

19/03/2024

Naming and Coding Standards:

Object - Oriented Programming Language:

- ① Java ② C++ ③ Python

Features:

- ① Extensibility ② Simplicity
③ Reusability

* Comments should be added before the class and method describing its functions.

Eg: Employee ID card.

⇒ Has clarity of details.

⇒ In case the employee misses his ID card, anybody can identify and deliver it to the correct employee.

Types of naming conventions:

- ① Pascalcase convention [First Name, Last Name]
② Camelcase convention [get Price, display chart]
③ Lowercase convention [vishnurathinakumar]
④ Hungarian convention [str Book Name]

Rules for class names and attributes:

- ① Should be a noun / noun phrases not a verb.
② Pascalcase should be used.
③ No numeric, underscore or special characters.
④ Not to use duplicate names.
⑤ No reserved words ⑥ Collection classes

⑦ Delegate classes

⑧ Exception

⑨ Attribute

⑩ Interfaces [IWidget]

Rules for method names: [Functions]

① Should be verb not noun.

② Camelcase (isDisplay)

③ No underscore, numeric or special characters.

④ Only callable statements should be written in main method. No other statements should be written.

instant variables:

→ `const MAX_SIZE` (All uppercase with underscore)

Rules for object names:

① Same as class name.

② Camelcase should be followed.

③ No underscore, numeric or special characters.

* Class comprises of attributes and behaviours.

* Objects are the blueprint of classes.

Eg:

