

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 Responsibility Principal
 - Each class has a single responsibility
 - 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 square 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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