

Chapman University
Computer Science
Coding and Documentation Standards for C#
Rev. 1.0a

Documentation

All source files submitted for CPSC and SE courses should adhere to the following set of documentation standards:

1. Each source files will start with a header comment containing the following items (one per line):
 - a. Full name
 - b. Student ID
 - c. Chapman email
 - d. Course number and section
 - e. Assignment or exercise number
 - f. This is my own work, and I did not cheat on this assignment.
2. Below (1), include a brief overview of the purpose/function of the source file being submitted. This includes any high-level design decisions, or any subtle implementation choices worth documenting.
3. Inline comments should be used *sparingly* to clarify any code that is difficult to understand due to performance optimization, etc.

Naming Conventions

In addition to the above documentation standards, all code should adhere to standard best practices for C# naming conventions, as documented here:

<https://docs.microsoft.com/en-us/dotnet/standard/design-guidelines/naming-guidelines>

Software Version Description (SVD aka README.txt)

All source code will be accompanied with a plain text README.txt file. This file will contain:

1. The following identifying information:
 - a. Full name
 - b. Student ID
 - c. Chapman email
 - d. Course number and section
 - e. Assignment or exercise number
 - f. This is my own work, and I did not cheat on this assignment.
2. A list of all source files submitted for the assignment
3. A description of any known compile or runtime errors, code limitations, or deviations from the assignment specification (if applicable)
4. A list of all references used to complete the assignment (websites, books, people -including peers)
5. Instructions for running the assignment (typically applicable in advanced courses using build systems or third party libraries)

Example Source File Header

```
/*  
Name: Erik Linstead  
Student ID#: 224466  
Chapman email: linstead@chapman.edu  
Course Number and Section: 350-02  
Assignment: 2 - Game of Life  
This is my own work, and I did not cheat on this assignment.  
*/
```

Example README.txt File

- 1.) Identifying Information
 - a. Full Name: Erik Linstead
 - b. Student ID: 224466
 - c. Chapman email: linstead@chapman.edu
 - d. Course number and section: 350-02
 - e. Assignment Number: 2
 - f. This is my own work, and I did not cheat on this assignment.
- 2.) List of source files submitted
 - a. Main.cs
 - b. Logger.cs
- 3.) Description of any known compile/runtime errors, or bugs
 - a. Everything works except for the time stamp
- 4.) References used to complete the assignment
 - a. stackoverflow.com
 - b. cplusplus.com
 - c. Elizabeth Stevens
 - d. Hannah Linstead
- 5.) Instructions for running the assignment
 - 1.) Load the assignment into Unity version 2020.1.3f1
 - 2.) Click the play button

Rev 1.0: Linstead (August 2017)

Rev 1.0a: Humphreys (August 2020)