

[TEAM ZYTW] Code Style Documentation

Format Standard

: Follow naming conventions for consistency and readability

Classes: `camelCase` (e.g., `canvas`, `fileHandler`, `pixel`)

Methods/Functions: `camelCase` (e.g., `setCanvasSize()`, `displayFrame`, `setShapeColor`)

Variables: `camelCase` (e.g., `canvasSize`, `framePerSecond`)

Source Code Files: `camelCase` (e.g., `fileHandler`, `stampGallery`)

File Format

: Each class should be in its own file, named after the class (e.g., `Canvas.h` for the `Canvas` class).

- Header file guards should use `#ifndef FILENAME)H` to avoid collisions.
- Include necessary header directly in source files; avoid indirect inclusions through other headers.

Indentation

: Keep consistent indentation throughout the code

- Use one tap (keyboard) for each level of indentation, no spaces.
- Avoid mixing tabs and spaces to maintain consistency across different text editors

Whitespace

: Ensure proper use of whitespace to enhance code readability and structure

- Place whitespace before and after each operator and operands (e.g., `=`, `+`, `-`)
- Place whitespace after each Object type and Variable type
- Place limit line length to 80 characters to maintain readability

Comments

: Provide comments that clarify the purpose and functionality of the code

- Explain what some complex (no easy to understand when just reading the function's name) methods and slots do, their function and goal, in the `.h` file
- In some multiple classes involved part, divide each part of code such as frame part, tool part and gallery part with `(//Part name//` and close with `//*****/`)
- Explain some complex or long logic scope
- Explain what special Variable stands for
- Clarify the reasons for the choices the code implements
- Avoid duplicate what the code says, comments should be useful instead of repeating
- Block comments inside a function should be spaced over to the same indentation setting as the code that they describe
- Describe algorithms and data structures should be in block comment form
- Very short comment could appear on the same line as the code they describe (such as what specific value or variable mean) and spaced over to separate them from the statements