**Concordia University**

Department of Computer Science and Software Engineering

Advanced Programming Practices SOEN 6441 - Winter 2020

**//Coding Standard Document**

Team **Java Bean**

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**Coding Standard Document**

This document contains the coding standards and conventions created for SOEN 6441’s project ‘Game System Framework’, based on the Java language coding standards presented in the [*Java Language Specification*,](http://java.sun.com/docs/books/jls/index.html) from Sun Microsystems, Inc.

**File Names:**

As per the Java coding standards, source files have the *.java* extension and complied bytecode files have the *.class* extension.

**Java Source Files:**

Each Java source file contains a single class or interface.

Java source files have the following ordering:

* 1. Package and Import statements
  2. Class Header and Declaration
  3. Method Headers and Declarations

1. **Package and Import Statements:**

The first non-comment line of most Java source files is a **package** statement. After that, **import** statements can follow. For example:

**package** model;

**import** java.util.List;

**import** java.util.HashMap;

**2. Class Headers and Declaration**

All source files begins with a **JavaDoc** documentation which specifies author who has worked for the class and related information about the class file like functionality of the whole class.

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* "BoardModel" is a class for the board of the game.
* "height" and "width" are attributes of an object
* **@author** user

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**public class** BoardModel {

**3. Method Headers and Declarations:**

Every method included in a class should contain a Java Document that lists the functionality, **@param**, **@throws**, **@return** which it supports, if any.

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* Functionality:
* **@param:**
* **@throws:**
* **@return:**

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