This is the naming convection using for Java, but throughout your programming experience you might come across this convention so in my opinion it’s better to learn and follow this convention.

1. All the Class names and interface names start with a leading Uppercase Letter and if the name contains multiple words then all words are marked with a leading upper case letter.

Ex: FileOutputStream , System, PrintStream. [These are the names that might know if you are working experience with Java]

1. Names of all public methods (functions basically) and instance variables start with a leading lower case letter. When more than one word , then the following words that are appended to the initial word will have their leading alphabet in uppercase

Ex: toUppercase(), isDirectory(), currentTimeMills() .

1. Private and local variables, packages names are with lowercase letters.

Ex: awt (abstract work tool kit), util.

1. Generally, the methods names will be Verbal phrases and Class names will be nouns.

JavaScript is a loosely typed language so you must be careful while working in project along with different people, so that you don’t go around follow one norm while others follow another norms.

Notes: variable names need not be declared explicitly in javascript ie.

Var message; //properly declared variable.

messge; // just typed as mistake

both listed above work the same way, so be careful while typing names , if got any spelling wrong or mistyped it will be considered as a new variable and JavaScript will not differentiate.

If you want JavaScript complier to not consider those undeclared variables, before you start writing you code. Use the following keywords as :

“use strict”;

This should be kept at start of your script. This tells your complier to be strict while compiling your code.