

Coding Practices

Before starting work on the project we had everyone read several different code style guides (google java, from several other universities, unreal engine, c++), to get a good feel for what people are doing and what motivates coding style guides.

Naturally, it requires a bit of time and practice to get used to the common practice conventions but the overall readability is evidently being improved by it. That alone is proof enough that writing clean code is worth the effort.

Since we all use the IntelliJ platform we all autoformat our code, but we reviewed each other's code for readability and peer programmed. I believe this leads to a higher code quality, even if at times the code is a bit "hacky".

Showing particular examples in here is a tad tricky as a design choice is something abstract in my eyes but for the sake of task, I shall mention two things:

- package names: cells, charts, factory, odfparser, swingfrontend
- class names: BarChart, Cell, AboutInfoAction, SwingTable

As can be seen, even basic entities such as classes and packages use official guidelines for their naming patterns.