

## Team Faucet official document of coding standards

Language used: Unity (C#)

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### Naming conventions:

-All member variables should start with m.

```
Example: MyClass dog = new MyClass();  
mCamelCase = 10; //these are member variables
```

-Constants in all caps with underscores:

```
Example: const int DAYS_OF_WEEK = 7;
```

-Class begins with a capital.

```
Example: void MyClass()
```

-All pointers should start with p

```
Example: int *pvariablename
```

**-Use camel case for all other names. Use names that describe the function of the item.**

```
Example: int thisIsAVariable
```

-Functions and variables are lowercase, then camelCase.

-When the type of variable is not clear, use an explicit type

Example:

```
• int var4 = ExampleClass.ResultSoFar();
```

### Layout

-4spaces indentation

```
Example: 1.      Int x =10;
```

-Brackets with items indented in the middle.

```
Example: if(x=10)
        {
            Dostuff();
        }
```

## Commenting

-Begin comment text with an uppercase letter

```
Example: // The dog ran fast
```

-One space between the // and the comment text

```
Example: // This is a comment
```

-End comment with a period if it is a complete sentence.

```
Example: // This is now a proper comment.
```

## Error Handling

-Use assert statements for most error handling:

```
Example: public float Divide(int dividend, int divisor)
        {
            Debug.Assert(divisor !=0);
            return (dividend/divisor);
        }
```

## Other Items

-It is good practice to use new to create a new instance of a class:

```
Example: var Instance1 = new MyClass();
```

-Use && and || for comparisons to avoid confusion.

```
Example:
If(x =10) && (y=11);
If (x=10) || (y=11);
```

-It is good practice to concatenate short strings with a +.

```
Example: string displayName = nameList[n].LastName + ", " + nameList[n].FirstName;
```

