

D.3 Naming Conventions

The purpose of the naming conventions is to use prefix letters to classify model variables. These conventions allow the variable type to be easily known and rapidly identified. The naming conventions are summarised in the Table below :

Type / Status	integer	real	logical	character	structure	double precision	complex
public or module variable	m n <i>but not</i> nn_	a b e f g h o q r t to x <i>but not</i> fs rn_	l <i>but not</i> lp ld ll ln_	c <i>but not</i> cp cd cl cn_	s <i>but not</i> sd sd sl sn_	d <i>but not</i> dp dd dl dn_	y <i>but not</i> yp yd yl yn
dummy argument	k <i>but not</i> kf	p <i>but not</i> pp pf	ld	cd	sd	dd	yd
local variable	i	z	ll	cl	sl	dl	yl
loop control	j <i>but not</i> jp						
parameter	jp	pp	lp	cp	sp	dp	yp
namelist	nn_	rn_	ln_	cn_	sn_	dn_	yn_
CPP macro	kf	fs					