Coding Standards: Draft

Last Updated March 28, 2011.

# Naming Conventions

## Classes

Classes will use camel case with the initial character uppercase.

public class MathHelper {

}

## Variable Names

Counting variables are named I, j, k, l, m, n, etc. Regular variables use camel case with the initial character lowercase.

int myInt = 5;

## Constants

Constants will use camel case with the initial letter uppercase.

private const int TheAnswer = 42;

## Method Names

Method names will also use camel case with the initial character uppercase.

void EmptyMethod() {

}

## Curly Braces & Whitespace

Curly braces are always on the same line as the statement.

**This:**

Void EmptyMethod() {

**Not this:**

void EmptyMethod()

{

Indentation uses tabs, not spaces.

## Files

Every class has its own file, and the file will be named the same as the class. Folders will be used for organization.

# Comment Conventions

## Block Comments

Block comments (/\* \*/) should be avoided in favor of triple slash (///) descriptions.

## Single Line Comments

Single lines comments should use C++ style comments (//), not C style (/\* \*/).

## Documentation Comments

Code should be documented using C# XML comments. All classes, functions, and properties, must have a documentation summary describing their purpose.

/// <summary>

/// The entry point for the application.

/// </summary>

/// <remarks>

/// Longer comments can be associated with a type or member

/// through the remarks tag

/// </remarks

/// <param name="args"> A list of command line arguments</param>

/// <returns>

/// An integer value indicting the status of the program

/// upon completion.

/// <returns>

public static int Main(String[] args){

// TODO: Add code to start application here

return 0;

}

# Statement Conventions

## Functions

Functions should general follow the form having variable declarations first, then logic, and finally a return statement. Return statements should never be used inside a conditional to break out of a function, and should instead always be the very last item in a function.

## Variables

* Variables should be initialized when declared and should be declared in the smallest possible scope.
* Avoid the use of complex conditionals, use temporary Boolean values instead.
* Loop variables should be initiated immediately before a loop.

## Break Statements

Thou shalt not use the break statement except in switches.