line of code that is performed by pressing *enter*
4. Libraries shall be at the top of the script followed by a white space
5. With classes with more than two methods, a whitespace shall separate the methods
6. `//` are used to insert comments in the scripts and they are immediately followed by one space
7. Comments are to be inserted above the code being commented
8. If a comment is entered, there shall be a white space entered above the comment unless the comment follows the declaration of a method or class

Example of the exception :

```
class className
{
    // comment...
    variable x;
}
```

9. Variables shall be lowercase unless the variable is named with more than one word. In this case the variable shall follow this format:

`variable name1Name2Name3...`

10. Limit variable names to at most 3 words
11. Static variables shall be all capitalize