
- *Packages*

The rules associated with the naming of packages are as follows:

1. Package names should preferably be singular.
2. They should be in small letters.

- *Classes*

The rules associated with the naming of classes are as follows:

1. Class names should start with the project name i.e. 'Risk'
2. The first letter of every word added in the project's name should be capital for eg 'RiskGameController' and 'Riskgamecontroller' or 'riskgamecontroller.'

- *Methods*

The rules associated with the naming of methods are as follows:

1. Method names should follow i.e start with a lower case letter and use upper case letters to separate the words for eg. GetScore.

- *Constants*

The rules associated with the naming of constants are as follows:

1. Constants use upper case letters with underscores between words for example MAXIMUM_TEMPERATURE.

- *Local Variables*

The rules associated with the naming of local variables are as follows:

1. Local variables should be entirely written in lowercase without an underscore for example index, nextitem.

Comments should not provide information that can be easily inferred from code.

To minimize the code length, open curly braces should be appended to the statement that precedes it.