

C# Class Layout

The order of members in a C# class should be in order of instantiation and/or initialization generally, as follows:

Constants and Fields

- Constants should be all uppercase, with each word separated by an underscore
- Fields should be private and camelCase. While fields are sometimes necessary, using Properties instead is preferable. A property with only a getter is preferable to a readonly field.

```
const string SOME_STRING = "this string";

private string someString;
```

Constructors and Destructors

- Constructors should be ordered by number of parameters
- We should chain constructors where appropriate
- Destructors, if needed, should be come below all the constructors

```
public MyObject() {}
public MyObject(int id){
    myId = id;
}
public MyObject(int id, string name): this(id) {
    myName = name;
}

~MyObject {
    //destructor code
}
```

Properties

- Should be PascalCase and should have getters and setters as appropriate
- Should have the necessary access level, private only if necessary

```
public MyClass(){
    □ MyGuid = Guid.NewGuid();
}

public string MyString { get; set; }
public Guid MyGuid { get; }
public int Number1 { get;set; }
public double Number2 { get; } = 5;
public double MyRatio => Number1/Number2;
public List<int> SomeNumbers { get; } = new List<int>();
```

Methods

- Methods should be in PascalCase
- Can be one line return methods using => is applicable

```
public string MakeAString(string a, string b)
{
    □string c = $"{a}:{b}";

    return c;
}

public string ANewString(string a, string b) => $"{a}/{b}";
```

Event Handlers and other, as applicable

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