

# Snuzz Style Guide

## Indenting and spacing:

1. Use tabs over spaces

2. Inline curly braces on method declaration

```
a. public void myFunction(param) {  
    ...  
}
```

3. Inline methods for short methods

```
a. public int add(int a, int b) { return (a + b); }
```

4. No inline control flow (if, else, while, etc)

a. Bad: `if (blah) else (blah blah);`

b. Good: `if (blah) {`

```
    ...  
} else {  
    ...  
}
```

## Naming Conventions:

1. Use variable names that convey the use of the variable

a. Bad: `x` Good: `timeCode`

2. Use lower case letter to start variable name and each new word begins with a capital

a. Bad: `timecode` Good: `timeCode`

## Comments:

1. Comment the start of every function
2. For large blocks of code please add comments at regular intervals
3. Comments can occur inline or above each function and are subject to previously stated character requirements. Wrapping is at the author's discretion.
4. For every new file please add a 3 sentence minimum description of the overall function of the file

## Please Don'ts:

1. Global Variables
2. Repetitive Blocks
3. Gotos