

CODING CONVENTIONS

1. **Indentation:** Precise and consistent indentation is used to write easy to read and maintainable programs. Indentation of 4 whitespaces is applied in this project.
2. **Comments:** Comments are used regularly to improve code understandability and over commenting is avoided. Javadoc is also used to improve the overall understandability.
3. **Methods** are reasonably sized and perform only one function so as to avoid large and overcomplicated methods.
4. Different packages and classes are created to provide modularity and each class is responsible for a specific entity.
5. **Use of Braces:** The opening braces are present on the same line as the method and class.

Example:-

```
for ( int i = 0 ; i < max ; i++ ) {  
    /* Some work is done here. */  
  
}
```

6. **Naming Conventions:** All the variables, methods and classes are given meaningful names that describe the intent of their usage. The following naming conventions are used in this project:-
 - a) Class name is written in mixed case starting with an uppercase letter and the first letter of each internal word capitalized. Eg:- PlayerAllocator
 - b) Method and variable names are written in mixed case starting with a lowercase letter and the first letter of each successive word in uppercase. Eg:- addContinent, continentValue
 - c) Package names are written in lowercase letters to avoid any conflict with the names of classes.
7. Blank lines are added between different code components and sections to improve code readability.