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.