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 Project Folder and you have selected the right branch.  
(e.g. master, develop, test)

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

Be sure to be in the bottom line, else the commands won’t work.  
If you are on another line, press ESC or CTRL + C to get to the bottom line.

|  |  |
| --- | --- |
| Exit | :wq |
| Save and Exit | :wq! or :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; |
|  |  |