

# Coding Conventions:

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## Naming:

- Common identifier:
  - common variables names are written in **lowerCamelCase**
  - eg. rightCount, customerId, nextPage.
- Package names:
  - Package names are all **lowerCamelCase**. For example, my.exampleCode.deepSpace
- Class name:
  - Class, interface, record, and typedef names are written in **UpperCamelCase**
  - eg. Request, MyClass, Runnable, NewMode
- Method names:
  - Method names are written in **lowerCamelCase**
  - eg. sendMessage, getFoo, isFoo, hasFoo, setValue(value)
- Constant names:
  - Constant names use **CONSTANT\_CASE**: all uppercase letters, with words separated by underscores.
  - eg. CONSTANT\_NAME.

## Code Indentation:

- Always use **2 spaces** for indentation of code blocks:

Eg.

### Example

```
function toCelsius(fahrenheit) {  
    return (5 / 9) * (fahrenheit - 32);  
}
```

## Line Length And Line Breaking:

- Lines should usually be no longer than **80 characters**, and should not exceed 100 (counting tabs as 4 spaces). *This is a “soft” rule, but long lines generally indicate unreadable or disorganized code.*
- the best place to break it is after an operator or a comma.

### Example

```
callAFunction(document, element, window, "some string value", true, 123,  
    navigator);
```

## Statement Rules:

- Always end a simple statement with a semicolon.
- Put the opening bracket at the end of the first line.
- Use one space before the opening bracket.
- Put the closing bracket on a new line, without leading spaces.
- Do not end a complex statement with a semicolon.
- Do not omit bracket even its a one-line statement

### Example

```
//bad! may cause error when expand
if (condition)
doSomething();

// good example
if (time < 20) {
  greeting = "Good day";
} else {
  greeting = "Good evening";
}
```

## Spaces Around Operators:

- Always put spaces around operators ( = + - \* / ), and after commas:

### • Example

```
var x = y + z;
var values = ["Volvo", "Saab", "Fiat"];
```

## Objects:

- Object declarations can be made on a single line if they are short.
- When an object declaration is too long to fit on one line, there must be one property per line.
- When an object or array is too long to fit on one line, each member must be placed on its own line and each line ended by a comma.

### • example

```
// preferred
var obj = {
  ready: 9,
  when: 4,
  'you are': 15,
};
var arr = [
  9,
  4,
  15,
];

// Acceptable for small objects and arrays
var obj = { ready: 9, when: 4, 'you are': 15 };
var arr = [ 9, 4, 15 ];

// Bad
var obj = { ready: 9,
  when: 4, 'you are': 15 };
var arr = [ 9,
  4, 15 ];
```

## Comments:

- Comments come before the code to which they refer, and should always be preceded by a blank line.
- Capitalize the first letter of the comment.
- Each class should contain a comment indicating its purpose with the author, creating time.
- Every method must contain a comment at the beginning explaining its behavior.

### Example

```
/**
 * This class is for doing something.
 * @ Author
 * Created on 20 March, 2020
 **/

someStatement();

// Explanation of something complex on the next line
$( 'p' ).doSomething();

// This is a comment that is long enough to warrant being stretched
// over the span of multiple lines.
```