

Team Name:

The Eagles

Team Lead:

Steven McConnell

Members:

Jacob Berger

Ian Oleson

Steven McConnell

Naming Conventions:

Java naming conventions i.e. camel case

Descriptive titles that encapsulate the doing of the class, i.e. fillArray, getUserInput, ect.

White Space:

Space between operands (except ++, --)

Use of new lines and blank lines to help with format and overall look.

Placement of Brackets:

Brackets for the beginning of any body of code will start the same line after the declaration (separated by a space) and end the line after the code body.

Ex:

```
public void example( ) {
```

```
    // body
```

```
}
```

```
for(...) {
```

```
...
```

```
}
```

Comments Standards:

We will include comments at the top of each class giving a brief description of the class's purpose.

We will also include comments at the top of each method that can not be easily understood at first glance. Methods that do not require comments include getters, setters, toStrings, etc. Comments should also be used to communicate with other team members of why things were done in certain ways.

Comments will be in the following format:

```
/**  
 * method or class description  
 * @param someParam  
 */
```

At the top of programs, team members will also include their name and purpose of program at the very top

ex:

```
//Ian Oleson  
//MineSweeper assignment
```

Naming Conventions:

We will use descriptive variable names throughout our programs that are easily understood within the context of the containing method or class.

We will also include descriptive variable names for iteration and counting, as in for loops.

Ex:

```
for(int searchList = 0; searchList < list.length; searchList ++)
```

Visibility Modifiers

Methods and variables will contain the private visibility modifier whenever possible. Public variables will be allowed if there are no perceived threats or reason for enhanced security.

Organization:

We will save our classes into a package system that is reasonably organized. Like functionality or purpose will be packaged together.

Ex: Utils Package: ScannerClass.java, Calculations.java, PrintMenus.java

PrimaryObjects: ObjectOne.java, ObjectTwo.java

Main Package: MainClass.java