# Naming Convention

## Code Naming Convention

Class names will be nouns and named following the style of upper camel case (e.g. MyClassName). The name must not be an abbreviation or acronym, unless the latter is more commonly used over its unabbreviated counterpart (i.e. FTP is commonly used over File Transfer Protocol).

All variables will be written in lower camel case with the first word written in lowercase, and subsequent words beginning with a capital letter. (e.g. myMethod, myVariableName)

The variable must start with an alphanumeric character; no punctuation shall be used besides an underscore.

It is advised that the naming of the variables be represented by the application of the variable, or an indication of its data type; for counting in a loop, the variable name ‘loopCount’ would be suitable.

The use of single character variables such as i, j, x etc. should not be used unless the scope is confined to a loop, or used temporarily within a method. – changed to single block only

Method names will follow lower camel case notation, and similar to class names, the name must not be an abbreviation or acronym unless the latter is more commonly used over its unabbreviated counterpart.

Methods will begin with a lowercase word, and all subsequent words begin with a capitalized letter.

Methods are to indicate the operations of the method; an example of a method that may return a number would be ‘getNumber’. A mutator method may be named ‘setThisVariable’.

## Artefact Naming Convention

Any names within the artefact will be represented within the conventions of the standard British English language, as per Product Features 2.2.1 [System Requirements Specification].

This involves capitalized sentences, fully punctuated. Nouns capitalized where applicable.

# Version Control

The software will require a version numbering system similar to .NET convention, in the form of major version, minor version, revision number, and build number.

An example of this would be 1.0.5.20042.