

Code Style Document

Team Dolphins

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1. Formatting:

a. Naming Conventions:

- i. Variable and Method names in camel case starting with first word lowercase. Ex. pixelColor
 - ii. Class names in camel case with first word capitalized, ex. MainWindow
- b. '{' will follow directly after a class, method, if statement, or loop, and be closed by a '}' on its own line. Ex:

```
void method(){  
    //code  
};
```

2. Class Structure:

a. Classes should follow the following structure:

```
ClassNameHere {  
    // code
```

Public:

```
    // code
```

Signals:

```
    // code
```

Private slots:

```
    // code
```

Public slots:

```
    // code
```

```
};
```

3. Logic:

- a. For loops can use iterators or increments, but a for each loop is prohibited
- b. Slots and Signals
 - i. Should be 1 to 1 when possible
 - ii. Will include "Signal" or "Slot" at the end of the method, depending on whether the method is used as a signal or a slot. Ex. onClickedSignal, onClickedSlot

4. Comments:

- a. Each file shall contain this header comment, stating the authors and purpose:

```
/*  
 * Authors - Cole Hanson, Harry Kim, Braden Morfin, Joshua Taylor, Carolus Theel  
 * Assignment 08  
 */
```

- b. Comments describing methods or classes are only in .cpp files
- c. Inline comments can be used in both .h and .cpp files
- d. A space should follow after a `//`, `/*`, `*`, or `*/`