**NAMING AND CODING STANDARD**

**CASES :**

**1. CamelCase:**

// Variable names start with a lowercase letter and each subsequent word begins with a capital letter.

myVariableName = 10;

anotherLongerVariableName = "Hello";

camelCaseExample = true;

**2. Snake Case:**

// Variable names are all lowercase, with words separated by underscores.

my\_variable\_name = 10;

another\_longer\_variable\_name = "Hello";

snake\_case\_example = true;

**3. Pascal Case:**

// Variable names start with an uppercase letter and each subsequent word begins with a capital letter.

MyVariableName = 10;

AnotherLongerVariableName = "Hello";

PascalCaseExample = true;

**4. Hungarian Notation:**

// Variable names include a prefix that indicates the variable's type.

iCount = 10; // 'i' denotes integer

strName = "John"; // 'str' denotes string

bFlag = true; // 'b' denotes boolean

**1. Class Names:**

- Class names should start with a capital letter and every new word in the name should also start with a capital letter.

- For example, if you have a class to represent a person, you might name it `Person` or `CarDetails` if it's about cars.

- Use PascalCase for method names

**2. Method Names:**

- Method names should start with a small letter and the first letter of each new word should be capital.

- For instance, if you have a method to calculate the total price, you might name it `calculateTotalPrice` or `getUserDetails` if it's about getting user information.

- Use camelCase for method names

**3. Object Names:**

- Object names can be written in two ways: either separate words using underscores or start each new word with a capital letter.

- For example, if you have an object representing a user's profile, you could name it `user\_profile` or `userProfile`.

- Use snake\_case or camelCase for object names