Code Style Document - Team Dimmadomes

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Indentation
-Tabs to show scope

Braces
-end line braces when writing new code, old code can remain in new line convention.

Example

```
if (a == b) {
	//some logic
}
```

Spacing
-Separate sections of code with an empty line if they focus of different actions within a method or scope

Naming

Classes
-Simple / straightforward names when possible

Example

```
Model
View
Canvas
Tool
```

Methods
-camel case methods

-avoid overly long method names

Example

```
void canvasClick();
void setPixel(int x, int y, QColor color);
```

Bad Example

```
void setPixelInIntArrayInFrameClass(int x, int y);
```

Variables
-camel case variables

-avoid overly long method names

Example

```
int x;
bool drawing;
```

Bad Example

```
int xCoordinateOfCurrentClickSentFromView;
```

Commenting
- Comment where needed, do not add unnecessary comments

- Method comments are /// and @brief convention and in .h files when possible

- Example

```
/// @brief Description of method here
/// @param param1 Description of param1 here
returnType methodName(Type param1);
```