

## **Lesson      6: Error Handling**

### Coding Standards

Coding or programming style is a term used to describe acceptable conventions for writing source code. It goes beyond the rules of the language and provides guidelines or suggestions that should be followed to ensure consistency among programmers working toward a common goal.

### Naming Conventions

- Use meaningful, descriptive words as identifiers.
- Do not use abbreviations for identifiers unless it is a well-known abbreviation.
- With the exception of variables used as iterators for loops, do not use single character identifiers.
- Use Pascal Casing
- Use Camel Casing
- Filename should match class name.
- Use all uppercase characters to name constants.
- do not use an underscore in identifiers.
- Use a noun or a noun phrase to name a class.

