

CODING STANDARDS

1) JAVA Files must be placed in the particular module package.

2) Commenting Conventions

Use 'SOURCE -> ELEMENT COMMENT' for all class files and methods like given below

```
package app.team21.risk.mapmodule;

/**
 * Date Created: 28-09-2018, Friday
 * Last Updated on: 29-09-2018, Saturday
 * This class file handles .txt map file and creates a GUI of the map.
 * @author Yash Sheth
 * @version 1
 */

public class MapLoader {

    /**
     * The method readMap is used to read .txt file and gain ...
     * @param path contains the path of the map file location
     */

    public void readMap(String path){

    }

}
```

3) Naming Conventions

i. Variables – lowercase, meaningful and words separated by '_'

Example: input1, current_player

ii. Constant Variables – uppercase, meaningful and words separated by '_'

Example: MAXIMUM_PLAYERS

iii. Methods – camelCase, meaningful and '{' in the same line

Example: getValue(int a){

}

iv. Class – PascalCase, informative and '{' in the same line

Example: public class MapLoader{

}

4) Coding Conventions

- i. Code should be indented according to its nesting level and proper indentation of loops. Example below :

```
for(looping initialisation and condition){
    if(condition if any){
        //code....
        //code....
    }
}
```

- ii. Blank line before every 'Element Comment'. Example below :

```
} // End bracket of previous method, after this there should be blank line.

/**
 * Description related to method
 * parameters
 * return type
 */
public void someMethod(paramaeters) {

    //code

}
```

- iii. Blank line for better readability and sectioning the code. For example :

```
btn_fortify.addActionListener(new ActionListener() {
    public void actionPerformed(ActionEvent e) {
        if (current_player.isCanFortify())
            FortifyButton(current_player, map_elements);
        else
            status_label.setText("\nSorry. You cannot fortify right now.");
    }
});

btn_end_turn.addActionListener(new ActionListener() {
    public void actionPerformed(ActionEvent e) {
        // if can endturn call method
        if (current_player.isCanEndTurn())
            EndTurnButton();
        else
            status_label.setText("\nSorry. You cannot End Turn right now.");
    }
});

country_list1.addMouseListener(new MouseAdapter() {
```