

# Naming “Things”

Variables,  
Constants &  
Properties

Functions &  
Methods

Classes

Names should be  
**meaningful**

# Why Names Matter

Well-named “Things” allow readers to **understand your code without going through it in detail**

```
const user = new User()
```

```
database.insert(user)
```

```
if (isLoggedIn) { ... }
```

To understand the above code, we don't need to go through the full class or function definitions and all the other code

## We'll Not Always Agree!

```
const admin = new Admin();
```

This is readable

And so is this

```
const admin = new AdminUser();
```

# How To Name Things Correctly

## Variables & Constants



Data containers  
to store some data

e.g. user input data, validation results, a list of products



Use **nouns** or short phrases with **adjectives**

```
const userData = { ... }
const isValid = ...
```

## Functions / Methods



Commands or calculated values

e.g. send data to server, check if user input is valid



Use **verbs** or short phrases with **adjectives**

```
sendData()
inputIsValid()
```

validation function

## Classes



Use classes to create “things”

e.g. a user, a product, a http request body



Use **nouns** or short phrases with **nouns**

```
class User { ... }
class RequestBody { ... }
```

## Name Casing

snake\_case

is\_valid  
send\_response

e.g. Python

Variables,  
functions, methods

camelCase

isValid  
sendResponse

e.g. Java,  
JavaScript

Variables,  
functions, methods

PascalCase

AdminRole  
UserRepository

e.g. Python, Java,  
JavaScript

Classes

kebab-case

<side-drawer>

e.g. HTML

Custom HTML  
Elements

# Naming Variables, Constants & Properties

Value is an Object

Describe the value

user  
database

Provide more details  
without introducing  
redundancy

authenticatedUser  
sqlDatabase

Value is Number or String

Describe the value

name  
age

Provide more details  
without introducing  
redundancy

firstName  
age

Value is a Boolean

Answer a true/ false  
question

isActive  
loggedIn

Provide more details  
without introducing  
redundancy

isActiveUser  
loggedIn

## Examples – Variable Names

What is stored?

Bad Names

Okay Names

Good Names

A user object (name,  
email, age)

u  
data

userData  
person

user  
customer

"u" and "data" could  
contain anything

"userData" is a bit  
redundant, "person"  
is too unspecific

"user" is descriptive,  
"customer" is even  
more specific

User input validation  
result (true/ false)

v  
val

correct  
validatedInput

isCorrect  
isValid

"v" could be anything,  
"val" could also stand for  
"value"

Both terms don't necessarily  
imply a true/false value

Descriptive and value  
type is clear



## Examples – Variable Names

What is stored?

Bad Names

Okay Names

Good Names

A user object (name,  
email, age)

u  
data

userData  
person

user  
customer

"u" and "data" could  
contain anything

"userData" is a bit  
redundant, "person"  
is too unspecific

"user" is descriptive,  
"customer" is even  
more specific

User input validation  
result (true/ false)

v  
val

correct  
validatedInput

isCorrect  
isValid

"v" could be  
anything, "val" could  
also stand for "value"

Both terms don't  
necessarily imply a  
true/ false value

Descriptive and  
value type is clear

# Naming Functions & Methods

Function performs an operation

Describe the operation

```
getUser(...)  
response.send()
```

Provide more details without introducing redundancy

```
getUserByEmail(...)  
response.send()
```

Function computes a Boolean

Answer a true/ false question

```
isValid(...)  
purchase.isPaid()
```

Provide more details without introducing redundancy

```
emailIsValid(...)  
purchase.isPaid()
```

## Examples – Function / Method Names

What does the  
function do?

Bad Names

Okay Names

Good Names

Save user data to a  
database

`process(...)`  
`handle(...)`

`save(...)`  
`storeData(...)`

`saveUser(...)`  
`user.store(...)`

Both are very  
unspecific – what is  
being “processed”?

At least we know  
that something is  
saved – but what?

The intent is very  
clear – especially  
with the method

Validate the user  
input

`validate()`

`check()`

`checkUser()`

## Examples – Function / Method Names

What does the  
function do?

Bad Names

Okay Names

Good Names

Save user data to a  
database

`process(...)`  
`handle(...)`

`save(...)`  
`storeData(...)`

`saveUser(...)`  
`user.store(...)`

Both are very  
unspecific – what is  
being “processed”?

At least we know  
that something is  
saved – but what?

The intent is very  
clear – especially  
with the method

Validate the user  
input

`process(...)`  
`save(...)`

`validateSave(...)`  
`check(...)`

`validate(...)`  
`isValid(...)`

Unspecific  
 (“process”) or even  
misleading (“save”)

Both names are not  
100% specific

Both makes sense –  
depends on what the  
function does exactly

# Naming Classes

Describe the Object

User  
Product

Provide more details  
without introducing  
redundancy

Customer  
Course

Avoid redundant suffixes

DatabaseManager

Classes are typically instantiated

Instantiating a "DatabaseManager"  
makes no sense

## Examples – Class Names

Which object is described?

Bad Names

Okay Names

Good Names

A User

```
class UEntity
class ObjA
```

```
class UserObj
class AppUser
```

```
class User
class Admin
```

Both are very  
unspecific

Both class names  
have redundant  
information

“User” is just fine – or  
“Admin” if it’s a more  
specific kind of user

A Database  
(in code)

```
class DB
class Database
```

```
class UserDB
class DatabaseUsers
```

```
class MySQLDatabase
class MongoDBDatabase
```

## Examples – Class Names

Which object is described?

Bad Names

Okay Names

Good Names

A User

```
class UEntity
class ObjA
```

```
class UserObj
class AppUser
```

```
class User
class Admin
```

Both are very  
unspecific

Both class names  
have redundant  
information

“User” is just fine – or  
“Admin” if it’s a more  
specific kind of user

A Database  
(in code)

```
class Data
class
DataStorage
```

```
class Db
class Data
```

```
class Database
class
SQLDatabase
```

It’s not clear that  
we’re describing a  
database

Not 100% specific

“Database” is good,  
“SQLDatabase”  
might be even better

can be storing anything

data can mean anything

## Don't Include Redundant Information In Names

included redundant details

```
userWithNameAndAge = User('Max', 31)
```

Even without knowing the class definition, it's easy to guess that this user has a name and age

In general, it's expected that a "User" will contain some user data

We should look into the class definition if we want to learn more about the "User" object

Names should avoid describing unnecessary or redundant details

```
user = User('Max', 31)  
(newUser, loggedInUser)
```



## Avoid Slang, Unclear Abbreviations & Disinformation



Avoid



Do

Slang

```
product.diePlease()
user.facePalm()
```

```
product.remove()
user.sendMessage()
```

Unclear  
Abbreviations

```
message(n)
ymdt = '20210121CET'
```

```
message(newUser)
dateWithTimezone =
'20210121CET'
```

Disinformation

```
userList = { u1: ..., u2: ... }
allAccounts = accounts.filter()
```

```
userMap = { u1: ..., u2: ... }
filteredAccounts =
accounts.filter()
```

## Choose Distinctive Names



```
analytics.getDailyData(day)  
analytics.getDayData()  
analytics.getRawDailyData(day)  
analytics.getParsedDailyData(day)
```

These methods all sound very similar, it's hard to tell when you would use which method



```
analytics.getDailyReport(day)  
analytics.getDataForToday()  
analytics.getRawDailyData(day)  
analytics.getParsedDailyData(day)
```

All methods are very distinct from each other, it's easy to choose when to call which method

## Be Consistent

`getUsers()`

`fetchUsers()`

`retrieveUsers()`

You can go with either of these options

But stick with it – throughout your entire program