

Coding Standards used in Risk Game

- Braces are used with `if`, `else`, `for`, `do` and `while` statements, even when the body is empty or contains only a single statement.
- Each statement is followed by a line break.
- Blank lines are used between statements, *as needed* to organize the code into logical subsections
- Line wrapping, Horizontal whitespace **and indentation** is done according to the formatter used in project (Eclipse built in)
- In switch statement, each statement group either terminates abruptly (with a `break`, `continue`, `return` or thrown exception) and includes default case is always written as per coding standard.
- Annotations has been used in project such as `@override`.
- Block comments are indented at the same level as the surrounding code.
- Naming conventions has been used as per coding standards
 - Class name is used as UpperCamelCase
 - Method name is used as lowerCamelCase
 - package name is lowercase
 - Constants are used as CONSTANT_CASE
 - non constant fields, local variable and parameters are used as lowerCamelCase
- When a reference to a static class member must be qualified, it is qualified with that class's name, not with a reference e.g. ReinforcementPhaseUtil members.
- Javadocs has been used on method , class and fields and used various tags like `param` , `throws` , `return` , `author`.
- Javadoc is not always present on a method that overrides a supertype method.