



Team Coding Standards

1. Code Formatting

- **Indentation:** Use 2 spaces per indentation level. No tabs allowed.
- **Line Length:** Limit all lines to a maximum of 80 characters.
- **Formatting program:** use dart auto formatter. Code should not be merged unless it passes the github actions check.
- **Trailing Whitespace:** Do not leave any trailing whitespace at the end of lines.

2. Naming Conventions

- **Variables:** Use `lowerCamelCase` for variable names (e.g., `variableName`).
- **Functions and Methods:** Use `lowerCamelCase` for function and method names (e.g., `calculateTotal`, `nextPage`).
- **Classes:** Use `PascalCase` for class names (e.g., `FlutterWidget`, `OrderManager`).
- **Constants:** Use `UPPER_SNAKE_CASE` for constant values (e.g., `MAX_CONNECTIONS`, `DEFAULT_TIMEOUT`).

3. Commenting

- **Inline Comments:** Use inline comments sparingly and only when the code is not self-explanatory. Place inline comments on a new line above the code they refer to.
- **Block Comments:** Use block comments for explaining code logic, particularly for complex or non-obvious sections.
- **Docstrings:** Every function, method, and class should have a docstring that describes its purpose, inputs, and outputs according to the spec at: [Effective Dart: Documentation](#)

4. Code Structure

- Embrace the principles of D.R.Y (Don't repeat yourself) code.
- Code should be accompanied by unit tests
- use SOLID principles