

TEAM 10: CODING STANDARDS USED IN THE PROJECT

COURSE: SOEN 6441 (WINTER 21)

INSTRUCTOR- JOEY PAQUET

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- **CONVENTIONS USED:**

1. **Naming Convention for Class Names –**

Camel case starting with uppercase letter.

Ex - MapReader

2. **Naming Convention for Data Members –**

Starts with 'd_' to easily identify the data members of a class.

Ex- d_GameMap

3. **Naming Convention for Method Parameters –**

Starts with 'p_' to easily identify the parameters passed in the method.

Ex- p_FileName

4. **Naming Convention for Local Variables –**

Starts with 'l_' to easily identify the local variables in a method

Ex- l_ListOfCountries

5. **Naming Convention for Methods/Functions-**

Starts with lowercase and the next meaningful word is in uppercase for easy readability.

Ex- showMap()

6. Naming Convention for Static Variables-

Static members starts with a Capital letter.

Ex – OrderList

7. Naming Convention for Final Variables-

Ex - ORDERLIST

- All the classes have been well defined in Javadoc. Each method, their arguments and parameters are well-explained and can be understood by anyone reading the docs.
- The project files have been categorized well and follow a logical structure of division.
- No Presence of commented out code whatsoever.
- Good layout for code using the auto-formatter in IntelliJ.
- All files are easily readable owing to the proper coding standards followed.