1. **Use [lowerCamelCase](http://wiki.c2.com/?LowerCamelCase" \t "_blank) for variables, properties and function names**

var fullName = “James Smith”  
not like   
var full\_name = “James Smith”

1. **Use [UpperCamelCase](http://wiki.c2.com/?UpperCamelCase" \t "_blank) for class names**
2. **Constants**

Use **CAPS\_SNAKE\_CASE** for constant variables.

1. **Declare one variable per var statement**var keys = [‘foo’, ‘bar’];

var values = [23, 42];

**Not like**

var keys = [‘foo’, ‘bar’]

values = [23,42]

name = “Node”

1. **Use slashes for comments**Use slashes for both single line and multi line comments

// 'ID\_SOMETHING=VALUE'

1. **Line Length**   
   The maximum line length should ‘80’ characters
2. **Method Length**   
   The maximum number of lines in a method should not exceed 100 lines.
3. **‘Requires’ at top**Always put requires at top of file to clearly illustrate a file’s dependencies.
4. **Opening braces go on the same line (this is called as “Egyptian” style)**

Your opening braces go on the same line as the statement

For example:

if (true) {  
console.log(‘winning’);  
} else if (false) {  
console.log(‘this is good’);  
} else {  
console.log(‘finally’);  
}

Always add curly braces even if there is a single line code  
for example:  
for (i-0; i<=10; i++) {  
 console.log(i);  
}

1. **Use “Triple Equals” operator to compare two variable values.  
   For example:**var int i=100;

var string s = “100”  
if ( i == s) // will result in **true**  
if ( i === s) // will result in **false**

if ( i != s ) // this will be ‘false’  
if ( i !== s ) // this will be ‘true

1. **Function Placement**First code, Then function/method  
   **For example:**  
   // -- the code which uses the functions --   
   let elem = **createElement**();  
    . . .  
    . . .// --- helper functions ---  
   function **createElement**() {  
    ...

}