

## Coding conventions

-work in progress-

1. Local variables should start with lowercase letters. (camel case)
2. Functions and classes should start with uppercase letters. (pascal case)
3. Private variables should NOT start with “\_”
4. Variables should be declared all at the start of the function, not in the middle.
5. Between blocks of code, (for, if, etc.) there should be an empty line
6. After commas, there should always be a space.
7. Use meaningful names at all times.
8. Indent and format code accordingly

```
public void Numbers(int number)
{
    //Good practice
    if (number > 0)
    {
        Console.WriteLine(number);
    }

    //Bad practice
    if (
        number
        < 0
    )
    {
        Console.WriteLine(number);
    }
}
```

9. Write comments starting with upper case and ending with “.”. When creating a new function, comment above it what it does.
10. When checking that a string is empty, compare with String.Empty, not “”.
11. Use exception handling at all times.
12. Use && and || instead of & and |
13. Limit methods to a single functionality, whenever possible, split the function if its too complex
14. Avoid magic numbers
15. Group related methods and variables together. Organize them such that they are close together.
16. Keep line length under 110 characters
17. Return early whenever possible, avoid deep nesting.
18. Use var only when the type is obvious

19. Use “is”, “has”, “can” in Boolean variable names (e.g. instead of “null = false” => “isNull = false”)
20. If there are debugging lines, use logging instead of Console.WriteLine
21. Whenever possible, use “this.” Instead of just the name