Good code style:

* Good class structure and clear relationships
* Each method should perform one task only.
* You should try to avoid duplicate codes and maximize code reuse. (e.g. print out the number of bows and cows should be written as a single method and this would be called by various objects)
* Good naming conventions (this includes class name, method name and variable names)
* Include good comments
* Remove unnecessary codes (experimental codes, commented out codes, debugging codes)