Battleship Coding Standard:

As the product owner has requested that we convert the code from Visual Basic into C#, we have determined to use the following general coding standards regarding C# so that there exists uniformity in the code base:

1. CamelCase(camelCase)

* The first word is written in all lower case letters with the first letter of the second word being capitalised and the rest of the word written in lowercase letters as well.
* CamelCase will be appear in use with fields, properties, variables, and parameters.

1. PascalCase(PascalCase)

* The first letter of every word is uppercase.
* Will be used for the naming of namespaces, classes, methods, and objects.

1. Will make predominant user of Native DataTypes instead of .NET CTS types

* An example of this would be using the int data type instead of the int16 or int 32 data types.

1. Comments in the code will be used as is standard; “//” for single-line comments as necessary to explain why something occurs, and “/\*…\*/” to explain something extensively with multi-line comments.
2. Layout conventions:

* Statements and declarations will only occur on one line.
* Standard indentation provided in the Visual Studio application will be used to create cohesive and intelligible code.
* Blank lines will used to separate methods, constructors, properties, and most other artefacts outside of declarations.

We believe this is a basic outline of the standard will be using to create this project. Therefore, listed below are sources that we have derived our coding standard from and believe will adequately explain, in more detail, the standard we are to use in this project:

BillWagner. 2018. C# Coding Conventions (C# Programming Guide) | Microsoft Docs. [ONLINE] Available at: <https://docs.microsoft.com/en-us/dotnet/csharp/programming-guide/inside-a-program/coding-conventions>. [Accessed 21 August 2018].

C# Coding Standards And Naming Conventions. 2018. C# Coding Standards And Naming Conventions. [ONLINE] Available at: <https://www.c-sharpcorner.com/UploadFile/8a67c0/C-Sharp-coding-standards-and-naming-conventions/>. [Accessed 21 August 2018].