

## Code Style Document - Tarnished Pixels

### Format Standards:

- ClassNamesAreLikeThis
- memberVariablesLookLikeThis
- CONSTANTS\_LOOK\_LIKE\_THIS
- methodsStartLowerCased()
- One line of whitespace between two chunks of code in a method is expected. (Example: a whitespace line between most of the body of a method and its emit signal at the end.)
- Two lines of whitespace between the end of one method and the beginning of next.
- All method headers should be formatted as follows
  - /\*\*
  - \*
  - \*/

Generally comments should explain what something is doing, not how it is doing it. Code should be reasonably readable with well chosen method names such that it could almost do without the comments. Standard, one line comments are permissible, but in the event of a very confusing but necessary chunk of code, a code block formatted like the one below should be used.

```
/*
 *      Comments...
 */
```

### General Guidelines:

- If you change code, review and change the comments for that code as necessary.
- Good code is simple and straightforward. It should be understandable to someone who is seeing it for the first time.
- Take a second to choose good names for methods and variables.
- If you know a specific piece of code is causing an error and you haven't been able to fix it yet, let everyone else know by adding a temporary comment above it.

The body of each method should be indented once. Likewise, the body of each loop should also be indented once.

```
public static void foo(int a)
{
    while((2 / 1) == 2)
    {
        *do something*
    }

    emit();
}
```

Listing of source files and who reviewed them:

- mainwindow.cpp
  - John Stevens
  - Aric Potter
  - Alyssa Johnson
- model.cpp
  - Alyssa Johnson
  - Nichols Crawford Taylor
- main.cpp
  - Aric Potter
  - Nichols Crawford Taylor
- clickablelabel.cpp
  - Aric Potter
  - Nichols Crawford Taylor
- previewwindow.cpp
  - Aric Potter
  - Nichols Crawford Taylor