

Coding Standards

Binary Ninjaz

Contents

1	Introduction	3
2	Style Guides	3
2.1	HTML/CSS	3
2.2	JavaScript	3
2.3	Java	3
2.4	Swift	3

1 Introduction

The project and design we've undertaken means that we will need to use multiple languages and IDE's to complete the project. As such we have decided that the best common practice and standards of each language shall be the standard that is used for that respective language/environment.

2 Language Style Guides

2.1 HTML/CSS

The HTML and CSS standards we shall follow will be the ones of [Google's HTML/CSS style guide](#)

2.2 JavaScript

For JavaScript we will be using [Google's JavaScript style guide](#).

2.3 Java

Similarly we will use [Google's Java style guide](#).

2.4 Swift

For Swift we will use [Apple design guidelines](#).