

A7 - Cody Style Document

Code Cookers

1. Slot/Signal naming convention
 - a. signalName_signal
 - b. slotName_slot
2. Variable naming convention
 - a. variableNamesShouldLookLikeThis
3. Method naming convention
 - a. methodNamesShouldLookLikeThis
4. Class naming convention
 - a. ClassNamesShouldLookLikeThis
5. Bracket {} placement convention
 - a. Drop brackets to the new line
6. Negation convention
 - a. !negationOperatorShouldBeSpacedLikeThis
7. Operator spacing convention
 - a. operatorSpacing += shouldBeLikeThis
8. Incrementing convention
 - a. += when applicable
 - b. ++ when applicable
9. For loop convention
 - a. i for first for loop
 - b. j for nested for loop
10. UI component naming
 - a. componentsShouldFollowThisFormat
11. Commenting convention
 - a. /* */ Multi-line comments - These comments are used to describe methods and their functionality, as well as classes and a brief summary of their functionality
 - b. // Single line comments - For explaining small pieces of code and variables for clarity
 - c. First word is always capitalized, but variables follow the same naming convention (no need to capitalize a method or variable if first word in comment)
 - d. Phrases do not need periods, full sentences do
 - e. Always follow commenting slashes with a space

Source Files Style Checking

view.cpp - Abhi , Jerry

spriteLayout.cpp - Gavin

fileHandler.cpp - Justin

frame.cpp - Jerry

colorPalettee.cpp - Seth