Naming Matters

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Agenda

- Why naming is critical
- Class names to avoid
- Avoiding nasty unexpected function side-effects
- Principles for selecting good variable names

Naming Matters

Dirty

```
List<decimal> p = new List<decimal>() { 5.50m, 10.48m, 12.69m };
decimal t = 0;
foreach (var i in p)
{
    t += i;
}
Could you read this book?

P was very angry with G for insulting her
    M. G kicked P in the A. He slept on the C.
```

Clean

```
List<decimal> prices = new List<decimal>() { 5.50m, 10.48m, 12.69m };
decimal total = 0;
foreach (var price in prices)
{
    total += price;
}
return total;
```

Naming Classes

Dirty

- WebsiteBO
- Utility
- Common
- MyFunctions
- JimmysObjects
- *Manager / *Processor/*Info

Guidelines:

- 1. Noun
- 2. Be specific
- 3. Single Responsibility
- 4. Avoid generic suffixes

Clean

- User
- Account
- QueryBuilder
- ProductRepository

Specific names lead to smaller more cohesive classes

The Method Name Should Say It All

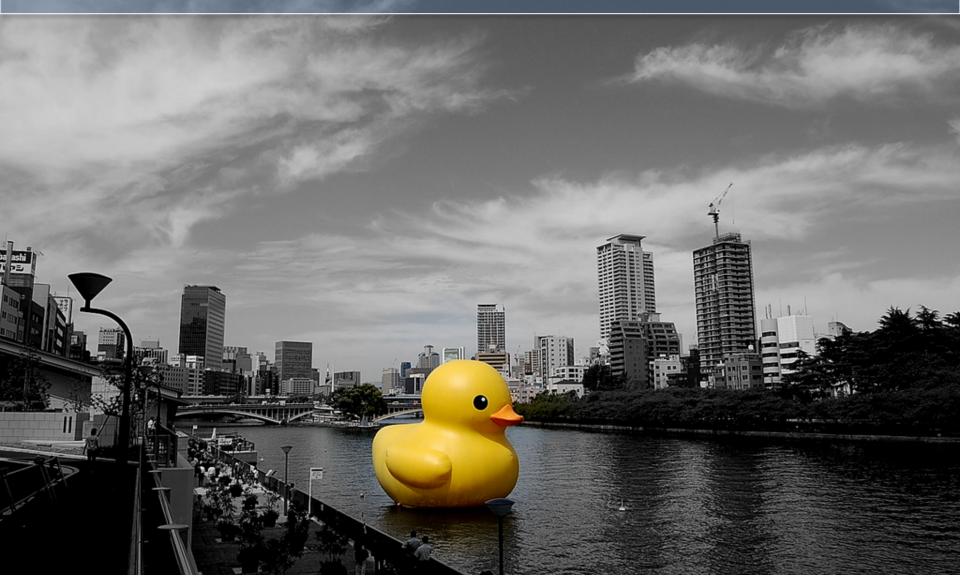
Say what?

- Get
- Process
- Pending
- Dolt
- Start
- On_Init, Page_Load, etc.

Right on.

- GetRegisteredUsers
- IsValidSubmission
- ImportDocument
- SendEmail

Need a hand?





Watch for Side Effects

- CheckPassword shouldn't log users out.
- ValidateSubmission shouldn't save.
- GetUser shouldn't create their session.
- ChargeCreditCard shouldn't send emails.

Solution?

Refactor until the method name completely describes what it does.

Avd Abbr

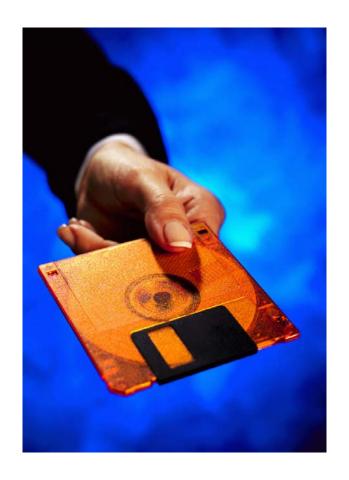
- It's not the 80's
- No standard
- We talk about code

RegUsr

RegistUser

RegisUser

RegisterUsr



Naming variables: Booleans

Boolean names should sound like true/false questions

Dirty

- open
- start
- status
- login

if (login) { }

Clean

- isOpen
- done
- isActive
- loggedIn

```
if (loggedIn)
{
```

Naming variables: Be symmetrical

When dealing with states that toggle, consistently use matching pairs

Dirty

- on/disable
- quick/slow
- lock/open
- slow/max

Clean

- on/off
- fast/slow
- lock/unlock
- min/max

Summary

- Strive for specific class names
- The name should say it all
- Watch for nasty function side-effects
- Booleans should sound "truthy" and "falsy"
- When struggling, verbalize to a friend....or a duck.