**JavaScript Coding Conventions**

**Variables –**

* Use camelCase to name variables.
* Names of private members start with underscore ‘\_’. E.g. \_privateMember = 2;
* Declare all **var**s at the top of the function.
* **let** can also be used to declare variables.
* Constants are declared in UPPERCASE, with ‘\_’ between words.
* Use meaningful names for variables. This increases readability. It is okay if the name becomes a bit long, but not excessively so.

**Coding –**

* Use spaces liberally.

E.g. var foo = new typeObj( ‘Foo’ );

* No spaces in empty constructs.

E.g. var foo = new typeObj();

var foo = [];

* Open a curly brace on the same line.

E.g. if ( a === 10 ) **{**

…….

}

* Always use === to check equality.

**==** checks only value and not type. 1 == ‘1’ // true

**===** checks both value and type. 1=== ‘1’ // false

* Use **semicolons** after each command.
* Use indentations and line breaks for readability.

**Strings –**

* Use single-quotes for string literals.

E.g. var string1 = ‘string’;

When a string contains single quotes, they need to be escaped with a backslash (\).