Naming Conventions

1. Classes

* Classes always begin with an upper-case letter (e.g., Manager)

1. Functions

* Functions use lower case (e.g., distance())
* Functions with more then one word (e.g., is\_started())

1. Variables

* Functions use lower case (e.g., length)
* Functions with more then one word (e.g., square\_length)

1. Files

* Files always begin with an upper-case letter (e.g., Main.cpp)
* Files with more than one word (e.g., Shader\_Object.cpp)