

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_MONTH
```

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.

Ex: int numOfWeek = 7;

-Constants in all caps with underscores:

Example:

```
const int DAYS_OF_MONTH
```

-Class begins with a capital.

Example:

```
Void MyClass()
```

-Functions and variables are lowercase, then camelCase.

-When the type of variable is clear, use var

Example:

```
• var var1 = "This is clearly a string.";
```

-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. Ex:

```
If( x= 10)
{
    do stuff();
}
```

Commenting

-Begin comment text with an uppercase letter

Example:

```
// The dog ran fast
```

-One space between the // and the comment text

```
// This is a comment
```

-End comment with a period

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

Error Handling

-Use try/catch for most error handling:

Example:

```
try
{
    // code that may raise exceptions
}
catch(Exception ex)
{
    // handle exception
}
```

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=100);
```

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

Example:

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

