

Naming Conventions for Java and Kotlin

(adapted from online posting by Sun Microsystems)

Naming conventions make programs more understandable by making them easier to read. They can also give information about the function of the identifier (for example, whether it's a constant, package, or class), which can be helpful in understanding the code.

Identifier Type	Rules for Naming	Examples
Packages	<p>The prefix of a unique package name is always written in all-lowercase letters and should be one of the top-level domain names such as com, edu, gov, mil, net, org, etc.</p> <p>Subsequent components of the package name vary according to internal naming conventions.</p>	<pre>com.sun.eng com.apple.quicktime.v2 edu.cmu.cs.bovik.cheese</pre>
Classes	<p>Class names should be nouns, in mixed case with the first letter of each internal word capitalized. Try to keep your class names simple and descriptive.</p>	<pre>class Raster; class ImageSprite;</pre>
Interfaces	<p>Interface names should be capitalized like class names.</p>	<pre>interface RasterDelegate; interface Storing;</pre>
Methods	<p>Methods should be verbs, in mixed case with the first letter lowercase, with the first letter of each internal word capitalized.</p>	<pre>run(); runFast(); getBackground();</pre>
Variables	<p>Instance variables 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.</p> <p>Variable names should be short yet meaningful. The choice of a variable name should be mnemonic, designed to indicate to the casual observer the intent of its use. One-character variable names should be avoided except for temporary "throwaway" variables.</p>	<pre>int i; char c; float myWidth;</pre>
Constants	<p>The names of variables declared class constants should be all uppercase with words separated by underscores ("_").</p>	<pre>static final int MIN_WIDTH = 4; static final int MAX_WIDTH = 999; static final int GET_THE_CPU = 1;</pre>