Code Style Document

### General Style

1. Curly brackets will go on the same line for if statements, for loops, methods, etc.
2. Binary operators and logical operators should be separated with whitespace.
3. Comments should begin with a capital letter and space. For example // This code runs.

### Naming Conventions

1. Variables should be camelcase beginning with a lowercase letter.
2. There should be no underscores “\_” in any variable name unless it is static.

### Comments

File Comments

1. Use the same Project description comment at the top of all Files describing our team name/members and that the project being worked on is Sprite Editor.

Header Comments

1. Use doxygen comment style (Type //! When starting the comment)
2. Always include lines for the method purpose, definition, parameters, and returns

In code comments.

1. Above and not inline when commenting.
2. Use // to denote comments.

### Files

1. Header files must have #ifndef, #define, and #endif where all the names are fully capitalized.
2. In Header files define signals before slots.
3. In Header files define variables before methods within each scope (e.g. public scope and private scope).
4. File names should be all lowercase.