Programming standards for group project.

To keep consistency within the project, a few naming conventions and programming standards have been discussed between the group.

* Member variables within classes must be defined with “m\_” and a separate method for “set” and “get” is to be defined.
* Member variables, methods, classes and any other object are to be commented using C#’s standard by using “///”. This means when an object is looked at somewhere else in the code, proper documentation for what that object is can be provided.



* An interface is to have the letter ‘I’ at the start to explicitly show that the object is an interface and not a class (e.g. IHelloInterface).