

Coding Style Guide For Coursierge

1) Naming Conventions:

- a) We use CamelCase to declare variables/names. Camel case is the convention of beginning your name with in a lower case and capitalizing subsequent words. Ex. `bool videoTools = true;`
 - i) Variables have to pertain to the file they're used in.
Ex. In `AskQuestion.java`, the object passed to the database is `questionObject`.
- b) File Naming: We use UpperCamelCase to declare file names.
Ex. File: `ProfessorSession.java`
- c) XML Naming: we used the `snake_case` convention. This is easier as it allows us to name where and what the code is representing
Ex. `activity_main`

2) Commenting: brief explanation for each added method

- a) During dev: What the method is attempting to do. Whether the progress is acceptable or if there is any known problems/bugs.
- b) What the method is doing currently (brief)
 - i) Ex. class to request permissions for camera, microphone, speakers, etc.
- c) Minimal to no comments inside methods: This is done to prevent cluttering up code inside the method. Any necessary information can be written in the comments outside the method.

3) File Creation/Usage:

- a) Activities: Activities aren't created randomly or in excess. This means that we only create activities if they are for a user story or needed to do backend calculations.
- b) Files that are created have an appropriately created XML file if necessary.

