**Naming Convention in Java**

**Rules :**

**Packages**

The prefix of a unique package name is always written in all-lowercase ASCII letters and should be one of the top-level domain names, currently com, edu, gov, mil, net, org, or one of the English two-letter codes identifying countries as specified in ISO Standard 3166, 1981.

Subsequent components of the package name vary according to an organization's own internal naming conventions. Such conventions might specify that certain directory name components be division, department, project, machine, or login names.

**Classes**

Class names should be nouns, in mixed case with the first letter of each internal word capitalized. Try to keep your class names simple and descriptive. Use whole words-avoid acronyms and abbreviations (unless the abbreviation is much more widely used than the long form, such as URL or HTML).

**Interface names should be capitalized like class names.**

**Methods**

Methods should be verbs, in mixed case with the first letter lowercase, with the first letter of each internal word capitalized.

**Variables**

Except for variables, all instance, class, and class constants are in mixed case with a lowercase first letter. Internal words start with capital letters. Variable names should not start with underscore \_ or dollar sign $ characters, even though both are allowed.

Variable names should be short yet meaningful. The choice of a variable name should be mnemonic- that is, designed to indicate to the casual observer the intent of its use. One-character variable names should be avoided except for temporary "throwaway" variables. Common names for temporary variables are i, j, k, m, and n for integers; c, d, and e for characters.

**Constants**

The names of variables declared class constants and of ANSI constants should be all uppercase with words separated by underscores ("\_"). (ANSI constants should be avoided, for ease of debugging.)

**Vim Comman Commands**

ESC-> Switch To Command Mode

:wq -> Write and Quit

:q! -> Quit

:I -> Insert

**Nano Comman Commands**

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| **Command** | Explanation |
| **CTRL + A** | Lets you jump to the beginning of the line. |
| **CTRL + E** | Lets you to jump to the end of the line. |
| **CTRL + Y** | Scrolls page down. |
| **CTRL + V** | Scrolls page up. |
| **CTRL + G** | A **Help** window will pop out and show you all the available commands. |
| **CTRL + O** | To save the file. Nano will ask you to edit or verify the desired file name. |
| **CTRL + W** | Search for a specified phrase in your text. Press **ALT + W**to search for the same phrase again. |
| **CTRL + K** | It cuts the entire selected line to the **cut buffer** (similar to clipboard). |
| **CTRL + U** | To paste the text from the cut buffer into the selected line. |
| **CTRL + J** | Justifies the current paragraph. |
| **CTRL + C** | Shows the current cursor position in the text (line/column/character). |
| **CTRL + R** | Opens a file and inserts it at the current cursor position. |
| **CTRL + X** | To exit Nano text editor. It prompts a save request if you made any changes to the file. |
| **CTRL + \** | Replaces string or a regular expression. |
| **CTRL + T** | Invokes the spell checker, if available. |
| **CTRL + \_** | Lets you go to the specified line and column number. |
| **ALT + A** | To select text. You can combine this command with **CTRL + K** to cut a specific part of the text to the cut buffer. |