

1. Introduction

- a. This document serves as a complete coding style of the front end of TabDrop

2. Source File Basics

- a. Views

Views are located in their folders

New views are created with right click -> New File -> SwiftUI View. Name it accordingly

Views have their own files unless they are sub-views within the view

- b. Class and Struct Definitions

New definitions are created with right click -> New File -> Swift

Each class/struct will have its own file

- c. File encoding: UTF-8 i. Source files are encoded in UTF-8.

- d. Variable types

Mutable variables are to use the `var` keyword

Immutable variables are to use the `let` keyword

3. Source file structure

- a. Have relevant names for each Swift file

4. Naming

- a. Camel case for classes, methods, and variables names
- b. Function names also use camel case

5. Import Statements

- a. Have all import statements at the top
- b. Separate import statements into different section if needed

```
import CoreLocation
import MyThirdPartyModule
import SpriteKit
import UIKit

import func Darwin.C.isatty
```

6. Semicolons

- These are not used in the code at all
- Only used for text inside strings

```
func printSum(_ a: Int, _ b: Int) {  
    let sum = a + b  
    print(sum)  
}
```



```
func printSum(_ a: Int, _ b: Int) {  
    let sum = a + b;  
    print(sum);  
}
```

