

# Code Style Document

## Variables

- Use Camel Case for variable names.
- For example, 'spriteEditor' and 'helloWorld'.

## Class Names

- Use Pascal Case for class names.
- For example, 'SpriteEditor' and 'PixelCanvas'.

## Methods

- Use Camel Case for method names.
- For example, 'setPixel' and 'drawPen'.

## Indentation

- Follow the BSD Style for indentation.
- For instance:

```
while (x == y)
{
    doSomething();
    helloWorld();
}
```

## Tabs vs. Spaces

- Use tabs for indentation.

## Curly Brace Style

- Place braces on a new line (Alman style).
- For instance:

```
if (i == 1)
{
    //some code
}
```

**Whitespace**

- Leave an empty line between two methods.

**Commenting**

- For header comments: use `/* */`
- For method comments: use `///`
- For general comments: place the comments at the top of the code line and have a space before the comment line.