**Grand Jobs Developer Documentation – Adding a new class**

**Choosing a class name**

The name of the class should be based on what it is exactly the functionality for it is, the location, and the file name.

folderName::subFolderName->FileName

This is done so that it’s easy to locate functions

If, for example, a new file was added for the IsPlayerRegistered API, the class name would be this:

database::playerAccount->IsPlayerRegistered

IsPlayerRegistered: filename

playerAccount: folder the IsPlayerRegistered file is in

database: folder the playerAccount file is in.

**Naming the function**

When calling/defining/writing functions, you just do it like this:

database::playerAccount->IsPlayerRegistered.**TheFunctionNameGoesHere**

EG: database::playerAccount->IsPlayerRegistered.set(playerid, bool:IsThePlayerRegistered)

**Use of .this for abbreviation**

Inside the class file, **AND ONLY INSIDE THE CLASS FILE,** to save repeating the database::playerAccount->IsPlayerRegistered text, at the very top of the file, add this:

#define this [The classname goes here]

So, for example, at the top of the file, add this:

#define this database::playerAccount->IsPlayerRegistered

Then, you can name your functions like this:

*this.get(playerid)*

**Adding the classname define**

In the src folder, go to the internal folder, choose namingConventionDefinies.pwn and open the folder.

Now you need to add the define for the class name in here. This is broken down into each component of the class name unfortunately, so its 3 lines

#define playerAccount::%0( %0m(

#define database->%0( %0l(

#define API.%0( %0o(