

Assignment One Review

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CSSE2002: Programming in the Large

Common Mistakes - Abstract Thing

The JavaDocs specified that the Thing class was an abstract class.

```
public class Thing {  
    ...  
}
```

```
public abstract class Thing {  
    ...  
}
```

Common Mistakes - Code Duplication

Code duplication for replacing strings.

Common Mistakes - Code Duplication

Code duplication for replacing strings.

Don't do this

```
public Thing(String shortDescription, String
    longDescription) {
    this.shortDescription = shortDescription.replace('
        \n', '*').replace(';', '*').replace('\r', '*')
        ;
    this.longDescription = longDescription.replace('\n
        ', '*').replace(';', '*').replace('\r', '*');
}
```

```
protected void setShort(String shortDescription) {
    this.shortDescription = shortDescription.replace('
        \n', '*').replace(';', '*').replace('\r', '*')
        ;
}
```

Common Mistakes - Code Duplication

Code duplication for replacing strings.

Abstract away repeated code

```
public Thing(String shortDescription, String
    longDescription) {
    this.shortDescription = replaceDescription(
        shortDescription);
    this.longDescription = replaceDescription(
        longDescription);
}

private String replaceDescription(String description) {
    return description.replace('\n', '*')
        .replace(';', '*')
        .replace('\r', '*');
}
```

Common Mistakes - Member Duplication

```
public class Explorer extends Thing implements Mob {  
  
    private String shortDescription;  
    private String longDescription;  
  
    public Explorer(String shortDescription, String  
        longDescription, int health) {  
        super(shortDescription, longDescription);  
        this.shortDescription = shortDescription;  
        this.longDescription = longDescription;  
        ...  
    }  
}
```

Common Mistakes - Member Duplication

```
public class Explorer extends Thing implements Mob {  
  
    public Explorer(String shortDescription, String  
        longDescription, int health) {  
        super(shortDescription, longDescription);  
        ...  
    }  
}
```

Common Mistakes - String Comparison

Strings need to be compared using the `.equals` method not the comparison operator.

```
String first = "hello";  
String second = "hello";
```

```
if (first == second) {} // wrong  
if (first.equals(second)) {} // right
```


Common Mistakes - Style

Horizontal space is required on both sides of any binary or ternary operator.

Separate any reserved word, such as `if`, `for` or `catch`, from an open parenthesis `((`) that follows it on that line.

```
if (x) {} // right
```

```
if(x){} //wrong
```

```
if (x){} //wrong
```

```
if(x) {} //wrong
```

Common Mistakes - Style

Name Case

Variable names should be in camelCase

Class names should be in PascalCase

Constants should be in SCREAMING_SNAKE_CASE

Method names should be in camelCase

Common Mistakes - Style

Name Case

Variable names should be in camelCase

Class names should be in PascalCase

Constants should be in SCREAMING_SNAKE_CASE

Method names should be in camelCase

```
public class MyClassName {  
    private static final int MAX_SCORE = 1000;  
    private int bestScore = 0;  
  
    public int getBestScore() {  
        int myScore = 1;  
        return myScore;  
    }  
}
```

Common Mistakes - Style

There is no line break after a curly brace if it is followed by else or a comma.

Wrong

```
if (x) {  
  
}  
else {  
  
}
```

Right

```
if (x) {  
  
} else {  
  
}
```

Common Mistakes - Style

One line if statements

```
if (x) { return y; }
```

Braces are used with if, else, for, do and while statements, even when the body is empty or contains only a single statement.

```
if (x) return y;
```

Common Mistakes - Commenting

Class Comments Used at the top of every file. Explains important details about the class.

```
/*  
    * An exception which is thrown when the programmer  
        becomes unhappy  
    */  
public class UnhappyProgrammerException extends  
    Exception {  
  
}
```

Inline Comments Used when code is not immediately obvious.

```
// subtracts one from all elements in the array  
for (int i = 0; i < numbers.length; i++) {  
    numbers[i] = numbers[i] - 1;  
}
```

Common Mistakes - Commenting

Method Comments Used to explain the purpose of a method. In assignment two you will be using JavaDoc comments for methods.