

Variable Naming Rules

Although variable names can be created freely but there are certain things are allowed in variable names, and certain things are not allowed. For example, our variable name may contain lowercase and uppercase letters, digits, and underscores but may not contain any alphabet of other language.

Variable Naming Rules

Following are the things to remember when you create a variable name:

Allowed in variable naming:

- Lowercase ('a' to 'z')
- Uppercase ('A' to 'Z')
- Digits (0 to 9)
- Underscore ('_')

Not allowed in variable naming:

- Must not begin with digit.
- Must not be any reserved word or keyword.

Example:

Valid Names: ab, Abc, age, x1, x23, ...

Invalid Name: 1a, a#b, else,

Naming Conventions

Naming conventions are generally the suggestions on how to name a variable. These conventions depend on the company or project you are working on. They are not enforced by the language.

Following are some common naming conventions:

1. Camel Case

CamelCase is a naming convention in programming where for single-word variables, all letters are lowercase. However, for multi-word variables, each word begins with a capital letter, except the first word, which is lowercase.

Examples:

name, currentYear, playerName, ...

2. Snake Case

Snake case is a naming convention where a single-word variable is written in all lowercase letters. For multi-word variables, all letters are lowercase, and the words are separated by underscores (_).

Examples:

name, current_year, player_name, ...

3. For Constants

For constants variable, the name should be in all upper-case alphabets and multiple word are separated by underscores (_).

Examples:

MAX_AGE, LIMIT, PI, ...