## When naming Variable do the follow.

* Classes in lowerCamelCase
* Methods/functions in lowerCamelCase
* Local Variables in lowerCamelCase, Can’t start with ‘\_’ or ’$’. Also, can’t include.
* Constant variables in SCREAMINGCASE.

## Variable Rules

* All constat variable should be global.
* Local Variables can’t have same name as a global variable.

## Rules with Class

* private variables and have set and get methods.
* All classes should have a default constructor so used in a collection.
* Static functions to be declared/written after the constructor in the class.

## Order of things

All header files should be imported as followed: C++ standard library, other library, project headers.

When declaring local variables in a function. Declaring they as close as the top of function as possible.