**CONCORDIA UNIVERSITY**

Department of Computer Science and Software Engineering

Advanced Programming Practices

SOEN 6441 – Fall 2018

**Team 24**

**Team Members:**

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Coding Standards

# Introduction

# Coding conventions/standards are a set of guidelines for a specific programming language that define the style and methods for writing a code. These standards include file organization, Indentation, Comments, Declarations, Naming Conventions. By documenting these coding standards, all team members will be aware of following them.

# Coding standards adopted by the project team

## **Code Layout**

* In order to keep the layout of code simple as well as minimize the code length, we have appended the open curly brace to the statement that precedes it.
* To make the code more readable, blank lines have been added between long sections of a functions, between class declarations.

## **Naming Conventions**

* All package names are lowercase.
* Classes are named with UpperCamelCase
* Methods are named with lowerCamelCase
* Constants are named Uppercased with an underscore as separator.
* All the local variables and parameters used in the code are named with lowerCamelCase and as per their scope.

## **Indentation**

To have a proper structure of code, line wrapping, and horizontal whitespaces are done according to the format available in the Eclipse IDE. It will help to better convey the structure of program to other programmers and readers. All control statements are indented by giving single tab space based on the surrounding code.

## **Exception Handling**

To make this game code easier to understand we have used try and catch block to handle the exceptions and in case of an exception. Meaningful statements have been written as output for each exception so that other programmers can easily understand the issue and help in resolving it.

## **Commenting**

We have standards to dictate grammatical correctness, and that comments begin on the preceding line, not on the same line, this increases readability.

* in-code comments are written using “**//**” and comment blocks using “**/\***”.
* A brief description is stated at the beginning of every class or method.
* @param - is used to define the parameters used in the class or method.
* @return - is used to return the value from a method.

## **Exposure**

We have implemented our code by providing the lowest level of access to all the member variables by using **private** access specifier. To make classes and methods easily accessible, all classes and methods are provided **public** access.

Javadoc comments have been used extensively on the complete project by using special tags on classes, methods and member variables.