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: // constr uctors and destru ctors
       A();
        ~A();

public: // public interface
       void foo();

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

//==== === === === === === === === === === === === === === === === === -
=== === === === ======
A::MyA{
…
}; // A::MyA
```


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