Ticket Salad Coding Standards

Contents

1 Introduction

1.1 Purpose

The goal of these guidelines is to create uniform coding habits among software personnel in the engineering department so that reading, checking, and maintaining code written by different persons becomes easier. The intent of these standards is to define a natural style and consistency, yet leave to the authors of the engineering department source code, the freedom to practice their craft without unnecessary burden

1.2 Scope

This document describes general software coding standards for code written in HTML, SCSS, Javascript and Mongo.

1.3 Terms used in this document

Element: Element refers to a structure or some data that is used in an HTML file, e.g: ¡h1¿

2 HTML Guidelines

2.1 Naming requirements

Naming conventions form a major part of coding standards as it makes code more readable by other developers thus increasing the scalability of the software.

2.1.1 File names

HTMl files names are short, preferably one word names based directly on the html pages direct purpose. **e.g** A login page will be named 'LogIn.html'.

2.1.2 Class names and ID names

Classes are applied to many different elements in the HTML, therefore they are not very unique and describe a general purpose or layout preference for that element. ID attributes are uniquely applied to different elements. Therefore they are unique and describe what is unique about that element. **e.g** A class that is used for icons on the webpage will have a class: 'icon.

A element that serves a unique role such as a login button will be have id: 'login'

2.2 Formatting requirements

The layout of code plays a large part in the ability for someone else to read the code as it allows for the readers ability to "flow" through the code to be improved because there is a logical layout.

- Sub-elements are indented by one space to the right compared to their parent element.
- White lines are used to break up large amounts of code into more understandable subsections of the HTML page.
- There is no unnecessary whitespace in the HTML document.
- Every element is on a new line.

2.3 In-code comment requirements

Comments are crucial to the ability to understand code because if another developer cannot identify the purpose of the specific section of code they can address the comments.

In HTML comments are not as necessary compared to other languages, however is required in some cases. However over commenting a file is avoided.

- Comments are not made on elements that can be identified using their classes and ID's
- Comments are made when the page calls any javascript functions, this comment will describe the function that is being called.
- Comments are made if the purpose of an element is not visible.
- Comments are made to describe the purpose of a large segment of code.

3 CSS Guidelines

3.1 Naming requirements

Naming conventions form a major part of coding standards as it makes code more readable by other developers thus increasing the scalability of the software.

3.1.1 File names

CSS files are named according to HTML file they relate to. **e.g** A CSS file used to style the login page will be called 'login.css'

3.1.2 Class names and ID names

Class and id names relate directly to the class and id names defined in the html.

3.2 Formatting requirements

The layout of code plays a large part in the ability for someone else to read the code as it allows for the readers ability to "flow" through the code to be improved because there is a logical layout.

- White lines are used to break up large amounts of code into more understandable subsections of the css page.
- There is no unnecessary whitespace in the CSS document.
- Every statement is on a new line.

3.3 In-code comment requirements

Comments are crucial to the ability to understand code because if another developer cannot identify the purpose of the specific section of code they can address the comments.

In CSS, comments are not used as the class names and id names are descriptive therefore comments are not needed.

4 Javascript Guidelines

4.1 Naming requirements

Naming conventions form a major part of coding standards as it makes code more readable by other developers thus increasing the scalability of the software.

4.1.1 File names

Javascript files are named according to the HTML page the script will be applied to followed by '.controller'.**e.g** The javascript file for the login page will be called 'login.controller.js'

Javascript files that are applied to many pages and serve a more general purpose, are named according to their purpose.

4.1.2 Variable names

Variable names form a crucial part of coding standards in javascript as all variables serve a specific purpose.

- Variable names describe what data will be stored by a variable**e.g** A variable used to store a users id will be named id.
- Variable names are short and descriptive
- Variable names use a camelCasing style.
- 'Magic numbers' are not used and instead are assigned to predefined constants.
- Predefined constants are uppercase.
- Variable names are consistent throughout all the Javascript files if they store the same data.

4.1.3 Function names

Function names are used to call that function's code in other parts of the document and other files. If function names are random and non-descriptive the purpose of that function will not be easily identifiable.

- Function names are short and descriptive. **e.g** A function that is used to calculate a users credits will be called 'calculateCredits()'.
- Function names follow the camelCasing style.

4.2 Formatting requirements

The layout of code plays a large part in the ability for someone else to read the code as it allows for the readers ability to "flow" through the code to be improved because there is a logical layout.

- Each statement of code is on a new line.
- White lines are used to break up large amounts of code into more understandable subsections of the javascript page.
- There is no unnecessary whitespace in the javascript document.
- Every curly brace is on a new line
- Code blocks are indented by a tab to the left compared to the parent structure.

4.3 In-code comment requirements

Comments are crucial to the ability to understand code because if another developer cannot identify the purpose of the specific section of code they can address the comments.

In javascript comments are essential as not all javascript code effectively describes the purpose of that code.

- Comments are not made on variables that have a descriptive name
- Comments are made on all functions except very simple ones, describing the purpose of the function.
- Comments are made if the purpose of an block of code is not visible.
- Comments are made to describe the purpose of a large segment of code.

4.4 File Headers

File headers are included in all the javascript files describing the following aspects.

- File name
- Version

- Organization name
- Project name
- Functional description

5 Rules and requirement

5.1 Review Method

Upon creation of the Coding Standards the entire development team reviews the coding standards and present them to the stakeholders. If there is a concern it is raised and there is a discussion and if everyone agrees on the change a change is made.

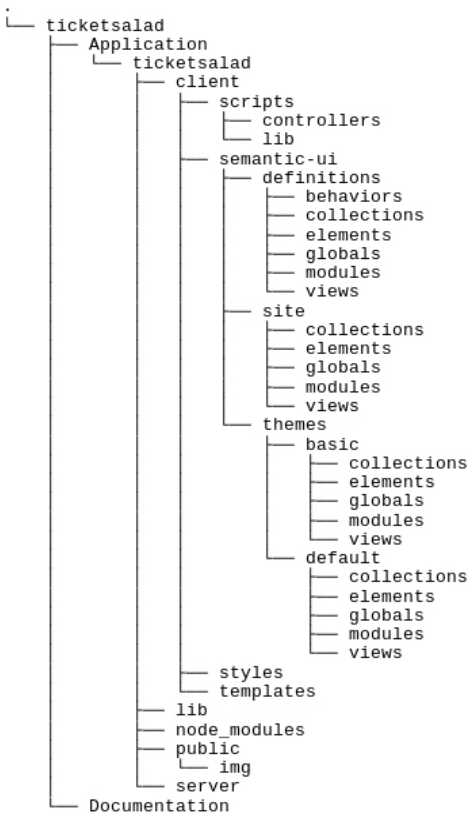
All code changes before a commit to the development branch are reviewed by code shepards Brandon Teixeira and Jarryd Baillie. The shepards will sit down with the changes and the Coding Standards document in front of them. The shepard will then ensure that all the coding requirements for that language is followed.

5.2 Application of coding standards

All files will have to comply to the coding standards including the testing files and structure.

6 GIT file structure

- All .js files are stored in the controllers folder.
- All .css files are stored in the styles folder.
- All .html files are stored in the templates folder.
- All documentation is stored in the documentation folder.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