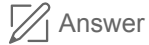


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What are antipatterns?



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4 Answers



Gautam Gupta, studied Software and Applications & Computer Programming at Jawaharlal Nehru University

Answered Aug 21, 2017



Originally Answered: What is an AntiPattern?

An AntiPattern is opposite of a Design Pattern.

It is a common practice in an organization that is used to deal with a recurring problem but it has more bad consequences than good ones.

AntiPattern can be found in an Organization, Architecture or Software Engineering. Some of the AntiPatterns in Software Engineering are:

I. Gold Plating: Keep on adding extra things on a working solution even though these extra things do not add any additional value.



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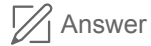
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III. Coding By Exception: Adding new code just to handle exception cases and corner case scenarios.

IV. Copy Paste Programming: Just copying the same code multiple times rather than writing generic code that can be parameterized.

I hope it helps.

Follow me at [Gautam Gupta](#) to learn more about Java topics.

Reference: [Java Design Patterns Interview Questions Preparation Course](#)

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Ashok Kumar (Chinni), Senior Product Java Developer at OpsRamp (2014-present)



Answered May 23, 2017

Thanks for the A2A.

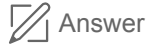


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Object means all operations are performed only one object. For example,

```
1 class GodObject {  
2     function PerformInitialization () {}  
3     function ReadFromFile () {}  
4     function WriteToFile () {}  
5     function DisplayToScreen () {}  
6     function PerformCalculation () {}  
7     function ValidateInput () {}  
8     // and so on... //  
9 }
```

Here the object performed all operations. The basic idea behind object-oriented programming is that a big problem is separated into several smaller problems (a divide and conquer strategy) and solutions are created for each of them. Once the small problems have been solved, the big problem as a whole has been solved. Therefore an object need only know everything about itself.

The opposed patterns of Anti-patterns are Designed patterns.

Design Patterns

Which comes as a solution for real time problems of application development. A Design pattern is a general reusable solution to a commonly occurring problem within a given context in a software design. Design patterns are considered as a good programming practice in application development or software development. For example,

```
1 class FileInputOutput {  
2     function ReadFromFile () {}
```

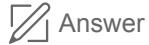


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```
7  function validateInput () {}  
8  }  
9  class Logic {  
10     function PerformInitialization () {}  
11     function PerformCalculation () {}  
12 }
```

Source: [Java Design Patterns Tutorial](#)

Thanks,

[Way To Easy Learn](#)

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Jérôme Cukier, software engineer at Uber

Answered Mar 13, 2016



Patterns are what's considered a good or the best practice in a common software engineering situation. Let's suppose you want to ensure that there is only one instance of a class during your program execution: you can use a singleton pattern.

Antipatterns are the opposite: given a common situation, what would be a bad or risky idea? For instance, if you use two different variables to store the exact same notion, and sometimes test one and sometimes test the other. You would have two possible sources of truth. That's an antipattern.



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Arif Hussain, Computer Engineer

Answered Nov 18, 2015



Originally Answered: What is an anti-pattern?

"Antipattern" basically means "a common, but bad, practice" or the solutions which seems to be good at first moment, and when you comes to implementation it makes your code much more complex. study anti patterns in detail @ [Anti-pattern](#)

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