

TECHNIQUE

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# NAMING CONVENTIONS

# WHAT IS NAMING CONVENTION ?

- ▶ **Rules for naming** variables, functions, classes or other entities in source code.

### PURPOSE

- ▶ To reduce the effort needed to **read and understand** source code.
- ▶ To enable code reviews to **focus on more important issues.**

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**COMMON RULES**

### CAMEL CASE

- ▶ Start with lowercase.
- ▶ Multiple word start with uppercase.
- ▶ Ex. productList, renderFooter, getUserById.
- ▶ Common used for **variables, functions.**

### PASCAL CASE

- ▶ Same as camelCase but first character start with uppercase.
- ▶ Ex. ProductList, RenderFooter, GetUserById.
- ▶ Common used for **classname**.

# SNAKE CASE

- ▶ Use **only lowercase**.
- ▶ Separate word with **underscore**.
- ▶ Ex. `resume_code`, `user_id`.
- ▶ Common used for **variables**.

### KEBAB CASE

- ▶ Use **only lowercase**.
- ▶ Separate word with **hyphen**.
- ▶ Ex. login-button, btn-danger.
- ▶ Common used for **id, css name** in HTML.
- ▶ **\* Cannot use in javascript.**



# ALL UPPER CASE

- ▶ Use **only** uppercase.
- ▶ Separate word with **underscore**.
- ▶ Ex. API\_ENDPOINT, REQUEST\_TIMEOUT.
- ▶ Common used for **application global variable, constant**.

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**RESERVED WORDS**

# RESERVED WORDS

- ▶ a word that **cannot be used** as identifier.
- ▶ In Javascript such as const, let, class, export, etc...

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**FOLDERS & FILES**

### FOLDER

- ▶ Common used in lowercase.
- ▶ Multiple word use mostly use snake\_case or camelCase.
- ▶ But mostly named in one word.

### FILE

- ▶ Common used in lowercase.
- ▶ If has more than two word use snake\_case or camelCase.
- ▶ \* In Javascript sometime use exported entity convention such as export class so use class convention.

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**CLASS NAME**

### CLASS NAME

- ▶ Common used in **PascalCase**.
- ▶ Should be a **noun**.
- ▶ Ex. ProductList, About.



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**FUNCTION NAME**

### FUNCTION NAME

- ▶ Common used in camelCase.
- ▶ Should be a verb.
- ▶ Ex. renderDatePicker, createUser, getActiveMenu.
- ▶ \* In React functional component use convention same as class name convention.

# CLASS & FUNCTION COMBINATION

- ▶ Class should be a noun and function should be a verb makes more readability.
- ▶ Ex. `product.remove()`, `image.resizeTo()`.

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**VARIABLES**

# COMMON VARIABLES

- ▶ Common use in camelCase and snake\_case.
- ▶ Should be a noun.

# CONSTANT VARIABLES

- ▶ Common used in **all uppercase with underscore.**
- ▶ Ex. REQUEST\_TIMEOUT, API\_ENDPOINT.

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**BOOLEAN**

# BOOLEAN

- ▶ true/false.
- ▶ Start with **is**, **has**, **can**.
- ▶ Ex. isActive, hasPhoneNumber.



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**CSS CONVENTION**

# COMMON CSS CONVENTION

- ▶ All lowercase with hyphen (-).
- ▶ Ex. product-item, icon-github.

# CSS STYLE GUIDE

- ▶ BEM - [getbem.com](https://getbem.com)
- ▶ RSCSS - [rscss.io](https://rscss.io)

# BEM

- ▶ **Block** - Standalone entity that is **meaningful on its own**.
- ▶ **Element** - **Parts** of a block and have no standalone meaning.
- ▶ **Modifier** - Use them to change **appearance, behavior** or **state**.

