Coding Standards

Golf Course Mapper

Team Recursive Recursion

April 16, 2018

1 File Standards

1.1 Format

- Files are encoded using the UTF-8 character set.
- \bullet Lines should not be longer than 80 columns.
- Soft tabs equating to 4 spaces should be used.
- Each level of indentation uses 1 tab.
- Continuation indentation uses 2 tabs.
- Every file contains a **file header** (described below).

1.2 Headers

Headers are always on the first line of a file and are placed in comments. See section 2 for language-specific header styling. Each header contains the following information:

- Name of the file
- Author of the file
- Name of the class(es) contained within the file (if any)
- Short description of the file

Header files are structured as the following:

Filename: File.ext Author : John Doe Class : SampleClass

The SampleClass contains many different sample

methods.

2 Language Standards

2.1 Java, C# & TypeScript

2.1.1 Naming Conventions

- Variables are named using camel casing. Descriptive names should be used with the exception of counters in loops.
- **Member variables** are named similarly to regular variables with the addition of an *underscore* prefix.
- Classes start with a *capital* letter and use camel casing.
- **Functions** are also named similar to regular variables and should be descriptive.
- Recursive functions are named similarly to regular functions, but have a _r postfix to the name.

```
class SampleClass {
   int _someMember;

   public void myFunction() {
      int someInteger;
   }

   public void myFunction_r() {
      myFunction_r();
   }
}
```

2.1.2 Style

Braces will be styled in the following manner:

- Opening braces are placed on the same line as the header.
- Closing braces are placed on a separate line at the same indentation level as the header.
- Else clauses are placed on the same line as the closing brace.
- While clauses of a do-while are placed on the same line as the closing brace.
- Braces are never left out for one-line loops or conditions.

```
if (condition) {
    statement;
} else {
    statement;
}

while (condition) {
    statement;
}

do {
    statement;
} while (condition);

class SampleClass {
    public void method() {
        statement;
    }
}
```

Continuation lines should end on the operator as to indicate that the line is not complete and has a continuation.

```
double result = example + of + (a * very) /
    long - equation;
```

2.1.3 Comments

File headers are structured according to section 1.2 and are styled as the following:

```
/***

* Filename: SampleClass.java

* Author : John Doe

* Class : SampleClass

*

* The SampleClass contains many different sample

* methods.

***/
```

Function headers are provided for every function and take the following form (the description can be omitted in the case of simple functions, such as mutators & accessors).

```
/***

* function(ParType1, ParType2): ReturnType

*

* Description of the function.
```

```
***/
ReturnType function(ParType1 p1, ParType2 p2) {
...
}

/***

* function(ParType1, ParType2) : void

*

* Description of the function.

***/

void function(ParType1 p1, ParType2 p2) {
...
}

/***

* SampleClass(ParType1, ParType2)

*

* Description of the constructor.

***/
SampleClass(ParType1 p1, ParType2 p2) {
...
}

...
}
```

Inline comments should be kept to a minimum, since code should be self-documenting. Only use inline comments in the case of code that may be difficult to understand.

2.2 HTML & CSS

2.2.1 Style

CSS should be styled as follows:

```
selectors {
    some-attribute: style;
    another-attribute: style;
}
more {
    some-attribute: style;
}
```

HTML style follows the following rules:

- Opening and closing tags of **block** elements should be kept on their own lines, with the content indented.
- Opening and closing tags of **inline** elements should be kept on the same line, with the content between the tags.

2.2.2 Comments

File headers are structured according to section 1.2 and are styled for CSS and HTML, respectively, as the following:

```
/***

* Filename: style.css

* Author : John Doe

*

* The styling for some example page is contained

* here and applies a material style.

***/

<!--

Filename: page.html
Author : John Doe

The page displays some content.
```

3 Repositories Structure

3.1 Git Repositories

There are four (4) repositories that are used for the project: web-app, mobile-app, mapper-api and documentation.

• web-app

The web application used for mapping golf courses.

• mobile-app

The Android application used for viewing golf courses.

• mapper-api

The API used to access the database.

• documentation

All documentation relating to the project, including this file.

3.2 File Structure

Each repository has a README.md, LICENSE.txt and a .gitignore file in the root of the repository.

mapper-api and web-app contain a folder that contains the source code of the project. The folder is organised according to the standard template of *ASP.NET Core* web applications.

mobile-app contains a folder that contains the source code of the project. The folder is organised according to the standard template of *Android Studio* projects.

documentation contains a folder for each of the four (4) documents. These folders contain the .tex source files of the documents, as well as any auxiliary files that are needed by the document. In addition, there is a publish folder that contains the final PDF versions of each document, and a other folder that contains extra documents that do not form part of one of the four (4) main documents.