Guidelines for Programming in Java

1. Accessibility and Extencibility
   1. Limit the accessibility of classes , interfaces, methods and fields
      1. interface API -> public
      2. package -> package-private
      3. others -> private
   2. limit the extensibility of classes and methods
      1. no inheritance -> declare final -> can’t be overridden
      2. inheritance -> System.getSecutityManager()
   3. Understand how a superclass can affect subclass behavior