Best Coding Practice

Naming

- Interfaces
  - Should be a good Object Name
  - Never start with an 'i' (This is a dot net thing)
- Implementation
  - With only 1 implementation: user + Impl
  - With more than one the name should indicate the difference of implementation

SOLID Principals

1. Single Responsibillity Principal
   - Each class jas a single repsonsibillity
   - No more than a screen full of code per class
2. Open/Closed Principal
   - Classes should be open for extension but closed for modification
   - Use private getters and setters ONLY when you need them
3. Liskov Substitution Principal
   - Objects should be replaceable with instances of their subtypes without altering correctness
   - E.g. A sqaure is a rectangle
4. Interface Segregation Principal
   - Make fine-grained interfaces that are client specific
   - Keep components focused and minimize shared dependencies
5. Dependency Inversion Principal
   - Abstraction should not depend on details
   - Important that high and low level objects depend on the same abstract implementation

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