

# **3D Model Binary Vision System**

Coding Standards and Quality Document

Flap\_Jacks

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# 1 Introduction

This is the Coding Standards and Quality document for Flap\_Jacks. Flap\_Jacks is one of the teams belonging to the Software Engineering module at the University of Pretoria. Flap\_Jacks has been tasked with engineering a system that can be used at a dental practice, to keep track of patients, their bookings and their consultations. The core aspect of this project however, is that the system is able to generate a 3D model of the patients teeth in real time display this on the system.

This document has been written in order to try and maintain the quality of the code that is used on this project, making it readable, and to give it a high usability & maintainability for new developers of the system. If a program is written well, while following this standards document, errors will be less likely to occur, and those that do will be easy to trace correct.

## 2 Coding Standards

### 2.1 Naming Conventions

All files should be named to describe exactly what it will be used for. For example, the file that holds the database models should be called 'Models.js'

All Classes and object classes should be named to represent what they are designed after or designed to store, for example, the class that stores all of the information about a car should be called CarDetails.

All methods should be named after the function that they were implemented to do. For example, a function that changes the details of an object should be called UpdateObject.

All Variables should be meaningful. This means that they must describe what the variable will hold. For example, a variable holding the todays date will be called currentDate.

### 2.2 Indentation

Indentation is very important when it comes to the readability of your code. Indentation can be used for many things, however, we use it in this project for showing the scope of functions, classes, conditional (if-else) statements and loop blocks. The main idea behind the indentation here is to show the scope of a code block, while keeping the code neat and readable at the same time.

When indenting, it is common practice to use either 4 spaces or a tab. This must be kept consistent throughout the program once it has been decided on.

Below is an example of what proper indentation of a conditional statement should look like:

```
if(indentation == 'tab')
{
    return "This line is indented correctly";
}
else
{
    return "This line is not indented";
}
```

## 2.3 Comments

We shall use inline comments as a way to describe what is happening at key points within a function. Where possible, comments will be used on the line above

## 2.4 Braces

When coding, we use braces to format the code, as another measure to keep it clean, orderly and readable. Every developer uses braces differently, however we have to keep consistent within the same program. For this, we have decided that all braces should be on their own line, as shown below:

```
if( )
{

}
```

Also, it is known that many programmers prefer to neglect the use of braces when it comes to single line conditional statements, however we have opted to always use braces, as this keeps the code consistent and readable.

## 2.5 Spacing

Ideally, to keep the code as readable as possible, we would like to use a space between all mathematical operators ( $=$ ,  $+$ ,  $-$ ,  $*$ ,  $/$ ,  $\%$ ) and preceding and succeeding text.

When writing conditional statements, we always put the else of an if-else on its own line to keep the separation of code clear.

## 2.6 Variables

We do not allow multiple variables to be declared on the same line, as this can cause clutter and confusion. Even though it bulks up the code, each variable should be declared on a new line.

## 2.7 Statements

In order to keep a uniform and clean approach to programming, keeping a the limit of the number of programming statements per line as 1. This is to keep the code from getting cluttered and making it hard to read.

Example:

This is wrong:

```
app.route('/getDoctorsBookings').post(Model.getDoctorsBookings);
```

This is correct:

```
app.route('/getDoctorsBookings')
    .post(Model.getDoctorsBookings);
```

## 2.8 Methods & Classes

Before the declaration of each method, function or class, there must be a block comment that says the author of the function and the functions purpose.

To make it easy to read the file and to easily distinguish the beginning and end of a function or class, a commented row of '=' equal signs must be used in between every declaration.

Example:

```
//=====
//Function developed by: Timmy
//This function will do nothing
function nothing()
{

}
//=====
```

## 2.9 Files

At the start of each source file, the following details should always be provided by the author in a block comment:

- The authors name

- The purpose of the file as a whole
- The purpose of the functions within the file

Example:

```
//File created by: Timmy  
//This file was created to hold all of the functions that control the API  
//The functions allow the creation, deletion, modification of database entries
```