

Conventions

Übereinstimmung

Why?

- Professional
- Time-proof
- Managing own time
- Hand-over shame
- Debugging speed

General

- Principles
- Naming
- Folders
- Formatting
- Version control

Pro

- Prevent frustration
- Faster inflow
- Time gain
- Robust
- Less dependent on one programmer

Con

- No quick and dirty
- Possible frustration
- Doesn't work with incomplete implementation
- Takes time to learn

Principles

Adhering to standards

Design principles

Design patterns

Readability

Testing

Standards

Like switching FONTS all the **time**

Rules to follow

- Spacing
- Color coding
- Folders and file naming

Collaboration

Design principles

Single responsibility

Open / closed

Liskov substitution

Interface segregation

Dependency inversion

Design patterns

Abstract factory
Builder
Dependency injection
Factory method
Lazy instantiation
Multiton
Object pool
Prototype
RAII
Singleton

Creational patterns

Adapter
Bridge
Composite
Decorator
Delegation
Extension Object
Facade
Flyweight
Front controller
Marker
Module
Proxy
Translator
Twin

Structural patterns

Blackboard
Chain of responsibility
Command
Fluent interface
Interpreter
Iterator
Memento
Null object
Observer
Servant
Specification
State
Strategy
Template method
Visitor

Behavioural patterns

Readability

~~Encodings~~

~~Abbreviations~~

Indistinct

~~Magic values~~

~~Indescriptive~~

Testing

End-to-end tests

Integration tests

Unit tests

