In computer programming a <u>naming convention</u> is a set of rules for choosing the character sequence to be used for identifiers which denote variables, types, functions, and other entities in source code and documentation.

It is a good practise to use names for folders, classes, variables, methods etc. that have meaning. In that way all other team members will be able to read, understand, and reuse your code.

FOLDERS

For any folder name:

- use name that describe folder content as clear as possible ('left_nav_menu' sounds better than 'menu')
 - use lower case, e.g. *logout* (not *Logout*)
 - do not use space, dot, and hyphen; use underscore instead, e.g.

calendar events

TEST SCENARIOS

These classes are located in scenario folders in src/test/java/com/luminous/steps/ For scenario java class name:

- put first a role of user for which you are creating the scenario, e.g.

ClientSuccessLogOut.java or AdminSuccessLogOut.java

- use words that shortly describe what this scenario does/tests, e.g.

AdminSendMessageSuccessful.java or ClientNavBarContentView.java

STEPS IN USER CLASSES

These methods are located in Client, Consultant, OfficeAdmin classes in src/test/java/com/luminous/serenity/steps/serenity/

For user step method:

- name method on behalf of user, e.g. **should_see_landing_page()**, **performs_click_on_page_title()**. So when you call this method in your test scenario you get easy readable step: **client.should_see_landing_page()** or **admin.performs_click_on_page_title()**
- use name that depicts the purpose of this method, e.g.
 scrolls_message_list_down() better than scroll()

METHODS IN PAGE CLASSES

Methods are located in HomePage.java, LandingPage.java, etc. in java src/test/java/com/luminous/pages/

For naming methods in page classes

- use <u>JavaDoc</u> for method description
- use comments to describe locators very shortly, e.g.

@FindBy(id = "emailAddress")

WebElement emailTextField; // 'Email address' text field

- use standard Java <u>camel case</u> for naming methods, e.g
 submitAuthorithationForm() or fillInSearchField()
- put 'is' before the method name that returns boolean, e.g. *isPageTitleDisplayed()* or *isSubmitButtonShown()*
- put get before the method name that returns object (e.g. string, integer, long) or list of objects, e.g **getHeaderText()**, **getNumberOfMessages()**