Java Naming conventions

Class

* It should start with the uppercase letter.
* It should be a **noun** such as Color, Button, System, Thread, etc.
* Use appropriate words, instead of acronyms.
* **Example: -**

1. **public** **class** Employee
2. {
3. //code snippet
4. }

Interface

* It should start with the uppercase letter.
* It should be an **adjective** such as Runnable, Remote, ActionListener.
* Use appropriate words, instead of acronyms.
* **Example: -**

1. **interface** Printable
2. {
3. //code snippet
4. }

Method

* It should start with lowercase letter.
* It should be a **verb** such as main(), print(), println().
* If the name contains multiple words, start it with a lowercase letter followed by an uppercase letter such as actionPerformed().
* **Example:-**

1. **class** Employee
2. {
3. //method
4. **void** draw()
5. {
6. //code snippet
7. }
8. }

Variable

* It should start with a lowercase letter such as id, name.
* It should **not** start with the special characters like & (ampersand), $ (dollar), \_ (underscore).
* If the name contains multiple words, start it with the lowercase letter followed by an uppercase letter such as firstName, lastName.
* Avoid using one-character variables such as x, y, z.
* **Example :-**

1. **class** Employee
2. {
3. //variable
4. **int** id;
5. //code snippet
6. }

Package

* It should be a lowercase letter such as java, lang.
* If the name contains multiple words, it should be separated by dots (.) such as java.util, java.lang.
* **Example :-**

1. **package** com.javatpoint; //package
2. **class** Employee
3. {
4. //code snippet
5. }

Constant

* It should be in uppercase letters such as RED, YELLOW.
* If the name contains multiple words, it should be separated by an underscore(\_) such as MAX\_PRIORITY.
* It may contain digits but not as the first letter.
* **Example :-**

1. **class** Employee
2. {
3. //constant
4. **static** **final** **int** MIN\_AGE = 18;
5. //code snippet
6. }

CamelCase in java naming conventions

Java follows camel-case syntax for naming the class, interface, method, and variable.

If the name is combined with two words, the second word will start with uppercase letter always such as actionPerformed(), firstName, ActionEvent, ActionListener, etc.