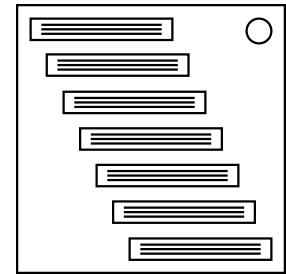# On the Subject of Naming Conventions

You could call the act of naming Naming Conventions Naming "Naming Conventions", what would you call the act of naming that? Well, the Naming "Naming Naming Conventions", of course. You can string together any number of "Naming"'s and always create a sensible, though clunky title.

- The module contains 7 buttons, each with a label.
- Excluding the top button, the buttons will flicker between 2 labels on a timer tick.
- Pressing these buttons will cause them to change to the other label.
- Set all buttons to the following table, referencing the first button label.
- Press the top button when all other buttons follow the convention of the top button to solve the module.

1st	2nd	3rd	4th	5th	6th	7th
Object Name	Notation	Plural	Suffix	Abbreviation	Char Mask	Underscores
Class	PascalCase	False	True	False	Alphameric	False
Constructor**	PascalCase	False	True	False	Alphameric	False
Method	PascalCase	True	False	False	Alphameric	False
Argument	camelCase	True	False	True	Alphameric	False
Local	camelCase	True	False	True	Alphameric	False
Constant	PascalCase	False	False	False	Alphameric	False
Field	camelCase	True	False	True	Alphameric	True
Property	PascalCase	True	False	True	Alphameric	False
Delegate	PascalCase	False	True	True	Numeric	False
Enum	PascalCase	True	False	False	Numeric	False

* Buttons are ordered by appearance, top-to-bottom.

** As the buttons can only display up to 10 letters, 1 of its letters are dropped.