

# Coding Standards & Best Practices-JAVA

## Why Coding Standards?

The coding standards are important because most of the software cost goes towards maintenance. And also, the software is not always developed by a single developer. Therefore, maintaining a convention for writing software increases the readability of the program.

### **Coding Standards for Components:**

It is recommended to write components names for its purpose. This approach improves the readability and maintainability of code.

### **Standards for Coding classes:**

Usually class names should be nouns starting with uppercase letters. If it contains multiple words then every inner word should start with uppercase.

Eg: String, StringBuffer, Dog

### **Coding Standards for Interface:**

Usually interface names should be adjectives starting with uppercase letters. If it contains multiple words then every inner word should start with uppercase.

Eg: Runnable, Serializable, Comparable

### **Coding Standards for Methods:**

Usually method names should either be a verb or verb noun combination starting with a lower letter. If it contains multiple words then every inner word should start with uppercase.

Eg: print(), sleep(), setSalary()

### **Coding Standards for Variables:**

Usually variable names should be nouns starting with lowercase letters. If it contains multiple words then every inner word should start with uppercase.

Eg: name, age, mobileNumber

### **Coding Standards for Constants:**

Usually a constant name should be a noun. It should contain only uppercase. If it contains multiple words then words are separated with ( \_ ) underscore symbol. Usually we declare constants with public static and final modifiers.

### **Java Bean Coding Standards:**

A Java Bean is a simple java class with private properties and public getter and setter methods

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## Getter Methods:

1. It should be public method
2. Method name should be prefixed with "get"
3. It should not take any argument

## Setter Methods:

1. It should be public method
2. Return Type should be void
3. Method name should be prefixed with "set"
4. It should take some argument

```
public class StudentBean{  
    private String name;  
    public void setName(String name){  
        this.name=name;  
    }  
    public String getName(){  
        return name;  
    }  
}
```

Note: For boolean properties getter method can be prefixed with "get" or "is"

## Coding convention for Listeners:

- To register a Listener method name should prefixed with add

Eg: public void addMyAccountListner( MyActionListner);

- To unregister a Listener method name should prefixed with remove

Eg: public void remove Account Listener( MyActionListner);

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