Clear Names

Designing and Maintaining Software (DAMS)

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Naming is hard

"There are only two hard things in Computer Science: cache invalidation and naming things."

- Phil Karlton http://martinfowler.com/bliki/TwoHardThings.html

Integrity

Reveals intent	d	elapsed_time_in_days
Honest	accounts_list // no dups	accounts_set accounts unique_accounts
Consistent	FileProcessor JobManager UserService	FileMessageRouter JobMessageRouter UserMessageRouter
Meaningfully Distinct	copy(a1, a2)	copy(source, destination)

Utility

MAX_MODULES_PER_STUDEN Searchable exam_number exams.each { lel ... } exams.each { lel ... } Pronouncable generationTimestamp genymdhms name_string name Avoid encodings int_exam_number exam_number ExamImpl implements Exam Exam implements IExam

Tactics

Use noun phrases for classes and verb phrases for methods: ExamRoom#start_timer

Avoid puns: kill is clearer than whack or eat_my_shorts

Use solution domain names: AccountVisitor, JobQueue

Use problem domain names ExamRoom, Examiner

Ubiquitous Language

"Design calls for a versatile, shared team language, and a lively experimentation with language that seldom happens on software projects."

> - Eric Evans Domain Driven Design

Emergence

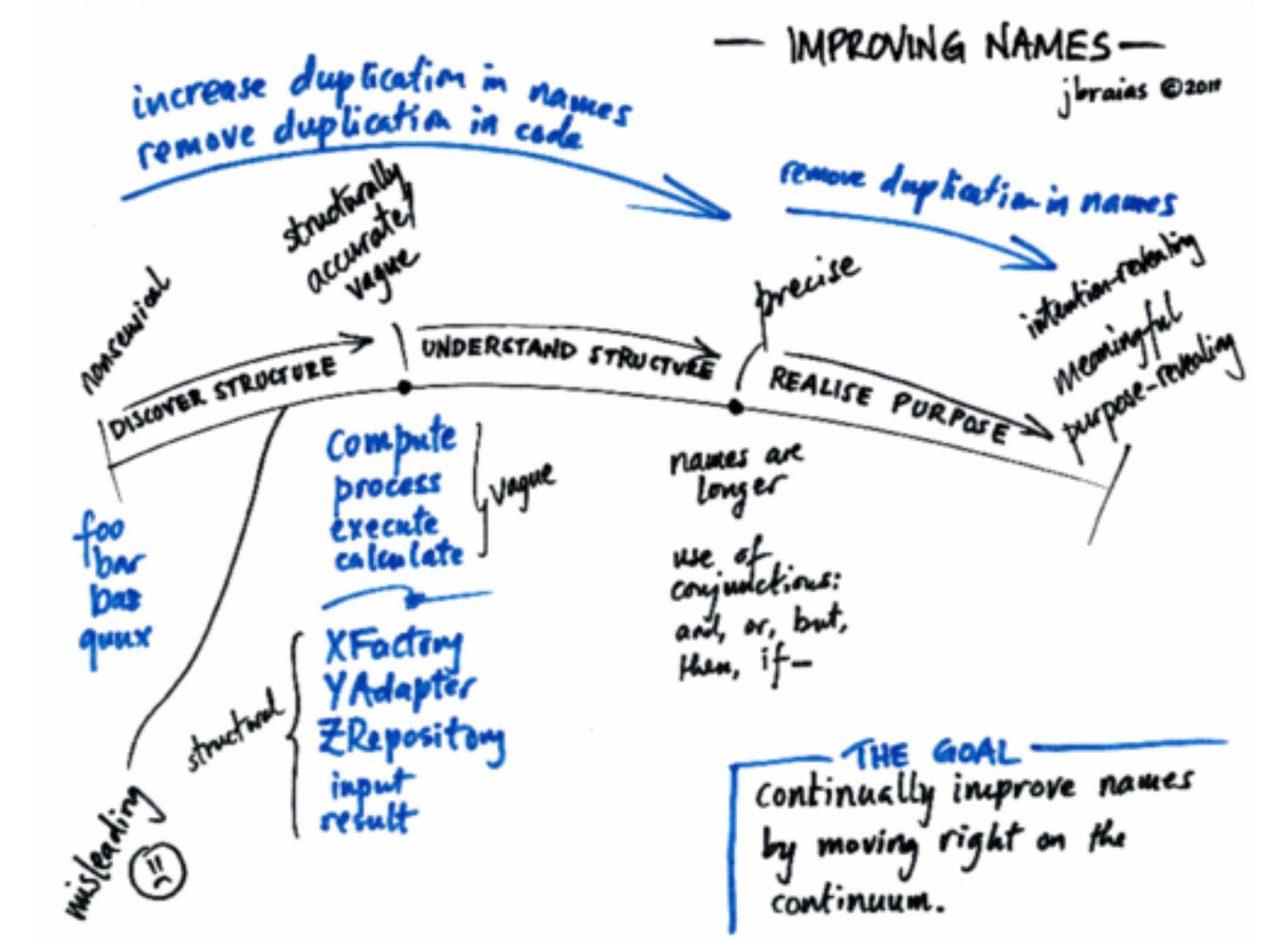
When refactoring, extract methods with complete nonsensical names: foo, bar, baz

Begin to understand what the new methods do, so rename them: calculate, process, execute

Discover that the new names are not precise, so rename them: process_cheque_and_notify_receipient

Discover multiple responsibilities, so separate and attach new (possibly nonsensical names)

http://blog.thecodewhisperer.com/2011/06/15/a-model-for-improving-names/http://www.jbrains.ca/permalink/the-four-elements-of-simple-design



Summary

Aim for names that have integrity and utility

Use names from the solution and problem domains

Names and their abstractions can (should?) co-evolve during design and maintenance