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All of our C# classes use a standardized style.

Classes

We use the following style for classes:

[ClassTemplate.cs](#)

```
/*
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 * use this file except in compliance with the License. You may obtain
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 * distributed under the License is distributed on an "AS IS" BASIS,
 WITHOUT
 * WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied. See
 the
 * License for the specific language governing permissions and
 limitations under
 * the License.
 *
 *
 * History
 *
 * dd.MM.yyyy - [XX] - creation
 */

namespace com.sibvisions.foo
{
    /// <summary>This is the base bar class.</summary>
    /// <author>First Last</author>
    public class Bar
    {
        #region Fields

        /// <summary>the property name for the serializer.</summary>
        public const int TYPE_F00 = 1;

        /// <summary>the value of foo bar.</summary>
        protected Object oValue = null;

        #endregion
    }
}
```

```
#region Constructors

/// <summary>Creates a new instance of Foo</summary>
/// <param name="pName">the simple name.</param>
public Foo(String pName)
{
}

#endregion

#region Properties

/// <summary>Returns the value object.</summary>
/// <returns>the value</returns>
public Object Value
{
    get
    {
        return oValue;
    }
}

#endregion

#region Interface implementation

#endregion

#region Methods

#endregion

}    // Foo

/// <summary>The FooBar handles everything.</summary>
/// <author>First Last</author>
sealed class FooBar
{
    #region Fields

    #endregion

    #region Constructor

    #endregion

}    // FooBar

}
```

The following rules are defined by this template:

- Variable declaration at the beginning (first constants, then variables)
 - Then constructors and initialization methods
 - Then the definition of properties
 - Then the implementation of interface methods
 - Then all overwritten methods (marked with @Override)
 - Then all methods of the class
 - Sub/Inner classes at the end
-
- Each parameter of a method is marked using the prefix "p"
 - A prefix is also used for instance variables, e.g.:

```
String sValue = "bar";
```

- Important changes are documented in the header, including time stamp and author
- Documentation for the class declaration, ALL methods, properties and instance variables and constants

Interfaces

We use the following style for interfaces:

[InterfaceTemplate.cs](#)

```
/*
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 * WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied. See
the
 * License for the specific language governing permissions and
limitations under
 * the License.
 *
 *
 * History
 *
 * dd.MM.yyyy - [XX] - creation
 */
```

```

namespace com.sibvisions.foo
{
    /// <summary>This is the base bar interface</summary>
    /// <author>First Last</author>
    public interface IBar
    {
        #region Method definitions

        /// <summary>Gets the value.</summary>
        /// <returns>the value.</returns>
        public Object getValue();

        #endregion
    }    // IBar
}

```

The following rules are defined by this template:

- Interface methods are defined at the beginning
- Sub/Inner interfaces at the end
- Each interface starts with "I"
- Important changes are documented in the header, including time stamp and author
- Documentation for the interface declaration and ALL methods

Unit Tests

The use of unit tests ensures that basic functionality works as expected. A unit test can never test the entire functionality in all conceivable configurations, but without it the required quality standards cannot be met. We therefore require a working set of unit tests.

Unit test are saved separately from the core source code:

```

<jvxnet>/trunk/net/JVxWin/src/com/sibvisions/foo
<jvxnet>/trunk/net/JVxWin/test/com/sibvisions/foo

```

[NUnit](#) is used as the testing framework.

We use the following style for unit tests:

[TestTemplate.cs](#)

```

/*
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 may not

```

```
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*
* Unless required by applicable law or agreed to in writing, software
* distributed under the License is distributed on an "AS IS" BASIS,
WITHOUT
* WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied. See
the
* License for the specific language governing permissions and
limitations under
* the License.
*
*
* History
*
* dd.MM.yyyy - [XX] - creation
*/
```

```
namespace com.sibvisions.foo
{
    /// <summary>Tests the functionality of ...</summary>
    /// <author>First Last</author>
    [TestFixture]
    public class TestBar
    {
        #region Fields

        #endregion

        #region Initialization

        ///<summary>Initializes the unit test.</summary>
        [SetUp]
        public void SetUp()
        {
        }

        ///<summary>Sets values before each test.</summary>
        [TestFixtureSetUp]
        public virtual void FixtureSetUp()
        {
        }

        #endregion

        #region Test Methods

        /// <summary>Tests the ... method.</summary>
```

```
[Test]
public void testGet()
{
}

#endregion

} // TestBar
}
```

The following rules are defined by this template:

- Variables are declared at the beginning (first constants, then variables)
- Then methods for the test initialization
- Then all test methods (marked with [Test])
- Each test class starts with "Test"
- Each test method starts with "test"
- Each test method begins with
- Documentation for the class declaration, ALL methods, properties and instance variables and constants

From:

<https://doc.sibvisions.com/> - **Documentation**

Permanent link:

https://doc.sibvisions.com/jvx/join/style_csharp



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