

Code Style Sheet for Sprite Editor

File Layout and Documentation

- At the top of each source code file we will place a block of comments including the names of the programmers, the date the file was last edited, a short description of the file, and the person who reviewed the code.
- `#include` statements are all to be placed before any functions.
- In the header file, each function will have a block of comments including the name of the function, a description of the function, the parameters, and the return information if not void.
- Use blank lines to separate sections.

Header Files

- In general, every `.cpp` file should have a corresponding `.h` file.
- Header files are to declare the class, functions, and global variables.

Indentation and Spacing

- Indentation will be done using the tab key.
- For using braces, we will use the following style:

```
if (a < b) {  
    cout << "less";  
    cin >> i;  
}
```
- For spacing, we will use the following:
 - A space must be placed on both sides of a binary operator
 - ex: `total = total + 1;`
 - Function parameters should be separated by a space, after the comma
 - ex: `int sum(int x, int y) {}`

Names

- Names must be meaningful and should almost always be named after real English words. Well known abbreviations are acceptable.
- Variable, function, and file names should all be descriptive.
- Exceptions include loop indexing variables. These can be a single letter using `(i, j, k)`.
- Single word variable names should be all lowercase.
- Multiple word variables and functions should look like this: `totalDue` or `functionName`.
- When declaring variables, place a short comment after saying what it is. Unless the variable is descriptive enough.

Comments

- When creating comments in the header files for each function, use `/** */`.
- When creating same line comments, use `//`.
- Every function needs to have a header comment with a description of the function.