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| --- |
| Team Zero |
|  | Team member: Time: 10.00-10.20 |
|  | Attendees: 5 |
|  | Date: 13.03.2019 |
|  | Name Role |
|  | Md Asafuddaula Sobahani Shounak Product owner |
|  | Apurba Majumdar Scrum master |
|  |
|  | Imran Hamidi Jisan Project Manager |
|  | Mehedi Hasan Member |
|  |  |
|  | Chain- Md Asafuddaula Sobahani Shounak |
|  | Minute renderer- Mehedi Hasan |
|  |  |
|  | Today’s Task |
|  | ------------ |
|  | Action member deadline |
|  | ...................................................................................................................................... |
|  | Trello board Apurba Done |
|  | Toggle Shounak Done |
|  | github Shounak Done |
|  | Coding standard Imran Done (late 21.4.2019) |
|  | team role x Done |
|  | github conflict all 22.04.19 |
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|  | **Github Merge conflict:** |
|  | * Merge conflicts occur when completing changes are made to the same line of a file, or when one person edits a file and another person deletes the same file. |
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|  | \*Tip: You can use the conflict editor on GitHub to resolve competing line change merge conflicts between branches that are part of a pull request. [solve merge conflict] (https://help.github.com/en/articles/about-merge-conflicts) |
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|  | **Coding Standard:** |
|  | * Coding Standards for Components: It is recommended to write components name by its purpose. This approach improves the readability and maintainability of code. |
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|  | * Coding Standards for Classes: Usually class name should be noun starting with uppercase letter. If it contains multiple word than every inner word should start with uppercase.   Eg: String, StringBuffer, Dog   * Coding Standards for Interface: Usually interface name should be adjective starting with uppercase letter. If it contains multiple word than every inner word should start with uppercase.   Eg: Runnable, Serializable, Comparable |
|  |  |
|  | * Coding Standards for Methods: Usually method name should either be verb or verb noun combination starting with lower letter. If it contains multiple word than every inner word should start with uppercase.   Eg: print(), sleep(), setSalary()   * Coding Standards for Variables: Usually variable name should be noun starting with lowercase letter. If it contains multiple word than every inner word should start with uppercase.   Eg: name, age. mobileNumber   * Coding Standards for Constants: Usually constant name should be noun. It should contain only uppercase If it contains multiple word than words are separated with ( \_ ) underscore symbol. Usually we declare constants with public static and final modifiers. * Java Bean Coding Standards: A Java Bean is a simple java class with private properties and public getter and setter methods |
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|  | **Getter Methods:** |
|  |  |
|  | It should be public method |
|  | Method name should be prefixed with “get” |
|  | It should not take any argument |
|  | Setter Methods: |
|  |  |
|  | It should be public method |
|  | Return Type should be void |
|  | Method name should be prefixed with “set” |
|  | It should take some argument |
|  | public class StudentBean{ |
|  |  |
|  | private String name; |
|  |  |
|  | public void setName(String name){ |
|  |  |
|  | this.name=name; |
|  |  |
|  | } |
|  |  |
|  | public String getName(){ |
|  |  |
|  | return name; |
|  |  |
|  | } |
|  |  |
|  | } |
|  |  |
|  | Note: For boolean properties getter method can be prefixed with “get” or “is” |
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|  | \* Coding convention for Listners: |
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|  | To register a Listner method name should prefixed with add |
|  | Eg: public void addMyAccountListner( MyActionListner); |
|  |  |
|  | To unregister a Listner method name should prefixed with remove |
|  | Eg: public void removeMyAccountListner( MyActionListner); |
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