Gravity Shift Style Guide

CS4510

**Function:**

/\*

\* FunctionName

\*

\* Summary of what function does.

\*

\* param1\_type param1\_name: Summary of param1.

\* …

\* paramN\_type paramN\_name: Summary of paramN.

\*

\* Return Value: Summary of return value.

\*/

accessibility property returnValue Name (param1,param2, …)

{

}

accessibility: public, private, protected

property: virtual, override, abstract, static

returnValue: any return value

Example

/\*

\* Level

\*

\* Level defines what a level is in Gravity Shift. The

\* position in world space is defined by x and y. The title

\* of the level is provided by the parameter name.

\*

\* int x: x position of the level.

\* int y: y position of the level.

\* string name: Name of the level.

\*

\* Return Value: 0 or 1. 0 is a successful level creation

\* and 1 is returned on failure.

\*/

public override int Level (int x, int y, string name)

{

/\* TODO \*/

return 0;

}

**Conditional statements and loops:**

For loop

for (startExpression; testExpression; counterExpression)

{

}

Example

for (int i = 0; i < 10; i++)

{

}

While loop

while (expression)

{

/\* Progression of counterExpression \*/

}

Example

while (counter < 10)

{

/\* TODO \*/

counter++;

}

If statement

if (expression)

{

}

Example

if (name != “Level01”)

{

/\* TODO \*/

}