AppGene Guidelines

# Introduction

Provide guidelines for the project.

# Architecture & Design Principles

* Keep it simple, stupid

It means a lot, e.g. the design should be easily understood. The code should be debugged easily

* Identify problems need to be design in architecture.
* Document conventions and design patterns used in the project.

## Design

What is a good design?

* Can be understood easily.
* Can write unit tests against it

Resolve same problem by same design

## Third party components

How to choose a third part component?

* Think it again, whether we have to use it?
* Widely used
* Mature (good reputation, performance, maintain)
* Goo community
* Supportive
* Open source

# Coding Guidelines

* First please follow .NET Framework Design Guidelines

(<https://msdn.microsoft.com/en-us/library/ms229042%28v=vs.110%29.aspx>)

* Use an utility to check code

# Unit Tests Guidelines