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Programming Charter for Monopoly school edition in Python

This charter defines the best practices and guidelines to follow when developing the **Monopoly school edition in Python** project. The aim is to ensure consistency, readability, and maintainability of the code throughout the project.

1. Naming Conventions

- Variables: Use descriptive names in snake_case (e.g., player_name, property_price).
- **Functions**: Function names should be descriptive and also use **snake_case** (e.g., roll_dice(), calculate_rent()).
- Classes: Use PascalCase for class names (e.g., Player, Board).
- Constants: Constants should be written in UPPERCASE and separated by underscores (e.g., MAX_PLAYERS, BOARD_SIZE).

Examples:

```
# Good naming practices
MAX_PLAYERS = 4
class Player:
    def __init__(self, name):
        self.name = name

def roll_dice():
    return random.randint(1, 6)
```

2. Identation and Spacing

- Leave a blank line before and after class and function definitions.
- Use **spaces around operators** (=, +, -, ==, etc.) to improve readability.

3. Code Documentation

- **comments**: Add comments to explain the "why" behind the code, especially in complex blocks or sections that are not immediately obvious.
- **Docstrings**: Every function and class should have a docstring explaining its purpose, parameters, and return values.

4. Clean and Readable Code

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• **Avoid "puzzle" code**: The code should be readable, even for someone who didn't write it. Prefer descriptive names for variables and functions.

• **Avoid overly long functions**: A function should be small enough to understand and test easily. If it becomes too complex, break it into smaller functions.

5. Code Review

- **Pull requests must be reviewed** before being merged into the dev branch and after the main branch for security
- Code should be reviewed for **readability**, **clarity**, and **adherence** to this programming charter.