Variables

Rules: Except for variables, all instance, class, and class constants are in mixed case with a lowercase first letter. Internal words start with capital letters. Variable names should not start with underscore \_ or dollar sign $ characters, even though both are allowed.

Variable names should be short yet meaningful. The choice of a variable name should be mnemonic- that is, designed to indicate to the casual observer the intent of its use. One-character variable names should be avoided except for temporary "throwaway" variables. Common names for temporary variables are i, j, k, m, and n for integers; c, d, and e for characters.

Example:

int i;

char c;

float myWidth;