

Coding standards

V 2.0

Naming:

Classes:

First letter of each word is uppercase. Use of “_” between the words, e.g. “Game_Model”.

Classes inside folders “Controllers” and “Views” are followed by words “_Controller” and “_View”.

Methods:

First letter of each word is uppercase. Use of “_” between the words, e.g. “Add_Army()”

Variables (Members):

All lowercase. Use of “_” between the words, e.g. “player_list”

Packages and Folders:

All lowercase. With no domain.

Code layout and Indenting:

In general use the default settings of Eclipse 4.9.

Code inside the body of methods, classes, conditional statement and such, get one additional tab. Each tab is 4 characters wide.

Comments for classes, methods, and members are in Javadoc format.

Comments regarding some parts of the code, are in a separate line and above that code.

comments should be written to describe long methods used in the code.

There is one brake line between different block of the code.

Commented code will not be pushed into the master branch.

Every input from user, will be converted to lowercase before using.

Use of Javadoc for generating documentation for files, classes, method, and private members in the following format:

```
/**  
 * what this method/classes is doing  
 * @param possible argument  
 * @return possible return values  
 /
```