**CODING CONVENTION DOCUMENTATION**

**Group G5**

**Sportify Project**

Besides conform the coding convention of Microsoft. This documentation is designed to explain what is being accomplished in the Sportify ProP project for the applications which are built in C#. And this coding convention serve the following purpose:

* Create a consistent coding style for all developers in the G5 team
* Facilitate copying, changing and maintaining the code

**Command Messages**

Every method (and lines of code if needed) must be explained by stating its purpose in a brief command message. By doing so, it is easier for other people and also yourself to read and understand the codes. The Command Messages must be written same as the following sample:

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

//Load Camping spot Id from DB to combobox

public void LoadSpotIdToCbx()

{

List<Camping> list = dh.GetListOfSpotId();

foreach (Camping c in list)

{

cbx\_spotId.Items.Add(c);

}

} \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

**Variables Convention**

Variables must be written in lowerCamelCase. Variable names should not start with underscore (\_) or dollar sign ($) characters. Variable names should be short yet meaningful.

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

//fields

private int id;

private string firstName;

private string lastName;

private string phone;

private string ticket\_id;

private int spot\_id;

private string rfid;

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

**Method Name Convention**

Methods should be verbs. Method names must be written in MixedCase. Method names should not start with underscore (\_) or dollar sign ($) characters. Method names should be short yet meaningful.

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

//Get Visitor by id

public Visitors GetVisitorById(int id) {

}

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

**Controller Name Convention**

Controllers in the windows form must be named in the same way for all applications. They must start with the abbreviation in the following table:

|  |  |
| --- | --- |
| Label name | lb\_*name* |
| Text box | txt\_*name* |
| Buttons | btn\_*name* |
| Tabs | tab\_*name* |
| Combo box | cbx\_*name* |
| List box | lbx\_*name* |

And \_*name* is the information that it shows.