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GAM 150 Team Style Guide WIP
Last Updated 1.11.2017

Intro:
This document is a perpetual WIP. Things will be added, removed, and changed as the semester progresses. If not specified within this document, fall back to the CS170 style guide.

Naming Conventions:
Files: UpperCamelCase.c
Public file functions: FileName_FunctionName();
Static "private" file functions: UpperCamelCase();
Static/function variables: lowerCamelCase
Enum: UPPERCASE
Enum typedef: UPPERCASE
Enum members: ENUMNAME_MEMBERNAME
Structs: UpperCamelCase
Struct typedef: UpperCamelCase
Struct members: lowerCamelCase;

Check CS170/120 style guide for how to give descriptive names, especially function and variable names.

Commenting Guidelines:
We will be using doxygen for generating documentation. All files, functions, variable, etc. will follow the CS170 minimum requirements for deliverable code.
The required tags are:
> file
> author
> date
> brief
> param
> return

Including more than the minimum isn't required but will often be necessary.

Otherwise, we will be following CS170's rules for commenting variable declarations and code.

The Stub:
All files should be creating using the Stub.c and Stub.h templates from GAM100. Those are going to be part of the first files we will add to the SVN. All components of the Stub are not required, but stick to the layout.
This Stub file already has some of the doxygen documentation tags in it.

General Notes:

Create typedefs for all structs and enums. In large projects (like the Linux kernel) this can pollute the namespaces, but we shouldn't be worried about a small project like ours. Less typing, more abstraction.

Pointers should be declared with the * next to the identifier, e.g., int *pInt;
This includes when the return value of a function is a pointer, e.g., int *FunctionName();