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
  • ...in\gui
  • ...in\components
  • ...in\coremodules
  • ...in\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.