### • 2.1 File name

 File names must be all lowercase and may include underscores (\_) or dashes (-), but no additional punctuation. Follow the convention that your project uses.
 Filenames' extension must be .is.

### • 3.4.1 Imports

- 3.4.1.1.1 File extensions in import paths
  - The .js file extension is not optional in import paths and must always be included.
- 3.4.1.2 Importing the same file multiple times
  - Do not import the same file multiple times. This can make it hard to determine the aggregate imports of a file.

## • 3.4.2 Exports

- 3.4.2.1 Named vs default exports
  - Use named exports in all code. You can apply the export keyword to a declaration, or use the export {name}; syntax.
  - Do not use default exports. Importing modules must give a name to these values, which can lead to inconsistencies in naming across modules.
- 3.4.2.3 Mutability of exports
  - Exported variables must not be mutated outside of module initialization.

#### 4.1 Braces

- 4.1.1 Braces are used for all control structures
  - Braces are required for all control structures (i.e. if, else, for, do, while, as well as any others), even if the body contains only a single statement.
    The first statement of a non-empty block must begin on its own line.
    - Exceptions: Is NOT required for a simple if statement that can fit entirely on a single line with no wrapping

# • 4.8 Comments

- MUST
  - Short /\*\*/ multi-line block comment before every function
  - // single line comment for important statements inside of function
- 4.8.1 Block comments are indented at the same level as the surrounding code.
  - Use //-style for single line comments. For multi-line /\* ... \*/ comments, subsequent lines must start with \* aligned with the \* on the previous line, to make comments obvious with no extra context.

### • 5.1 Local variable declarations

- o 5.1.1 Use const and let
  - Declare all local variables with either const or let. Use const by default, unless a variable needs to be reassigned. The var keyword must not be used.

## • 6.1 Rules common to all identifiers

 Give as descriptive a name as possible, within reason. Do not use abbreviations that are ambiguous or unfamiliar to readers outside your project, and do not abbreviate by deleting letters within a word.

# • 6.2.3 Method names

- Method names are written in lowerCamelCase.
- Names for @private methods must end with a trailing underscore.
- Method names are typically verbs or verb phrases. For example, sendMessage or stop\_. Getter and setter methods for properties are never required, but if they are used they should be named getFoo (or optionally isFoo or hasFoo for booleans), or setFoo(value) for setters.

## • 6.2.5 Constant names

 Constant names use CONSTANT\_CASE: all uppercase letters, with words separated by underscores. There is no reason for a constant to be named with a trailing underscore, since private static properties can be replaced by (implicitly private) module locals.