Programming Patterns  
various patterns will be implemented into the SDSA application program, by implementing these patterns, users unfamiliar with the system will be able to understand the program and improves the ability to identify and fix bugs.  
  
Method Descriptions  
//-----------------------------------------------------------------------------------------------------------------------------------  
// Name: Create Account  
// Description: The system will prompt user to enter details to be saved in the database, these details will also be used later in the system.  
// Variables: patientDetails  
// Methods: SaveAccount()  
//-----------------------------------------------------------------------------------------------------------------------------------  
  
Methods in the program will incorporate descriptions in comments, this will include the name of the method, description, parameters, main attribute and functions to help understand the system easier.  
  
Variable Naming Conventions

|  |  |  |  |
| --- | --- | --- | --- |
| Account | Main Menu | RoadSigns | Score |
| aPatientID aPatientName aPatientEmail aPatientCondition aPatientNoOfAttempts | mmDotCancellation mmRoadSigns mmSquareMatricesCompass mmSquareMatricesDirections mmTrailMaking | rsInstructions rsNoCorrect rsNoIncorrect rsTime rsScore rsUserMovements | sGame1Score sGame2Score sGame3Score sGame4Score sGame5Score sTotalTime sHasPassed |

To ensure all variables are simple to understand they are named appropriately to help identify there purpose and place in the program. The name of the variable will begin with a lowercase identifying acronym e.g. ‘mm’ for Main Menu, ‘a’ for Account variables or ‘rs’ for all variables in the road signs game class.