These are some general guidelines for formatting code, so we all use similar stylistic choices. This will make reading through the code base easier for everyone. As of this point the particular style choices are still up for review.

**Braces in code should look like this:**



**Tab indents:**

Tabs should be set to 4 spaces.

**Whitespaces:**

Operators surrounded by a space character:



C# reserved words separated from opening parentheses by a white space:



Commas followed by a white space:



SemiColons followed by a space character, if there is more on a line:



SemiColons preceded by a space character, if it ends an empty loop body:

It should also contain a comment to make it clear that the loop is intentionally empty



The following syntax is also acceptable:



When declaring class inheritance and in a ? construct, colons should be surrounded by white space:



Indentation level is increased after namespace clause:



**Template Definitions:**

No whitespace between template declaration <>



**Casts:**

No whitespace after a cast.



**Switch/Case constructs:**



**Naming**

**Constants:**

Constants should be in Pascal Casing



**Type names**

Type names should be in pascal casing.

**Class member variables**



If you want to distinguish between local and member variables use the this keyword

**Private methods:**



**Public methods:**



**Local Variables:**

Use Camel case, starting with lowercase



**Global variables**

In general avoid global variables, but if it cannot be avoided suffix the name with Global for static classes and Singleton for Singletons. This isn’t a strict guideline. Basically, make sure the name of the class suggests that there should only be one. I.E. Messenger.



**Interfaces:**

Prefix interfaces with I.



**Special Keywords:**

The following are the keywords used in comments.

* **FIXME** marks code that contains hacks or bad temporary workarounds, things that really should be revised at a later point.
* **TODO** marks incomplete code, or things that could be done better but are left for the future.
* **WORKAROUND** marks code that works around bugs.