Coding Standards for Components:
   -It is recommended to write components by name. This approach improves the readability and maintainability of code.

Coding Standards for 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 verb or verb noun combinations starting with lower letters. 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. (camelcase)
   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 symbols. 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
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