

Coding style

The rules for our coding style are the following:

- **4 spaces:** we use 4 spaces or a tab as indentation
- **Double quotes:** we use double quotes when we want to encapsulate a string. We use single quotes for a single character (*char*)
- **No unused variables:** we don't declare variables that are not going to be used.
- **No unused libraries:** we don't load a library unless it is specifically used in some cases. Each file has its own list of libraries that only that file will use.
- **No open brackets on the same line:** every time there's a necessity to open a bracket, it will be on its own line. Same for closing brackets. This gives clarity to the eye.

Ex:

```
void MainWindow::addFrame()
{
    ...
}
```

- **Space after keywords:** After each keyword we put a space.

Ex:

```
if (int value)
else if (i == 0)
```

- **camelCase:** we use camelCase way of calling variables instead of snake_case except it's the name of a Private Slot

Ex:

```
on_brushToolButton_clicked() //private slot
previewFinished() //signal
updateToolButton() //public method
```

- **New line after each method:** we then function is over we put a new line to give space between each method.
- **New line after important code:** after each chunk of code we give a new line.
- **Comment same line and begin of method:** we comment on the same line with one TAB of distance and we also give a

comprehensive comment at the beginning of each method. Not for each class.

List of files

drawwrea.h
mainwindow.h
drawwrea.cpp
main.cpp
mainwindow.cpp

(the two of us worked on each file together, we are both responsible for all of the files)