

Dream Team's Coding Standards

1. Naming

Always chose meaningful names that are not too long, avoid using abbreviations. Any abbreviations used should be widely known.

Variables:

All variable names should use camelCase

Example:

```
string timeSheet;  
bool isCompleted;
```

Classes & Functions:

Use PascalCase for class names and functions

Example:

```
public class ExampleClass  
{  
    ....  
}
```

Files:

File names should use Pascal Casing, files in the Docs folder should begin with your initials followed by the filename.

C# file:

```
PlayerMovement.cs
```

Docs File:

```
EVChampion.docx
```

2. Code Style

Indentation:

Indent for each level of the code. All of the outer code should be left aligned.

Brackets:

Vertically align curly brackets, example:

```
class MyClass
{
    static void Main(string[] args)
    {
        ....
    }
}
```

3. Comments

Place comments before the part of the code that you would like to explain. Follow the guidelines for single line and multiline comments, avoid using flowerbox comments.

Single line comment:

```
//single line comment
```

Multi-line Comment:

```
/*
 *An example of a
 *multi-line comment.
 */
```

Avoid Flowerbox comments:

```
/******
//FlowerBox comment
******/
```

Documentation Comments:

```
///

```

More tags [here](#)

4. Exception Handling

Exceptions are errors that can arise during the execution of a program, **try** and **catch** provide a way to transfer control from one part of a program to another.

Example:

```
Public void Division(int x, int y)
{
    try
    {
        result = x/y;
    }
    catch (DivideByZeroException e)
    {
        Console.WriteLine("Error: Divide by zero");
    }
}
```

More documentation and examples [here](#).