

Blackjack Game Style Guide

This document has rules for style choices that will enhance readability and ensure uniformity. Each file will have at the very top a comment that is saying who has reviewed it for style errors. Example: `// Style Review completed by: First Last`

1. Identifiers

1.1 Variables and Functions

- Naming Convention: Use camelCase for variable and function names.
- Example: `int gameLevel;`

1.2 Classes

- Naming Convention: Use PascalCase for class names.
- Example: `class Deck {};`

2. Indentation and Whitespace

2.1 Indentation

- Use a tab operator at all times excluding public and private declarations.
- A blank line should be found between each new block of code
- Inside of methods blank lines of code can be used whenever spacing feels necessary

2.2 Brace Placement

- Place opening braces on a new line as and closing braces on a new line.

3. Comments

3.1 Single-Line Comments

- Syntax: Use `//` for single-line comments avoid in line comments above the code being commented on.

3.2 Multi-Line Comments

- Syntax: Use brief style comments for multi line comments.

4. Code Organization

4.1 Header Files

- File Extensions: Use `.h` and `.cpp` for source files.
- All `.h` files should have Include Guards.

4.2 Forward Declarations

- Usage: Use forward declarations in header files to reduce dependencies.
- Example: `class Deck;`

5. Level Script Format

4.1 Format

- Start message lines with a “/” and then the message.
- Start command lines with a “*”
 - Deal Command format: * deal player hand heartEight
 - Reveal Hole Command format: * reveal hole
 - Shuffle Command format: * shuffle