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Following class prefixes are used:

Co = Component

So = Simple Object

Bo = Business Object

I = Abstract class (used like an Interface in Java)

e.g. **Co**Table, **So**Menu

The project is named: **jvx_flutterclient** and this name should be used for references, like pubspec.yaml:

```
jvx_flutterclient:  
  git:  
    url: https://github.com/sibvisions/flutterclient.git  
    ref: master
```

From:

<https://doc.sibvisions.com/> - **Documentation**

Permanent link:

<https://doc.sibvisions.com/flutterui/naming>

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