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| **Identifiers Type** | **Naming Rules** | **Examples** |
| Class | It should start with the uppercase letter. It should be a noun such as Color, Button, System, Thread, etc. Use appropriate words, instead of acronyms. | public class**Employee** {​​ //code snippet }​​ |
| Interface | It should start with the uppercase letter. It should be an adjective such as Runnable, Remote, ActionListener. Use appropriate words, instead of acronyms. | interface**Printable** {​​ //code snippet }​​ |
| Method | It should start with lowercase letter. It should be a verb such as main(), print(), println(). If the name contains multiple words, start it with a lowercase letter followed by an uppercase letter such as actionPerformed(). | class Employee {​​ // method void**draw()** {​​ //code snippet }​​ }​​ |
| Variable | It should start with a lowercase letter such as id, name. It should not start with the special characters like & (ampersand), $ (dollar), \_ (underscore). If the name contains multiple words, start it with the lowercase letter followed by an uppercase letter such as firstName, lastName. Avoid using one-character variables such as x, y, z. | class Employee {​​ // variable int**id**; //code snippet }​​ |
| Package | It should be a lowercase letter such as java, lang. If the name contains multiple words, it should be separated by dots (.) such as java.util, java.lang. | //package package**com.javatpoint;** class Employee {​​ //code snippet }​​ |
| Constant | It should be in uppercase letters such as RED, YELLOW. If the name contains multiple words, it should be separated by an underscore(\_) such as MAX\_PRIORITY. It may contain digits but not as the first letter. | class Employee {​​ //constant static final int**MIN\_AGE**= 18; //code snippet }​​ |