**Style Guide** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Identifiers

1. Identifiers should have meaningful names--Meaningful to people who do know about the program. Single letter identifiers for loops like i for an int or e for exception are acceptable.
2. Class names and file names must begin with a capital letter.
3. Avoid abbreviations; never omit letters of a word to shorten an identifier.
4. Although identifiers can differ only by capitalization, never take advantage of this.
5. Choose names for different identifiers that are distinct in order to avoid confusion.

disk\_1 disk\_2 disk\_3

smallDisk mediumDisk largeDisk

1. Nouns should be used for classes. Verb phrases should be used for methods and functions.

void Free()

int Assign()

float Multiply()

1. Functions that return a Boolean should begin with is

bool IsEmpty()

bool IsRunning()

1. Getter and setter methods should look like this:

public <Type> <Name> { get; set; }

public <Type> <Name>

get { return <private variable>; }

set

{

<private variable> = value;

}