Naming Conventions

Naming convention are the suggested rules which makes programs more understandable and readable.

It indicates that less time is spent to figure out what the code does.

Conventions used for the identifiers:-

1. Packages:-

* It should be a lowercase letter.
* If the name contains multiple words, it should be separated by dots.
* Eg- java, java.util .

1. Class:-

* It should start with the uppercase letter.
* If there are multiple words than first letter of internal word should be capital.
* It should be a noun and class name should be simple and descriptive.
* Use appropriate words instead of acronyms.
* Eg- class Employee, class PrimeNumber.

1. Interfaces:-

* It should start with the uppercase letter.
* If there are multiple words than first letter of internal word should be capital same as the class convention.
* It should be an adjective.
* Eg- interface Printable.

1. Methods:-

* It should start with lowercase letter.
* If the name contains multiple words, start it with lowercase and followed by uppercase.
* It should be a verb like main(),print().
* Eg- draw(), sortArray().

1. Variables:-

* It should start with lowercase letter.
* If name contains multiple words, start with lowercase and followed by uppercase letter.
* It should not start with special characters such as &(ampersand), $(dollor),\_(underscore).
* It should be short and meaningful.
* One character variable name should be avoided except for temporary variable.
* Eg- int id, char address, i,j,k are used as temporary variable.

1. Constants:-

* It should be in uppercase letters like RED, MAX.
* If multiple words exist, separated by underscore \_ .
* It may contain digits but not as the first letter.
* Eg- MAX\_PRIORITY .