

Naming:

For naming only, we will be following the [Google C++ Style Guide for Naming](#). Your names should always be meaningful.

Classes and struct names: CapitalizedLikeThis, Point or PlayerQueue

Variable names: capitalized_like_this, myvar or num

Class member variables: private variables should have a single trailing : x_ or secretdata

Function names: static, helper, and “regular” functions are NamedLikeThis, double Distance(const Point &p) const or void CalcArea(const int &width, const int &height, int *area)

Accessor functions are named like variables, int get_x() const

Files

You do not need one class per file, but your namespaces should make semantic sense.

Curly Brackets

You may either place your brackets at the end of the line or the beginning of the next line. Choose one and be consistent.

Use curly brackets when they are optional to avoid bugs.