Code Standard

1. Packages:

Java package for each self-contained project or group of related functionality.

Create and use directories in accord with java package conventions.

2. Naming

1) **Class name**: *XxxXxxx;*

2) **Property / Method**: *xxXxxx;*

3) **Constant:** *XXXX_XXXX;*

3. Spacing

1) **Between Keywords**

   int a = b + c;

2) **Between Paragraph**

   Code in method should be split base on logic group:

   //some code based on logic A
   //some code based on logic A

   //some code based on logic B
   //some code based on logic B

3) **Between Parameters**

   Start a new line when there are so many parameters in a function

Returning are based on the logic:

   grid (int width, int height,

   String name)

4) **Between Methods**

There should be at least one empty line above each method

4. Braces

1) Position

xxxx xxxx {

 xxxx

}

2) Fully

if (xxx){

 xxxx

}else if (xxx){

 xxxx

}else{

 xxxx

}

5. Comments

1) Types

Javadoc:

/**

* Method Description

* @para a a

*/

Inside Method:

// this is for xxxx

2) Inside Method

Comment should be before the code it explain, and place at least one empty line above the comment:

xxxxx.xxxxx();

6. Other

1) Access Control

Any functions or properties you want to use but are not listed in the Class Diagram, should be marked as private.

2) Sample Code

See Tower.java or GameController.java.