**Anti patterns:**

1. God class
2. Magnet class – Ambiguous name that attracts
3. Poorly named methods/classes - Name isn’t descriptive / describes only part of the functionality
4. Arrow code – Heavily indented in arrow shape.
5. Magic numbers – Refactor to well named
6. Constructor over injection – Honor
7. Bastard injection
8. Negative conditionals/names
9. Coding by accident
10. Exceptions as control flow
11. Side Effects (calling method causes other unrelated consequences)
12. Spaghetti code
13. Dead code

**Code smells:**

1. Out parameters
2. Zombie Code – commented out code
3. Long Parameter list
4. Conditional complexity – multiple conditionals
5. And/or in name – Sign that method does more than one thing
6. Cyclomatic complexity – High number of discrete paths through the code
7. Similar “shape” – Just squint your eyes
8. Primitive Obsession – Loose variables that are logically related
9. Long Methods/Large Classes
10. Comments
11. Duplicated/similar switch statements
12. Service locator