**JavaScript Identifiers**

**Definition of identifiers:**

Identifier is a set of [numbers](https://dictionary.cambridge.org/dictionary/english/number), [letters](https://dictionary.cambridge.org/dictionary/english/capital), or [symbols](https://dictionary.cambridge.org/dictionary/english/symbol) that collected together to form a meaningful word.

This identifier is used as a distinctive [name](https://dictionary.cambridge.org/dictionary/english/represent) of location memory in a [computer](https://dictionary.cambridge.org/dictionary/english/computer) [memory](https://dictionary.cambridge.org/dictionary/english/program).

Location memory is a specific location located in a computer memory used to storage data inside it.

On specifying identifier, an empty box memory is preserved automatically.

Data can be stored in this memory box by using operators and data type. We will discuss it later.

|  |  |  |  |
| --- | --- | --- | --- |
| **Computer memory** | | | |
| **Identifier (pointer)** | **dot** | **Memory location address** | **Stored data** |
|  | **.** | **FFFE** | **undefined** |
| **.** | **EEEE** |
| **.** | **05E0** |
|  |  | **9EF2** | **undefined** |
|  |  | **0X1001000** | **undefined** |
|  |  | **0X1001003** | **undefined** |
|  |  | **0X1001032** | **undefined** |
|  |  | **7676524663** | **Undefined** |
|  |  | **2632476788** | **Undefined** |
|  | **.** | **0X13001000** | **Undefined** |
| **.** | **0X10011000** |
|  |  | **8432** | **Undefined** |
|  | **.** | **0X1231000** | **undefined** |
| **.** | **0X1431000** |
| **.** | **12X121300** |

This table illustrates that you can store a huge amount of data and calls it in anytime by his identifier.

Identifiers found in a several languages like JavaScript, C, C++, Java etc.

Identifiers are given to several statements like: variables, constants, functions, etc.

**Naming identifiers of variables:**

There are some global rules (conventions) for naming identifiers:

* 1. Identifiers should be meaningful and express about stored data. (i.e. temperature)
  2. Keywords should never be used as identifiers. (i.e. continue, break)
  3. The first character can be an alphabet, underscore or dollar character. (I.e. sum, \_temp, $player).
  4. The first character should not be a number (i.e. 9players).
  5. All succeeding characters can be alphabets, digits, or underscores (i.e. akr3m, ak\_ram).
  6. No special characters are allowed except an underscore or dollar (i.e. ak-ram, %percentage).
  7. More than one successive underscores or dollars should not be used (i.e. ak-ram, %percentage).
  8. Variable names are case sensitive (i.e. sum is differ than Sum).
  9. White space is not allowed (i.e. player score).
  10. No two variables should have same name in the same scope
  11. It can write in any language (like: Arabic, Latin, Serbian) not only in English.

**In case of naming identifier of constants we use UPPERCASE letters.**