

OpenVic2 C++ Style Guidelines (Draft)

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1 Why Style?

You may be wondering "Why do we need a style guide?" "Are you trying to give me homework?"

1.1 General Principles

- Prefer clarity over brevity
- Don't optimize prematurely
- Avoid C-style casts

1.2 File Formatting

Source code files should adhere to the following:

- Encoded in UTF-8
- Use tabs for indentation
- Use LF for end-of-line sequences
- Not have any trailing whitespace (Lines which end in spaces or tabs)
- Any #include directives should be at the top of the file

2 Conventions

2.1 Naming Conventions

Table 1: Basic Naming Conventions

Item	Writing Convention	Example
Class and Struct Names	PascalCase	MyCoolExample
Variables and Function Names	CamelCase	myCoolExample
Constants, Enum Values, and Preprocessor	SnakeCase (all-caps)	MY_COOL_EXAMPLE
Type aliases	SnakeCase (lower)	my_cool_example_t

```
#pragma once
#include<stdio.h>
#include<iostream>
// A comment
constexpr size_t UNIQUE_RGB_COLOURS = 256 * 256 * 256;
```

```
struct RGBColour {  
    unsigned char r;  
    unsigned char g;  
    unsigned char b;  
};  
  
bool isColourGreyscale(RGBColour c);  
  
class Something {  
};
```