#pragma once

#include “ThisIsAClass.h”

//Header files for a class should be named the same as the class

#include “ThisIsAlsoAClass.h”

//Custom headers ALWAYS go before the built-in ones

#include <iostream>  
#include <vector>

class ThisIsAClass

//Brackets go on newlines for classes, always

{

ThisIsAClass(var i\_Property1, var i\_Property2, var i\_Property3){

Property1 = i\_Property1;

Property2 = i\_Property2;

Property3 = i\_Property3;

//Constructors should be kept simple, like this. If you want a constructor to do something crazy, write a function and call it.

DoCrazyStuff(Property2);

}

var VariableWithinTheClass;

/\*

These are declared in header files! Must be declared privately, with corresponding Get() and Set() functions named like

ThisIsAClass:GetVariableWithinTheClass()

ThisIsAClass:SetVariableWithinTheClass()

\*/

ThisIsAClass:FunctionWithinTheClass(i\_inputVariable, o\_outputVariable) {

//Brackets do not need to be on newlines for functions

var otherVariable;

//variables declared within functions do not start with a capital letter!

if(otherVariable == false) {

//the start of if brackets do not need to go on new lines, as it’ll just pad out document length.

}

}

};