

Naming Convention

function	lowerCamelCase()
class	UpperCamelCase{}
enum class	UpperCamelCase {}
enum element	UpperCamelCase = 1;
public static attributes	lowerCamelCase = 1;
private non-static attributes	m_lowerCamelCase = 1;

Example class structure

```
//=====
class A {
public: // public types
    typedef uint32_t Key;

public: // constructors and destructors
    A();
    ~A();

public: // public interface
    void foo();

private: // private attributes
    Key m_key;
}; // A <-- class end

//=====
A::MyA{
...
}; // A::MyA
```

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