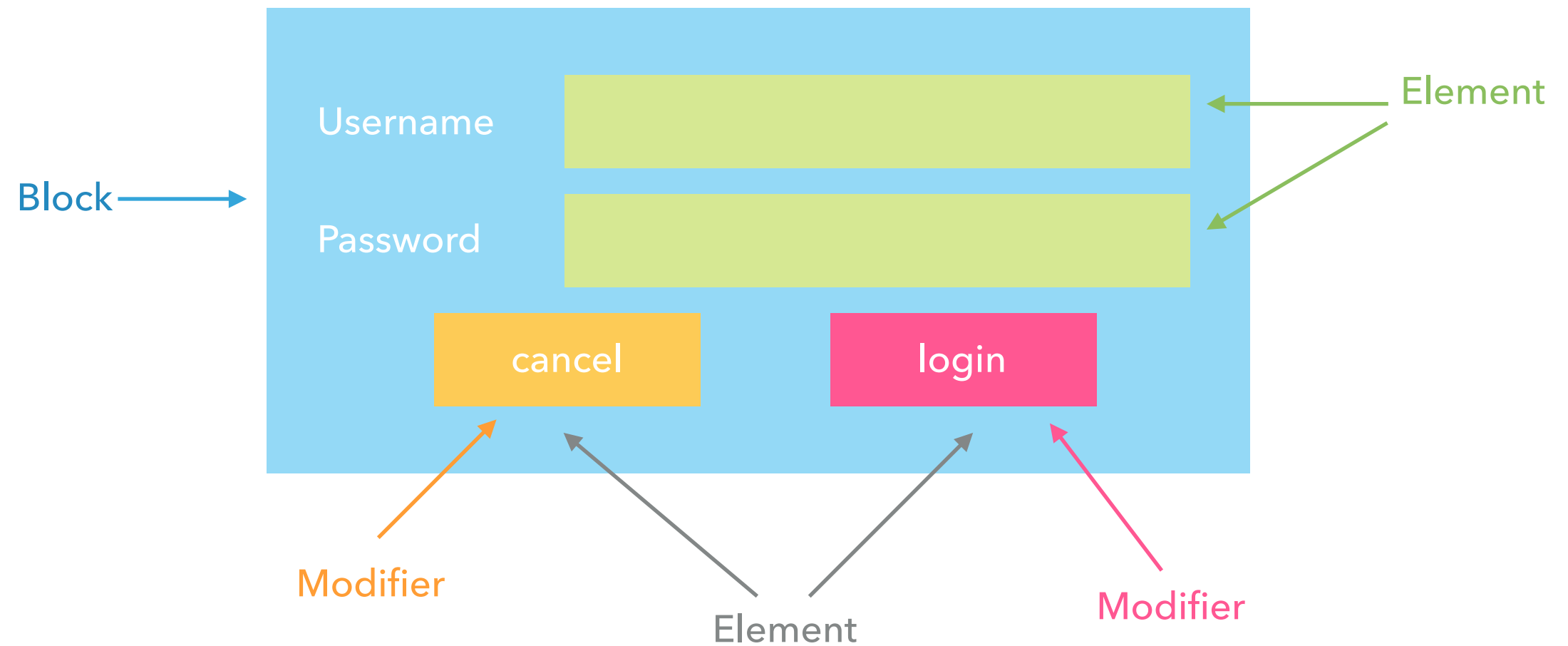
### BEM

- ▶ **Block** - Contain letter and can have dash.
- ▶ **Element** - Begin with two underscore.
- ▶ **Modifier** - Begin with two hyphen.

# NAMING CONVENTION

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## BEM



# NAMING CONVENTION

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## BEM

### Concept

```
.block {  
  ...  
}
```

```
.block__element {  
  ...  
}
```

```
.block__element--modifier {  
  ...  
}
```

### Example

```
.loginbox {  
  ...  
}
```

```
.loginbox__button {  
  ...  
}
```

```
.loginbox__button--red {  
  ...  
}
```

