

## Rules for variables

### 1. Case Sensitive

**Ex :**

```
int amount;  
int Amount;
```

- These both are different variables

### 2. Contains Alphabets , Numbers \_ or \$

**Ex :**

```
int room1;  
int cabin51;  
int room_number  
float total$amount
```

### 3. Starts with Alphabet \_ or \$

**Ex :**

```
byte x1;  
byte _x;
```

### 4. Should not be keyword

**Ex :** These are the keywords which we cannot use while declaring a variable

abstract	continue	for	new	switch
assert	default	goto	package	synchronized
boolean	do	if	private	this
break	double	implements	protected	throw
byte	else	import	public	throws
case	enum	instanceof	return	transient
catch	extends	int	short	try
char	final	interface	static	void
class	finally	long	strictfp	volatile
const	float	native	super	while

## 5. Should not be class name , if class is also in use

**Ex :**

- If string class is used then the variable cannot have the same name as the class

string

int string    **x**

## 6. No limit on length on names

- You can declare a variable name as small as possible or as large as possible

## 7. Follows camel casing

The first letter of a word must be capital except for the first word

**Ex :**

byte rollNumber;

```
package  
variablenames;
```

```
public class VariableNames {  
  
    public static void main(String[] args) {  
        //int x;  
        //int roll_number$student;  
        //int _x;  
  
        //int rollNumberOfStudent;  
        //float averageMarksOfClass;  
  
    }  
  
    }
```