Code Review Handbook

1. Each issue should be worked in its own branch.
2. Branch name should start with feature/ and then follow the project prefix and issue number according to format: feature/xyz-23
3. Merge destination for pull request (PR) should be develop
4. No unnecessary file should be in commit (i.e. temporary data files, uploaded images etc.)
5. No unused variable should be commit
6. No unused method should be in commit
7. Use async method wherever possible
8. Use var wherever possible.
9. Method parameter values should not be magic strings, pass them using variables.
10. Unnecessary comments should not be in commit
11. Unnecessary using directive should not be in commit.
12. Unnecessary “this.” should not be in commit.
13. Use a readonly variable wherever possible.
14. Code duplication must be avoided.
15. The SOLID principle should be followed.
16. Variables that do not change should be constant.
17. Build must pass in CI/CD
18. Layout design should be 100% accurate after integration from original design.
19. PR should have the correct reviewer, state, and linked issue.
20. All reviewed change requests should be resolved after fix.
21. All newly written C# code should have unit tests with close to 100% code coverage (configuration code excluded).
22. Invalid input value should throw InvalidOperationException instead of Exception.
23. Forms should use AntiForgeryToken along with a check in model and model state must be valid.
24. Controllers should have correct access rights, or if needed should be applied to action.
25. Models should use DataAnnotations wherever possible.
26. Unnecessary change should not be committed. For example, change of connection string or any local change for appsettings or any other similar modification that is not needed for everyone should not be committed.
27. Avoid explicit namespace use, where “using” can be used.
28. If reusable code is written that needs to be put in the library.
29. If any change is needed in the library code, that should be informed and new alternative library code must not be added in the project.