

# Testing Mentor Quick-Cue™

## .Net C# Naming Guidelines

### Definitions:

**Pascal Casing** – The first character of each word and any acronym more than 2 letters is capitalized. If a common 2 letter acronym is used both letters are capitalized.

Example: **MyFileName**

**Camel Casing** - The first character of the first word is lower case, and the first character of additional words is upper case. If only one word is used the first character is always lower case.

Example: **myFileName**

**Upper Case** – All characters are uppercase.

### Quick Reference:

| Type               | Case                        | Example               |
|--------------------|-----------------------------|-----------------------|
| Namespace          | Pascal Case                 | <b>MyNewNamespace</b> |
| Class              | Pascal Case                 | <b>MyNewClassName</b> |
| Method             | Pascal Case                 | <b>MyNewMethod</b>    |
| Property           | Pascal Case                 | <b>MyNewProperty</b>  |
| Constants          | Pascal Case (or Upper Case) | <b>SpeedOfLight</b>   |
| Variable or Values | camel Case                  | <b>userFirstName</b>  |
| Enum Type          | Pascal Case                 | <b>DayOfWeek</b>      |
| Enum Values        | Pascal Case                 | <b>Monday</b>         |

### Namespaces

Namespaces organize classes of useful similar operations. Name namespaces with nouns or noun phrases and use Pascal Casing. The general rule for naming namespaces is:

<Company>.<Technology>[.<Feature>]

Examples:

MyCompany.MyProjectName  
MyCompany.MyProjectName.MyFeatureArea

General rules:

- Avoid the possibility of two published namespaces having the same name, by prefixing namespace names with a company name or other well-established brand.
- Use plural namespace names where appropriate. For example, use System.Collections
- Do not specify the same name for namespaces and classes. For example, do not use Debug for a namespace name and also provide a class named Debug.

# Testing Mentor Quick-Cue™

## Classes

A class is a set of data combined with methods (or functions) that can manipulate that data. Name classes with nouns or noun phrases and use Pascal Casing.

General rules:

- The underscore character in the class name is not allowed.
- Avoid abbreviations in the class name.
- Avoid using any type of class prefix (such as **C** or **I**).

## Methods

A method is block of code that contains a series of statements. Name methods with verbs or verb phrases, and use Pascal casing.

Examples:

```
RemoveAllUpperCaseCharacters()  
GetCharacterArray()
```

## Properties

Name properties using a noun or noun phrase and use PascalCasing. When declaring a property with the same name as a type, also make the type of the property be that type.

Example:

```
public enum Color {...}  
public class Control  
{  
    public Color Color { get {...} set {...} }  
}
```

## Constants

Constants are immutable values that do not change during program execution. Name constants with a descriptive noun or noun phrase, and use Pascal Casing. Use the same general rules as variable names.

## Variables

Name variables with a descriptive noun or noun phrase, and use camel casing.

General rules:

- First characters can be a letter or an underscore
- Do not use keywords as part of the name
- Avoid using abbreviations
- Avoid Hungarian notation

## Enumeration

An enumeration type (enum) is a set of named integral constants that may be assigned to a variable during program execution. Enumerators should use the Pascal Casing,