

3.7 Traceability to the Phase 0 Developer Handbook

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The Phase 0 Developer Handbook provides the detailed development discipline required before coding begins.

This part identifies the Developer Handbook as a required implementation-control artifact. The handbook defines the coding standards, file-header templates, generated-file markings, naming conventions, logging conventions, exception-handling patterns, repository workflow, review expectations, and other developer rules that implementers follow when producing Phase 0 code and generated artifacts.

The Developer Handbook supports Part 4. It does not replace Part 4. Part 4 defines the implementation profile and the architectural implementation requirements. The Developer Handbook explains how developers apply those requirements consistently.

Table 3-7: Developer Handbook concerns traced from Part 4.

Developer Handbook concern	Part 4 relationship
File-header conventions	Support traceability from implementation files to logical and implementation artifacts.
Generated-file markings	Distinguish generated artifacts from hand-authored artifacts and identify regeneration rules.
Coding standards	Preserve implementation consistency across Phase 0 artifacts.
Naming conventions	Preserve consistency among logical element names, DDS Topic names, IDL names, generated types, modules, scripts, and repository paths.
Logging conventions	Support Health and Observability, Audit and Provenance, and later evidence planning.
Exception-handling patterns	Preserve operational status, processing outcome, audit/provenance context, and recovery expectations.
Repository workflow	Supports review, change control, versioning, compatibility, and traceability .
Review checklist	Provides a developer-level mechanism to confirm conformance with Part 4 requirements before artifacts are accepted for coding.

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