**The DiagramManager**

Code design document

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# **Change log**

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| --- | --- | --- | --- |
| ## | Date |  | Changes, information |
| 1 | 09.07.2024 |  | Initial version. |
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|  |  |  |  |

# **Preview**

This document contains an information of the code style that should be used during the application development.

# **Preconditions**

# **Repository**

<https://github.com/aleoleorl/diagramMaker.git>

# **Style Information**

## Common.

### Naming

Names of any entity should look like:

* “Event**NavigationPanelScrollCount**”.
* public void Navigation**PanelScrollCount**\_Activation()

Check the marked part of the name:

* An understandable naming.
* Each word starts from the UpperCase.

### First word

As you see the first word is not marked. It will be described in each concrete section.

### Last word

After the marked words presented 2 different style view.

It means that name style of any entity should be always the same, but at the end you can add postfix if this entity means the special state, special handling or special status, i.e., like event:

* private void MainWindow\_SizeChanged(object sender, SizeChangedEventArgs e).

## Classes.

Strictly the same as in the Common section.

First world of any Class name also started from the upper case: **ContentParameter**, **ExternaManager**.

## Variables and parameters

In base the same as in the Common section.

### First Word

First word of variables inside classes and of parameters inside methods starts from lower case:

* **public string? content;**
* **public int bindID;**
* public void EventNavigationPanelScrollCount(int **digit**)

First word inside methods starts from underscore and then the lower case:

* List<int> **\_tmp** = new List<int>();
* for (int **\_i** = 0; **\_i** < data.items.Count; ++**\_i**)

All Boolean variables as a first word must have prefix “**is**”:

* public bool **isDigitsOnly**;
* public ContentParameter(string? content = null, bool **isTextChanged** = false, int count = -1)

### Delegates and events

An example:

* public delegate void CommonInfoHandler(string message, ItemParameter iParam);
* public event CommonInfoHandler? CommonInfoNotify;

Each delegate should also contain the word “Handler” in the end.

Each event should content special word “Notify” at the end and a question mark to handle null cases.

## Properties

All properties names begin from the upper-case letter but next they handle by the same rules as variables.

Properties methods get and set must not contain any logic except a very base one of its own internal handlings.

## Methods

Strictly the same as in the Common section.