

# Coding style for Pandora3D

Martin Ertsås  
martiert@ifi.uio.no

April 14, 2010

## 1 File endings

- (i) All header files should have the file ending .h.
- (ii) If the implementation of a header file is to be in the header file, this implementation should be in a .inl file which is included in the header file.
- (iii) All files which should be compiled, is to be in a .cpp file.

## 2 Header files

- (i) All header files have to define the name PANDORA<FILENAME> in capital letters.
- (ii) All header files have to use the Pandora namespace, possibly along with other namespaces that tells what kind of purpose it has. Like all math headers should use the Pandora::Math namespace.
- (iii) All header files have to be documented well using doxygen. All functions is to be documented, along with all classes and structs. See the section about doxygen style to see the documentation style used.
- (iv) All header files should start with the header PandoraHeader.txt from the Headers folder.
- (v) All typedefs you wish to put in a header, should be written in a .inl file with the same name as the header file, and included before the end of the innermost namespace.
- (vi) Headers can **NOT** use the using keyword.

### 3 Inline files

- (i) All inline files should use the `author.txt` header from the Headers folder, which is to be updated when any changes are done to the file before committing the changes.
- (ii) Inline files should be written without use of any Pandora namespaces.
- (iii) Inline files can **NOT** use the `using` keyword.
- (iv) All typedefs is to go at the top of the file, right under the header.

### 4 Cpp files

- (i) cpp files should use the `author.txt` header from the Headers folder, which is to be updated when any changes are done to the file before committing the changes.
- (ii) All includes should be done at the top of the file.
- (iii) One should not use the `using` keyword for whole namespaces, but specify which functions/classes/structs to use. Using keywords should also go at the top of the file.

### 5 Documentation

- (i) All header files are documented using doxygen.
- (ii) The documentation comments starts with `/**` and ends with `*/`.
- (iii) One uses `\param` for parameters to the function. One for each parameter. After the name of the parameter there should be a space, then a -, then another space before the description.
- (iv) One uses `\return` for return values from the function.
- (v) One uses `\note` for notes about the function.

## 6 Git

- (i) All commits to the master branch should compile and run without problems.
- (ii) All commits should have a descriptive message containing changes done in this commit.
- (iii) Everything in the master branch should pass the tests made for Pandora3D.