



### Naming conventions What are they?

Naming conventions are rules that dictate the way you name the various files, folders, and tokens in our code (such as variables, functions, and so on).

The entire idea behind naming conventions is to help make code more maintainable for the reader. By enforcing a convention and naming tokens consistently, we accomplish two things: discoverability and understanding

Discoverability: How quickly can someone find a folder, file, feature , or method they need to change?

Understanding: How fast can someone look at our code and understand what it is they're looking at?

### Rules for naming in Rust

- The name of a variable can be composed of letters, digits, and the underscore character.
- It must begin with either a letter or an underscore.
- Upper and lowercase letters are distinct because Rust is case-sensitive.

### The common naming conventions for rust

1. Camel case (ex: someVariable)
2. Snake case (ex: some\_variable)

Snake case (stylized as snake\_case) refers to the style of writing in which each space is replaced by an underscore ( `_` ) character, and the first letter of each word written in lowercase. It is a commonly used naming convention in computing, for example for variable and subroutine names, and for filenames. One study has found that readers can recognize snake case values more quickly than camel case.

Camel case (sometimes stylized as camelCase or CamelCase, also known as camel caps or more formally as medial capitals) is the practice of writing phrases without spaces or punctuation, indicating the separation of words with a single capitalized letter, and the first word starting with either case. Common examples include "iPhone" and "eBay".