





public virtual void DoSomething() // can be overridden public class Child : Parent private string foo; public Child(string foo) // leads to call DoSomething() in this.foo = foo; public override void DoSomething()

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Reflection should not be used to

Generic type parameters should be co/contravariant when possible

Multiple "OrderBy" calls should not be

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used

Console.WriteLine(this.foo.Length):

increase accessibility of classes, methods, or fields

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Static fields should not be updated in constructors

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"IEnumerable" LINQs should be simplified

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Fields that are only assigned in the constructor should be "readonly"

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