

# TypeScript Coding Standards

## Naming convention of variable/method/class names

- Variable Names: camelCase
- Constants: UPPER\_CASE with underscore '\_' between multiple words
- Method Names: camelCase
- Class Names: PascalCase

**Mention data types of variables while declaration and for method parameters**

**Avoid the use of type 'any'. Create an interface/class instead**

**Keep method/variable names as informative as possible**

**Use data access specifiers while declaring variables/methods (Like public/private etc)**

**Use TSLint and make sure not to disable any lint rule. TSLint extension should be enabled in order to include lint rules in the project**

**Scope of the variables should be as minimum as possible**

**Avoid using repetitive if else (Use switch case instead)**

**Use try catch to handle the error and exceptions. Make sure there is no unhandled exception in your code**

**Always log the errors and relevant information. This helps in debugging the code in case of errors**

**Add TODOs for pending code blocks**

**Reuse the code as much as possible and remove unnecessary code blocks**

Check [here](#) for the full content.