Coding Convention MOAE (Zusammenfassung) :

* Write readable Code
  + Variables and classes :
    - Member Variables prefix: m\_...
    - Pointer prefix p…
    - Interfaces prefix I…
    - Enums prefix E…
    - Union prefix U…
  + Names:
    - General names: CamelCase
    - Lokal variables: lowerCamelCase
    - Namespace prefix CamelCase\_...
    - Use meaningful, distinct names
  + Avoid complex templates
* Best Practices
  + Dont pollute the global namespace
  + If you start a new project follow common directory structure
  + Avoid Streams
  + Avoid global variables
  + Embrace C++ casts (static\_cast, dynamic\_cast, reinterpret\_cast)
  + Embrace inline, override, final, default and delete
  + Embrace flat hierarchies (not cdx-style)
  + Embrace const correctness, whereever you can add a const, do it

For more informations: <https://www.dropbox.com/s/9m8x425ycnjfl2r/styleguide.pdf?dl=0>