

CODE STYLE

```
/******  
FILE
```

What this file includes.

```
*****/
```

```
#ifndef CLASS_H
```

```
#define CLASS_H
```

```
//Standard Library Related Stuff
```

```
#include <string>
```

```
#include <ctdargs>
```

```
//OpenGL Related Stuff
```

```
#include<OpenGL.h>
```

```
#include <Glew.h>
```

```
//Engine Related Stuff
```

```
#include "engine.h"
```

```
#include "utilities.h"
```

```
#define SOME_METHOD(x) { Log << x; }
```

```
#define SAFE_RELEASE(p) { if(p) { p->Release(); delete p; p = nullptr; } }
```

```
static const float PI = 3.145;
```

```
static const int MAX_SIZE = 10;
```

```
bool g_SomeFlag;
```

```
namespace BEngine
```

```
{
```

```
    enum ECreateWindowResult
```

```
    {
```

```
        CREATE_WINDOW_RESULT_SUCCEEDED,
```

```
        CREATE_WINDOW_RESULT_FAILED
```

```
    };
```

```
    enum class ECreateFileResult
```

```
    {
```

```
        STATUS_OK,
```

```
        STATUS_FAIL
```

```
    };
```

```
    struct SSomeStruct
```

```
    {
```

```
    };
```

```
    struct SSomeClasssConstrInfo {
```

```
    };
```

```
    //-----
```

```
    //SOME CLASS
```

```
    //
```

```
    //Description
```

```
    //-----
```

```
    class CSomeClass
```

```
    {
```

```
    public:
```

```
        CSomeClass(int val1, int val2){};
```

```
        CSomeClass(int veryBigValueMemberName,
```

```

        float veryHugeFloatValueName,
        SSomeStruct& veryhugeStructName)
    {}
    virtual void update(float timeStep) = 0; //override

    void addMethod(int val1, int val2);

protected:
    void m_method(string str);

private:
    void m_method(float r, float g, float b);
    void m_methodTwo();

    bool m_someVar;
    Player* m_pPlayer;

};

namespace Graphics
{
}

}

#endif // CLASS_H

```

CPP file

```

namespace BEngine
{
    //-----
    //SOME CLASS METHODS START HERE
    //-----
    void CSomeClass::addMethod(int val1, int val2)
    {
        return (val1 + val2);
    }
}

```