Team Banana Coding Standards

**1. Naming Conventions**

Names should help identify the use of the object being named for identifying.

**a. Variables**

For variable names camel case will be used, starting with a lower-case letter first and then

capitalizing the second word.

Ex.

int exampleInteger;

or

int example;

**b. Functions**

For function names camel case will be used, starting with a lower-case letter first and then

capitalizing the second word. It should indicate its task that it accomplishes.

Ex.

void exampleClass()

{ //code }

or

void example()

{ //code }

**c. Classes**

For function names camel case will be used, starting with a lower-case letter first and then

capitalizing the second word. It should indicate its task that it accomplishes.

Ex.

class Example

{ //code }

Or

class ExampleClass

{ //code }

**2. Commenting Conventions**

Code not self-referential should be commented to help explain the section of code being explained.

**a. Functions**

Commenting before functions should describe the input and the output of the function to help

describe the purpose of it.

Ex.

/\*

Function description

Input: int A – A does ….

Output: void

\*/

void functionExample( int A)

{ //code.. }

**b. General Comments**

Single line comments:

Ex.

// This is a comment

Multi-line comments:

Ex.

/\*

Multi-line comment

\*/

**3. Layout Conventions**

**a. Tabs**

Code should be indented using a tab, not a space, to organize code. The tab setting should be

the default in the code editor.