

# Coding Standards

See <https://realm.github.io/SwiftLint/rule-directory.html> for a comprehensive list. Of note:

- Force casting is not permitted, and should not be used outside of immediate testing and debugging.
- Empty lines should not include whitespace.
- Outside of models inherited from the Django API, variables should use camelCase.
- Require a space after slashes for comments.
- Lines should not be too long, otherwise break them up into multiple smaller lines.
- TODOs written in comments will pop up as warnings and should be resolved.
- Variable names should be between three and forty characters in length.
- Instance variables and functions should be accessed by the use of self.
- File naming convention where the file name matches the class declared in the file.
- File names do not contain any spacing, and each word should begin with a capital and be concatenated with the last word.
- Proper indentation, which includes a single tab when inside a function or conditional, and to unindent when outside this function or conditional.
- An opening bracket should be preceded by one space, and should be on the same line as the declaration.
- A comma should have no space preceding it, and one space following it.
- A closure's body should not contain too many lines, if it does, either break it up or create a function instead.
- Declarations of variables and functions should be used at least once, otherwise remove the unnecessary variables and functions.
- There should only be one vertical line of whitespace between lines of code
- *(Find most critical ones to place here, to list at least 15 for course staff)*