Object Naming

Overview

I'd like to propose a standard for layout object naming. The convention proposed below allows for easy readability and expansion. -- Nick Chapin

Implementation

Names start with the first letter of the object type, followed by a colon, then the actual name of the object in CamelCase. Additional information can follow the name after a full stop.

Tabs

T:SomeTabName
T:SomeOtherTabName
T:People
T:Customers

Hierarchical Tabs

There are two ways to handle this: we can either use the same convention above without regard to the hierarchy, or we can use the hierarchy in the name (I actually prefer the former).

T:SomeTabName.TheEmbeddedTab
T:People.ContactData
T:People.TimeCards

Portals

P:People
P:People.ContactData

Fields

F:English
F:Portuguese

Buttons

Buttons can be named by the text on the button, the function of the button, or some combination thereof.

B:Cancel
B:English.Sort
B:French.Sort

Text Objects

Although I don't name text objects, some may; therefore we need to account for that as well. Since we're using "T" for tabs, we use "X" for text.

X:Instructions
X:Project
X:Whatever

Graphics

G:RedBalloon