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**Naming Variables and Constants**

There are many different ways to name variables and many different conventions. Some programmers prefer prefixing their variable names with a few characters that indicate type. For example:

```
bool blsLampOn = false;
```

Here, `b` is the prefix that the programmer has added to indicate that the variable is of type `bool`. This kind of notation is called Hungarian Notation and was initially developed and promoted by Microsoft. However, C++ is a strongly type-safe language and the compiler knows what a variable is, not by the prefix on its name, but because of the type definition that is `bool`. So, these days programmers are strongly recommended to not follow the Hungarian Notation. It is necessary that the variable is understandable, even if that means the name gets a little long. Assuming that the Boolean variable in the example was used to program the electronics of a car, a slightly better variant would be the following:

```
bool lsHeadLampOn = false;
```

Note, both these variants are better and recommended over something like this:

```
bool b = false;
```

Such nondescriptive variable names should be avoided at all costs.

DO	DON'T
<p><b>DO</b> give variables descriptive names, even if that makes them long.</p> <p><b>DO</b> ensure that the name of the variable explains its purpose.</p> <p><b>DO</b> put yourself into the shoes of one who hasn't seen your code yet and think if the name would make sense to him or her.</p> <p><b>DO</b> check if your team is following certain naming conventions and follow them.</p>	<p><b>DON'T</b> give names that are too short or contain just a character.</p> <p><b>DON'T</b> give names that use exotic acronyms known only to you.</p> <p><b>DON'T</b> give names that are reserved C++ keywords as these won't compile.</p>