Groep 6

RACE GAME

Conventies

Groepsleden **:**

**-** Kevin Nunes da Silva

**-** Derek Still

**-** Laura Kruidhof

**-** Stefan van Wanrooj

**-** Gerben Logghe

Conventies C#

**Commenting Conventions**

* Place the comment on a separate line, not at the end of a line of code.
* Begin comment text with an uppercase letter.
* End comment text with a period.
* Insert one space between the comment delimiter (//) and the comment text, as shown in the following example.

C#Copy

// The following declaration creates a query. It does not run

// the query.

* Do not create formatted blocks of asterisks around comments.

**Naming Conventions**

* In short examples that do not include [using directives](https://docs.microsoft.com/en-us/dotnet/csharp/language-reference/keywords/using-directive), use namespace qualifications. If you know that a namespace is imported by default in a project, you do not have to fully qualify the names from that namespace. Qualified names can be broken after a dot (.) if they are too long for a single line, as shown in the following example.

C#Copy

var currentPerformanceCounterCategory = new System.Diagnostics.

PerformanceCounterCategory();

* You do not have to change the names of objects that were created by using the Visual Studio designer tools to make them fit other guidelines.

**Layout Conventions**

Good layout uses formatting to emphasize the structure of your code and to make the code easier to read. Microsoft examples and samples conform to the following conventions:

* Use the default Code Editor settings (smart indenting, four-character indents, tabs saved as spaces). For more information, see [Options, Text Editor, C#, Formatting](https://docs.microsoft.com/en-us/visualstudio/ide/reference/options-text-editor-csharp-formatting).
* Write only one statement per line.
* Write only one declaration per line.
* If continuation lines are not indented automatically, indent them one tab stop (four spaces).
* Add at least one blank line between method definitions and property definitions.
* Use parentheses to make clauses in an expression apparent, as shown in the following code.

C#Copy

if ((val1 > val2) && (val1 > val3))

{

// Take appropriate action.

}