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 bIsLampOn = 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 IsHeadLampOn = 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
DO give variables descriptive names, even if that makes them long.	**DON'T** give names that are too short or contain just a character.
DO ensure that the name of the variable explains its purpose.	**DON'T** give names that use exotic acronyms known only to you.
DO 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.	**DON'T** give names that are reserved C++ keywords as these won't compile.
DO check if your team is following certain naming conventions and follow them.	