Variable Name:

variable name must be started with a lowercase letter. If the name contains multiple words, start it with the lowercase letter followed by an uppercase letter. It must not start with any special character like @,\*.

example: btn2

TextViewer

Class Name:

Class name starts with an uppercase letter. It should be a noun. Follows camel case syntax.

example:

Classroom,

MainActivity2

Package Name: It should be started with a lowercase letter. If the name contains multiple words, it should be separated by dots.

example: com.example.fypd

Method Name: Method names are verbs that should start with lowercase letter. If the name contains multiple words, start it with a lowercase letter followed by an uppercase letter such as actionPerformed()

example: class Employee

{

// method

void draw()

{

}

}

Indentation: Four spaces should be used as the unit of indentation.

example:

int time = 20;

if (time < 18) {

System.out.println("Good day.");

}

else {

System.out.println("Good evening.");

}