

# Documentation, style, and standards

- a lot of effort goes into the design and development of systems
- for large systems there can be many people involved (designers, programmers, content developers, managers, users, testers, etc)
- large systems may be maintained for many years, long after the original developers have moved on
- we need to ensure everyone can easily understand the system well enough to make their contributions in a way that works
- generally need good documentation, need to follow good development processes, and need to agree on standards

# Documentation

- often many layers of documentation associated with a project
- initial proposals: what we think we're going to do
- requirements documents: exactly what the user wants/needs out of the project
- project management plans/updates
- specifications document: detailing the designed solution
- user documentation (references, manuals)
- maintenance documentation

# Style and standards

- want to ensure everyone can understand our code, our documents, and the processes that must be followed
- this is much easier if we agree on general rules for how we'll do certain things
- leads to sets of standards for team or organization
- many many different standards out there, organizations and teams often take an existing standard and customize it to suite their needs/preferences

# Standards in this course

- for the course labs and project I'll expect students to follow the course standards, and will deduct marks if they're not followed
- [csci.viu.ca/~wesselsd/courses/csci160/standards.html](http://csci.viu.ca/~wesselsd/courses/csci160/standards.html)
- will discuss the specifics of the standards (and the reasons behind them) as the term goes on