

JavaScript Naming Conventions

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JavaScript Naming Conventions

10 JavaScript Naming Conventions Every Developer Should Know

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가

10가 JavaScript

1. Naming Convention for Variables

JavaScript

```
var DogName = 'Scooby-Doo';
var dogName = 'Droopy';
var DOGNAME = 'Odie';
console.log(DogName); // "Scooby-Doo"
console.log(dogName); // "Droopy"
console.log(DOGNAME); // "Odie"
```

JavaScript
JavaScript
가

가
camel case

camel case

,
가

```
// bad
var dogname = 'Droopy';
// bad
var dog_name = 'Droopy';
// bad
var DOGNAME = 'Droopy';
// bad
var DOG_NAME = 'Droopy';
// good
var dogName = 'Droopy';
```

가 (, Name) 가 dogName .

```
// bad
var d = 'Scooby-Doo';
// bad
var name = 'Scooby-Doo';
// good
var dogName = 'Scooby-Doo';
```

2. Naming Convention for Booleans

Boolean , is has .
Boolean 가 , hasOwner .

```
// bad
var bark = false;
// good
var isBark = false;
// bad
var ideal = true;
// good
var areIdeal = true;
// bad
var owner = true;
// good
var hasOwner = true;
```

3. Naming Convention for Functions

JavaScript

camel case

,
 getName

가

```
// bad
function name(dogName, ownerName) {
  return '${dogName} ${ownerName}';
}

// good
function getName(dogName, ownerName) {
  return '${dogName} ${ownerName}';
}
```

4. Naming Convention for Constants

JavaScript

```
var LEG = 4;
var TAIL = 1;
var MOVABLE = LEG + TAIL;
```

가 , **UPPER_SNAKE_CASE**

```
var DAYS_UNTIL_TOMORROW = 1;
```

5. Naming Convention for Classes

JavaScript

Pascal case

```
class DogCartoon {
  constructor(dogName, ownerName) {
    this.dogName = dogName;
    this.ownerName = ownerName;
  }
}

var cartoon = new DogCartoon('Scooby-Doo', 'Shaggy');
```

6. Naming Convention for Components

JavaScript

React

DOM

,
Pascal case

```
// bad
function dogCartoon(roles) {
  return (
    < div >
      < span > Dog Name: { roles.dogName } < /span>
      < span > Owner Name: { roles.ownerName } < /span>
    < /div>
  );
}
```

```
// good
function DogCartoon(roles) {
  return (
    < div >
      < span > Dog Name: { roles.dogName } < /span>
      < span > Owner Name: { roles.ownerName } < /span>
    < /div>
  );
}
```

,
HTML

```
<div>
  <DogCartoon
    roles={{ dogName: 'Scooby-Doo', ownerName: 'Shaggy' }}>
  />
</div>
```

7. Naming Convention for Methods

, JavaScript

JavaScript

≠camel case

```
class DogCartoon {
  constructor(dogName, ownerName) {
    this.dogName = dogName;
    this.ownerName = ownerName;
  }

  getName() {
    return `${this.dogName} ${this.ownerName}`;
  }
}

var cartoon = new DogCartoon('Scooby-Doo', 'Shaggy');

console.log(cartoon.getName());
// "Scooby-Doo Shaggy"
```

8. Naming Convention for Denoting Private Functions

(_) MySQL PHP
JavaScript private

toonName

(_toonName)

가

```
class DogCartoon {
  constructor(dogName, ownerName) {
    this.dogName = dogName;
    this.ownerName = ownerName;
    this.name = _toonName(dogName, ownerName);
  }

  _toonName(dogName, ownerName) {
    return `${dogName} ${ownerName}`;
  }
}

var cartoon = new DogCartoon('Scooby-Doo', 'Shaggy');
```

```
// good
var name = cartoon.name;
console.log(name);
// "Scooby-Doo Shaggy"

// bad
name =cartoon._toonName(cartoon.dogName, cartoon.ownerName);
console.log(name);
// "Scooby-Doo Shaggy"
```

9. Naming Convention for Global Variables

JavaScript

가 (mutable)

camel case

, 가 (immutable)

10. Naming Convention for File Names

flower.jpg Flower.jpg 가 (Apache, Unix)

, **Flower.jpg flower.jpg** IIS
Flower.jpg

가

, (lowercase)

Conclusion

10가 JavaScript

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