Code conventions

Code conventions are essential especially in developing software with multiple developers working on it at the same time. One of the reasons for this is because each person has a different style of coding, just like a language, where different people have different writing styles.

Having this form of consistency does bring some advantages to the table:

* Any programmer will be able to get into the code that is being developed and would have a clear understanding on what is going on in the code
* Less mistakes can be made because we have consistency
* Should the project be developed further in the future, by ensuring code consistency, one can get a good grasp on the code easily.

The following conventions have been defined for this project:

* Header files
  + Avoid the use of inline functions as they are quite vague at times
  + The order of parameters in the function should be input parameters, followed by output parameters
  + Avoid the inclusion of namespaces in the header files
  + Header file format should be .h
  + Include the C and C++ libraries first before including user defined header files