Team 21 – Coding Standards/Guidelines

* Everyone in our team used Visual Studio 2022 as their IDE to ensure no compatibility issues
* We created branches for major features, with names separated by hyphens
* For indentation, our tabs consisted of 4 spaces, which is the Visual Studio default
* We used the language keywords for data types instead of the runtime types (e.g. string instead of System.String, int instead of System.Int32)
* We only used ‘var’ when the type would be obvious from the expression, to someone reading our code
* We used spaces after any commas throughout the entire solution in Visual Studio
* Each method has a single obvious purpose
* Each method has a comment above it summarising its purpose
* We ensured our variable names are easily understandable
* We ensured our variable names are meaningful for their purpose
* We utilised spacing between our nested blocks for better readability
* We ensured both our Class names and Form names are uniform and easily understandable by a reader
* For each class we wrote a comment above explaining its purpose
* We ensured there was a clear distinction between global and local variables