Naming Guide

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# Git, Github

**Project-URL :** <https://github.com/KevinvonBallmoos/ProjectTextingSpree/blob/master/Projekt%20Texting%20Spree.docx>

Before typing in any commands, be sure that you are in your Folder Project and you have selected the right branch.  
e.g.

Ein Bild, das Text enthält.

Automatisch generierte Beschreibung

## Git Bash

|  |  |
| --- | --- |
| Initialize Git | git init |
| Add all Files | add . |
| Commit Files | git commit -m “Commit” |
| Point Git to existing Repo URL | git remote add origin <project url> |
| Verify Git Repo | git remote -v |
| Push changes | git push origin <branch> |
| Switch branch | git switch -c <branch> |

## VIM Commands

|  |  |
| --- | --- |
| Exit Vim | :wq |

## Editor Commands

|  |  |
| --- | --- |
| Exit Vim | :wq |

# Xml

# C#

The project “ProjectTextingSpree” is developed with C# and Xml.

Below, this document describes the naming of the variables, methods and other code syntax.

Vim und Editor Commands

Xml File

|  |  |
| --- | --- |
| Class variables | They are either private, public or protected. |
|  | Should a private field be visible from the Inspector and serializable as well, then the [SerializeField] can be added:  [SerializeField] private int \_number = 0; |
|  | Variables are written in **lower CamelCase** and with a underline in front: private string \_nameOfCar; |
|  |  |