

NMM Coding Style

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1. NMM Coding Style

Programming Style Guide:

- *All naming* should be done in English
- *All output* (e.g. cout, cerr, NMM_DEBUG_STREAM) should be done in English
- *All comments or API documentation* should be done in English
- *Classes*: start with capital, divide into parts starting with capital again, e.g. **VideoDataBuffer**

- *NMM IDL interfaces*: start with 'I', continue with capital, divide into parts starting with capital again, e.g. **IFileHandler**
- *Node classes*: like classes with an ending 'Node', e.g. **XDisplayNode**, codec specific or abbreviation parts of the name should be capitalized as in the original, e.g. **JPEGEncodeNode** or **DivXEncodeNode**
- *Member variables*: lower case, parts divided by underscore, prefix **m_**, e.g. **m_sample_rate**
- *Methods*: first part verb starting with lower case letter, then divided into parts starting with capital, e.g. **getVideoDataBuffer**
- *NMM IDL methods*: like methods. Instream methods should return 'Result'.
- *Macros*: all capital, parts divided by underscore, e.g. **CLAMP_REGION**
- *Constants*: like macros, e.g. **DEFAULT_SIZE**
- *Enums*: like classes, e.g. QueueMode; entries like constants, e.g. **DEFAULT_MODE**
- *Format parameters*: lower case, parts divided by underscore, e.g. **sample_rate**
- *Defines around header files*: all capital, dot replaced by **_**, trailing **NMM_**, they should be defined as themselves, e.g. **#define NMM_VIDEODECODENODE_HPP NMM_VIDEODECODENODE_HPP**
- *Anything else should be done accordingly.*