

- General
 - Classes
 - Model-view
 - No GOD class
 - Naming
 - Use camel case
 - Reasonable name
- Variables
 - Constant variables name must be in upper case
 - Name should make it easy to understand:
 - State what it is
 - How its used
 - Single letter variables are okay for iterators
- Classes
 - Naming
 - Camel case, starts with uppercase
 - Headers
 - Public members first, followed by private
 - Variables declared before methods
 - Slots declared before signals
 - Separate private from public slots
 - Public members
 - Private members
 - Public Slots
 - Private Slots
 - Signals
 - Declare method parameter names to avoid ambiguity
 - Include a header guard (ex. `"#ifndef CLASS_NAME_H"`...)
 - .cpp files
 - Include methods in the same order they are declared in header
 - Includes
 - Source files should include all necessary headers directly, not indirectly through other (or corresponding) header files.
 - Header files should include only the necessary headers for types needed in the class definition.
 - Use the angle bracket include format, where possible (ex. `"#include <QTimer>"` preferred vs. `"#include "QTimer"`)
- Methods
 - Camel case, starts with lowercase
 - Actionable name ("doSomething" preferred vs. "somethingToDo")
 - Integrate nearly repetitive methods as helper method
- Indenting
 - 4-space indent per indent level
- Whitespace

- Each operator should be preceded and followed by a space.
 - Ex: `int a = 1 + 1;`
- Blank lines should be used to separate code into understandable chunks
- Comments
 - Doxygen format for methods are put in header files
 - `@brief` is required
 - `@return` is required
 - `@param` may be left blank if it is self explanatory with the `@brief` description
 - Header comments
 - Describe what does this function/variable do instead of the result of running