Programming languages are for humans, computers suffice with just ones and zeros, so lets make this as pleasant for us as possible.

For a better readability of the code, we felt that it is important to follow the right Code Standards from the beginning of the development process.

What we did

Naming conventions

* Overall we used 2 naming conventions, PascalCasing and camelCasing.
  + We used PascalCasing for the naming of methods, classes, public properties and constants. Since we all have a background in JAVA where camelCasing naming conventions are heavily popularized for methods and properties, it took us some time to get used to it.
  + On the other hand we were pretty familiar with using camelCasing for local variables and method arguments.
* We would always try to achieve clear and brief naming of variables and methods based on their functionality and purpose. (eg.FindSolutionByAssignmentId, FirstName)
* Interfaces in our repository layer would be always named with a capital I at the beginning of the name (eg. IDBAssignment).
* Source files were named accordingly to their Class name.
* Private properties would always start with underscore (eg. \_connection)

Declaration

* Declaring all class members at the top of the class
* Declaring local variables close to their usage

Indentation

* The right amount of white spaces between complex if statements and method calls for easier readability.
* White spaces between initializations
* Vertical alignment of curly braces {}
* Using tab key for line spacing

Consistent return values for methods

* When returning error values from integer methods we would commonly use the number -1.
* Error status codes for the web client (400,404,405)

What we avoided

Naming conventions

* Reusing names of variables which have different purposes
* We avoided type identification in the naming of variables and methods. (eg. strValue)

PROBABLY WILL ADD SOME PICTURES LATER ON