C# Guidelines

General

- Use four spaces of indentation (no tabs!)
- Avoid `this`, unless necessary
- Use async/await for any operations that include I/O (e.g reading/writing to a disk, database/network calls, etc)

Validation

- Use FluentValidation to guard client input (e.g on API's)
- Use built-in argument checks for all method parameters

Commenting

- Use XML comments on all classes and public methods
- Don't use comments for obvious logic

Testing

Unit tests

- All methods should be unit tested
- Test the happy path and some failing paths
- Use code coverage tools to validate your work

Integration tests

- All database calls should be tested
- Use an inmemory database where possible