# RSCSS

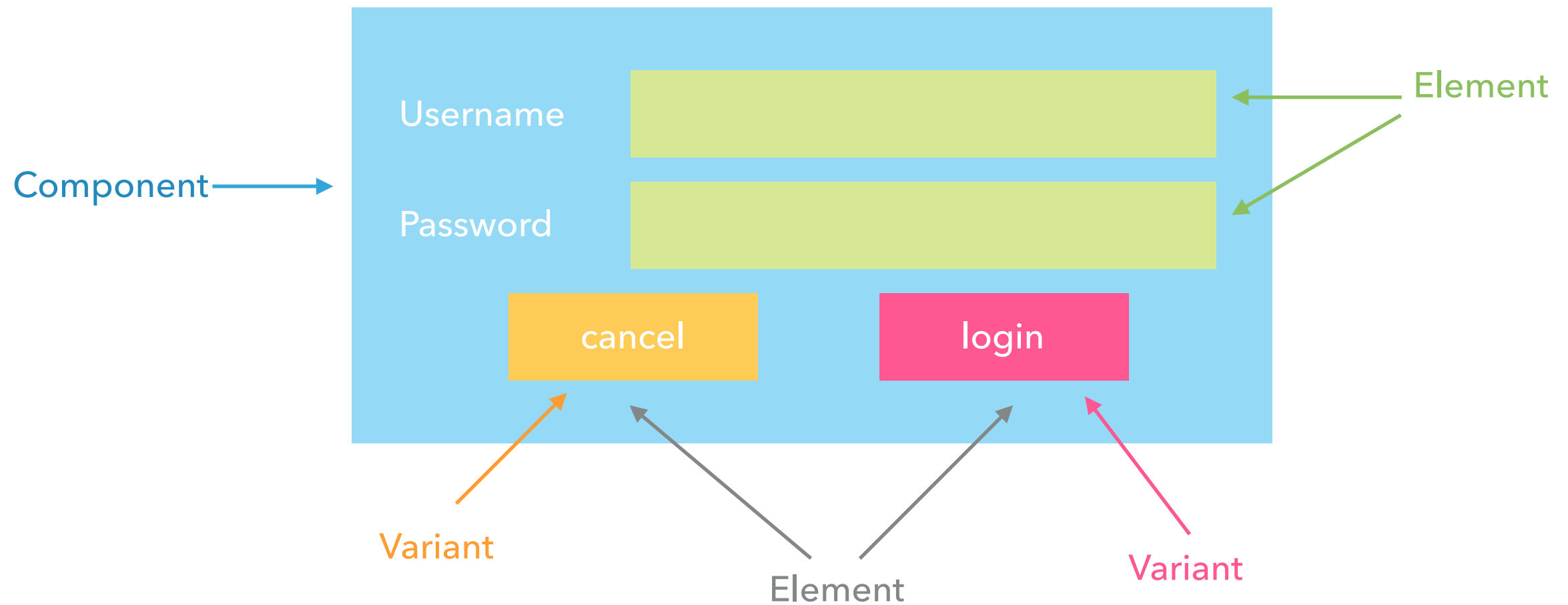
- ▶ **Component** - Standalone entity that is **meaningful on its own**.
- ▶ **Element** - **Parts** of a block and have no standalone meaning.
- ▶ **Variant** - Use them to change **appearance, behavior** or **state**.
- ▶ **Helper** - **Override all style**.



# RSCSS

- ▶ **Component** - Named **at least two words** with **hyphen** each **word**.
- ▶ **Element** - Only **one word**.
- ▶ **Variant** - Only **one word** and **begin with underscore**.
- ▶ **Helper** - Only **one word** and **begin with hyphen**.

## RSCSS



## RSCSS

### Concept

```
.component-box {  
  ...  
}
```

```
.component-box element {  
  ...  
}
```

```
.component-box element -modifier {  
  ...  
}
```

```
.component-box _helper {  
  ...  
}
```

### Example

```
.login-box {  
  ...  
}
```

```
.login-box button {  
  ...  
}
```

```
.login-box button -red {  
  ...  
}
```

```
.login-box _nomargin {  
  ...  
}
```

NAMING CONVENTION

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**NAMING TECHNIQUE**

# CREATE CLEAR NAMING

- ▶ Specify what variable is or function do.
- ▶ Ex. `checkApply()` should be `canApply()`.

### COMMON LETTER VARIABLES

- ▶ `i, j, k` is valid for index counter.
- ▶ `e` is valid for Javascript event Ex. `e.target.value`.
- ▶ `e` is valid for JAVA exception Ex. `catch(exception e)`.

# DUPLICATE NAME IN FOLDER DIRECTORY

- ▶ `actions/productAction.js` should be `actions/product.js`
- ▶ `containers/ProductContainer.js` should be `containers/Product.js`

# DUPLICATE NAME IN OBJECT

- ▶ `company.companyName` should be `company.name`



# SINGLE AND PLURAL

- ▶ Ex. **product** should contain **one product**.
- ▶ Ex. **products** should contain **array of product**.
- ▶ Ex. **getProducts()** should not return an object.

# NAMING WITHOUT ABBREVIATION

- ▶ Ex. **prod** should be **product** because it can be **product**, **production**, **produce**.

# LANGUAGE SPECIFIC CONVENTION

- ▶ Use **language specific convention** to define identity.
- ▶ Ex. Javascript use camelCase.
- ▶ Ex. C++ use snake\_case.

# GAINS MORE WORD

- ▶ Code review.
- ▶ Read other code or blog.