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Your code should be easy to understand

1. Your code should following an internally consistent set of coding standards with regard to indentation, brace placement, capitalization, instance variable and constructor placement, and naming conventions.
2. Your methods, variables, and classes should have meaningful non-abbreviated names that reflect their purpose rather than their type.
3. Your methods should be short, using smaller methods with meaningful names rather than internal comments
4. You should use constants for all values used multiple times or in program logic
5. Your variables should be declared as close as possible to where they are used.
6. Your code should contain no warnings from the compiler.

Your code should have objects with simple useful interfaces

1. You should have several classes that work together. Not one “god class” that manages all the others.
2. The implementation details of your class should be hidden from the public interface. You should have no instance variables public and you should use protected only when necessary.
3. Classes should be responsible for their own data, and tell rather than ask other objects.
4. Avoid long message chains.
5. Avoid temporary fields.
6. Your classes should minimize the number of get/set methods. You classes should validate the data they receive.
7. Your classes should not consist of only getter and setter methods.
8. Declared types should be as general as possible.

Your code should avoid duplication

1. You should not have duplicated code, either exact (from cutting and pasting) or subtle
2. You should use subclassing to avoid conditional chains or case statements
3. You should use Java API methods and classes rather than writing your own where possible