Library Book Loan System
Coding Standards

Project language : C #

Do :

- ➢ Use **PascalCasing** for class names and method names.
- ➢ Use **camelCasing** for method arguments and local variables.
- ➢ Use **PascalCasing** for abbreviations 3 characters or more (2 chars are both uppercase)
- ➢ Use **predefined type names** instead of system type names like Int16, Single, UInt64, etc
- ➢ Use implicit type **var** for local variable declarations. Exception: primitive types (int, string, double, etc) use predefined names.
- ➢ Use noun or noun phrases to name a class.
- ➢ Prefix interfaces with the letter **I**. Interface names are noun (phrases) or adjectives.
- ➢ Name source files according to their main classes. Exception: file names with partial classes reflect their source or purpose, e.g. designer, generated, etc.
- ➢ Organize namespaces with a clearly defined structure
- ➢ Vertically align curly brackets.
- ➢ Declare all member variables at the top of a class, with static variables at the very top.
- ➢ Use singular names for enums. Exception: bit field enums.

Do not :

- ➢ Use **Hungarian** notation or any other type identification in identifiers
- ➢ Use **Screaming Caps** for constants or read only variables
- ➢ Use **Underscores** in identifiers. Exception: you can prefix private static variables with an underscore.
- ➢ Explicitly specify a type of an enum or values of enums (except bit fields)
- ➢ Suffix enum names with Enum

Avoid :

- ➢ Using **Abbreviations**. Exceptions: abbreviations commonly used as names, such as **Id, Xml, Ftp, Uri**

Reference :   http://www.dofactory.com/reference/csharp-coding-standards

Note :   To visually review the standards, you can look at the address shown as a reference.