**NAMING CONVENTIONS**

Below are the naming conventions which must be followed while developing web page for good maintenance and readability of code.

**Camel Case:** It consists of compound words or phrases such that each word or abbreviation begins with a capital letter or first word with a lowercase letter, rest all with capital.

1. **Classes and Interfaces:**

* Class names should be nouns, in mixed case with the first letter of each internal word capitalized. Interfaces name should also be capitalized just like class names.
* Use whole words and must avoid acronyms and abbreviations.

Example: Interface News, Class LocalNews

1. **Methods:**

* Methods should be verbs, in mixed case with the first letter lowercase and with the first letter of each internal word capitalized.

Example: void getLiveScore(int score);

1. **Variables:**

* Variable names should be most elaborative and meaningful. If only one word can satisfy the need then the whole elaborated word should be taken as like: **score**. If two words are required to fulfill the need, then it should be mentioned rather than keeping short form as like: **playerName**.
* Should be mnemonic i.e, designed to indicate to the casual observer the intent of its use.
* Should not start with capital letter, \_, $, or any symbol.
* One-character variable names should be avoided.

Example: int score=0; String playerName =”Sachin Tendulkar”;

1. **Packages:**

* The prefix of a unique package name is always written in all-lowercase ASCII letters and should always start with top-level domain name **com**.**java.cricbuzz**.

Example: com.java.cricbuzz.series

com.java.cricbuzz.ranking

1. **Database:**

**5.1 Database Name:**

Database names should be all uppercase letters.

Example: CRICBUZZ

**5.2 Collection Names:**

Collection names should start with Capital letter and be followed by small letters.

Example: Teams

**5.3 Document Names:**

Document names should all be in small letter.

Example: women