

Directory Structure

- Integration of Core Modules in Slave -> Agree
- GUI:
 - Cleanup: „SystemModels“, „Scenery“
- Build (Components): Proposal
 - .xml and .dll of components in same directory
 - Differentiation between Core Modules und Components
 - ...\\bin\\gui
 - ...\\bin\\components
 - ...\\bin\\coremodules
 - ~~...\\bin\\lib~~

Naming Conventions

- Status Quo GUI:
 - Naming of attributes already follows the proposal (lower camel case)
 - Class Names and Namespaces according to proposal (upper camel case)
 - Methods differ from proposal -> lower camel case (consistent to Qt naming)
 - Auto generated Slots (Qt Designer) differ from proposal -> lower snake case (e.g. slot „on_button_clicked()“)
- Aspects for different Naming Conventions for GUI:
 - Slots auto generated by Qt Designer cannot be renamed (internal links with signals would get corrupted)
 - Only if naming of methods is consistent with Qt framework, inheritance can be used (e.g. overriding of virtual methods)
- Suggestion:
 - Check/adoption of naming in GUI implementation consistent to Qt standard
 - Naming conventions for GUI implementation can differ from Simulation Core. At least within GUI everything should be consistent.