

Naming “Things”

Variables,
Constants &
Properties

Functions &
Methods

Classes

Names should be
meaningful

Why Names Matter

Well-named “Things” allow readers to **understand your code without going through it in detail**

```
const user = new User()
```

```
database.insert(user)
```

```
if (isLoggedIn) { ... }
```

To understand the above code, we don't need to go through the full class or function definitions and all the other code

We'll Not Always Agree!

```
const admin = new Admin();
```

This is readable

And so is this

```
const admin = new AdminUser();
```

How To Name Things Correctly

Variables & Constants



Data containers

e.g. user input data, validation results, a list of products



Use **nouns** or short phrases with **adjectives**

```
const userData = { ... }
const isValid = ...
```

Functions / Methods



Commands or calculated values

e.g. send data to server, check if user input is valid



Use **verbs** or short phrases with **adjectives**

```
sendData()
inputIsValid()
```

Classes



Use classes to create “things”

e.g. a user, a product, a http request body



Use **nouns** or short phrases with **nouns**

```
class User { ... }
class RequestBody { ... }
```

Name Casing

snake_case

is_valid
send_response

e.g. Python

Variables,
functions, methods

camelCase

isValid
sendResponse

e.g. Java,
JavaScript

Variables,
functions, methods

PascalCase

AdminRole
UserRepository

e.g. Python, Java,
JavaScript

Classes

kebab-case

<side-drawer>

e.g. HTML

Custom HTML
Elements

Naming Variables, Constants & Properties

Value is an Object

Describe the value

user
database

Provide more details
without introducing
redundancy

authenticatedUser
sqlDatabase

Value is Number or String

Describe the value

name
age

Provide more details
without introducing
redundancy

firstName
age

Value is a Boolean

Answer a true/ false
question

isActive
loggedIn

Provide more details
without introducing
redundancy

isActiveUser
loggedIn

Examples – Variable Names

What is stored?

Bad Names

Okay Names

Good Names

A user object (name,
email, age)

u
data

userData
person

user
customer

"u" and "data" could
contain anything

"userData" is a bit
redundant, "person"
is too unspecific

"user" is descriptive,
"customer" is even
more specific

User input validation
result (true/ false)

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User input validation
result (true/ false)

v
val

correct
validatedInput

isCorrect
isValid

"v" could be
anything, "val" could
also stand for "value"

Both terms don't
necessarily imply a
true/ false value

Descriptive and
value type is clear

Naming Functions & Methods

Function performs an operation

Describe the operation

```
getUser(...)  
response.send()
```

Provide more details without introducing redundancy

```
getUserByEmail(...)  
response.send()
```

Function computes a Boolean

Answer a true/ false question

```
isValid(...)  
purchase.isPaid()
```

Provide more details without introducing redundancy

```
emailIsValid(...)  
purchase.isPaid()
```

Examples – Function / Method Names

What does the
function do?

Bad Names

Okay Names

Good Names

Save user data to a
database

`process(...)`
`handle(...)`

`save(...)`
`storeData(...)`

`saveUser(...)`
`user.store(...)`

Both are very
unspecific – what is
being “processed”?

At least we know
that something is
saved – but what?

The intent is very
clear – especially
with the method

Validate the user
input

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Validate the user
input

`process(...)`
`save(...)`

`validateSave(...)`
`check(...)`

`validate(...)`
`isValid(...)`

Unspecific
 (“process”) or even
misleading (“save”)

Both names are not
100% specific

Both makes sense –
depends on what the
function does exactly

Naming Classes

Describe the Object

User
Product

Provide more details
without introducing
redundancy

Customer
Course

Avoid redundant suffixes

DatabaseManager

Classes are typically instantiated

Instantiating a "DatabaseManager"
makes no sense

Examples – Class Names

Which object is described?

Bad Names

Okay Names

Good Names

A User

```
class UEntity
class ObjA
```

```
class UserObj
class AppUser
```

```
class User
class Admin
```

Both are very
unspecific

Both class names
have redundant
information

“User” is just fine – or
“Admin” if it’s a more
specific kind of user

A Database
(in code)

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A Database
(in code)

```
class Data
class
DataStorage
```

```
class Db
class Data
```

```
class Database
class
SQLDatabase
```

It’s not clear that
we’re describing a
database

Not 100% specific

“Database” is good,
“SQLDatabase”
might be even better

Don't Include Redundant Information In Names

```
userWithNameAndAge = User('Max', 31)
```

Even without knowing the class definition, it's easy to guess that this user has a name and age

In general, it's expected that a "User" will contain some user data

We should look into the class definition if we want to learn more about the "User" object

Names should avoid describing unnecessary or redundant details

```
user = User('Max', 31)  
(newUser, loggedInUser)
```


Avoid Slang, Unclear Abbreviations & Disinformation



Avoid



Do

Slang

```
product.diePlease()
user.facePalm()
```

```
product.remove()
user.sendMessage()
```

Unclear
Abbreviations

```
message(n)
ymdt = '20210121CET'
```

```
message(newUser)
dateWithTimezone =
'20210121CET'
```

Disinformation

```
userList = { u1: ..., u2: ... }
allAccounts = accounts.filter()
```

```
userMap = { u1: ..., u2: ... }
filteredAccounts =
accounts.filter()
```

Choose Distinctive Names



```
analytics.getDailyData(day)
analytics.getDayData()
analytics.getRawDailyData(day)
analytics.getParsedDailyData(day)
```

These methods all sound very similar, it's hard to tell when you would use which method



```
analytics.getDailyReport(day)
analytics.getDataForToday()
analytics.getRawDailyData(day)
analytics.getParsedDailyData(day)
```

All methods are very distinct from each other, it's easy to choose when to call which method

Be Consistent

`getUsers()`

`fetchUsers()`

`retrieveUsers()`

You can go with either of these options

But stick with it – throughout your entire program