

Coding Standards

The most general coding conventions have been followed while developing the codes which are as follows.

1. File organization:

The code is distributed in different packages according to the functionality:

- The constants classes which hold the constant variables are grouped together in the **td.game.constants**
- The Service layer package contains all the application services in **td.game.services**
- The model layer classes contains the main business logic in **td.game.model**
- The view layer is the user interface which is displayed to the user and contains all the UI class in **td.game.view**
- The JUnit test cases are in the **td.game.Junit.test** which test the unit functionalities in the application

2. Indentation:

To maximize readability the entire code has been indented with tab spaces at all the places.

The function declaration, opening of function, closing of function, placing of for and if loops all are within single tab space distance from each other.

3. Comments:

To help and improve program understandability java doc and inline comments (wherever applicable) are used in the application at all the place

4. Declarations:

To maximize code readability the following declaration conventions have been used in the code

- Constants are named with upper case characters and include Underscore between two words (if applicable).
- The name of the variables are descriptive and are written in lower Case including a capital letter to separate between words.
- The name of the methods start with a lower case character and Use uppercase letters to separate words.

5. Naming:

The following naming conventions have been used in the application for naming entities.

- The name of the classes start with a upper case character e.g.:
GameMainApp.java.
- Enums are named with upper case characters.