

## CMPT 276: Carbon Styling Guide

### UI IDs

- Interactables such as Buttons and TextViews should be ID'd with an abbreviated prefix. For example, for a coin flip button, we'd name ID the button as "buttonFlip". For a TextView, we'd use "textFlip". Abbreviations are allowed as long as rest of the xml uses that abbreviation.

### Constants

- Use capitals & underscores (e.g. NUMBER\_OF\_CHILDREN).

### Variables and Functions

- camelCase

### string.xml

- snake\_case
- All should be categorized underneath their respective activity header

### Spacing

- No newline after function header
- Newline after a block of variable definitions, if/else statements, and for-loops or just to separate logical sections.

### Java Docs

- Java docs should be above the java class and below imports, etc.

### Log Messages

- Log messages used for testing/error handling can stay in the program. They do not need comments

### If/else statements

- if/else statements should stack on top of each other

### Citations

- Saved in docs/readme.txt