

Coding and Documentation Standards

Software: Xcode

Language: Swift

Sharing/Cloud Platform for Code: [GitHub](#)

Coding Conventions:

1. Each file should handle one entity.
 - a. Ex: Location.cs will handle all things related to location mapping for a purchase.
2. Variables at the top of the file.
3. No code bits. Every piece of code should either be a:
 - a. Variable
 - b. Method
4. Make individual .cs files for variables that have concrete values.
 - a. Ex: TitleFontSize = 9;

Naming Conventions:

1. PascalCase
 - a. PublicVariables
 - b. Methods
 - c. Classes
 - d. Properties
2. camelCase
 - a. privateVariables
3. Methods: Verb
 - a. Ex: GetLocation()
4. Variables: Noun
 - a. Ex: PaymentLocation //Public variable.
 - b. Ex: paymentLocation //Private variable.

Commenting Conventions:

1. //Comment goes here. → Used for one line comments.
2. /*Comment goes here*/ → Used for multiple line comments.
3. Methods: Use /**/
 - a. Place comment at the top of the method.
 - b. Information:
 - i. Name of the method.
 - ii. Description of what the method does.
 - iii. Description of the value returned and its type, if applicable.
 - iv. Description of each parameter and its type, if applicable.

- v. Description of any exceptions thrown, if applicable.

Documentation Conventions (for pushing to the repo):

1. Title: What big updates were made to the code. Separate each item with periods.
 - a. If you're unsure that an update is "big" consult a team member.
 - b. Ex: GetLocation() method, created but not finished. Bug found in Location.cs, issue generating the location in desired output format.
2. List contributors at the end:
 - a. Ex: Contributors: Carina, Dylan.