

Chapter 2

Good names should be reveal intent .

It may take some time to take some time to choose it but it will save time when you reread the code

The simplicity of the code not only in the fewer operations that can do but also in the obvious names for it's classes and variable that manges you to know what the code can do

Avoid naming variable with abbreviations because it depends on the intension , and two variable with little difference because it may be confusing , avoid naming with letters.

Name should have different different meaning , not only make mistakes to satisfy the compiler

The name should be pronounceable to mange to discuss about it with others and not be like an idoit when speaking about it

The class name should be a noun or noun phase

Functions name should be verb or verb phase , if the constructor is overloaded we use a static factory that describe the argument , function name may be start with [is , get , post] according java standards

Don't be cute , prefer clarity , say what you mean and mean what you say

Don't pun , don't use the same meaning for two variable such as data, information

Use solution domain names, your code will be read from programmers so use the terms related and frequently used .

Adding meaningful context , the variable should be clear and a meaningful if it isn't it should be a part of a part of context that make it clear

Using a suitable names depends on culture and learning it isn't some thing technical, renaming variable with a more descriptive is some thing really good