

## Naming Conventions

- *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 **not** 'Riskgamecontroller' or 'riskgamecontroller.'

- *Methods*

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

1. Method names should follow **CamelCase** 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.

**Commenting Conventions**

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

**Code Layout**

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