

1. Комментарий в стиле «Бабушка пишет СМС». Единственный и неповторимый.

```
}  
  
//asdasdds  
  
delegate void textDelegate(String text);  
  
private void ChangeText(String text)  
{  
    if ( toScreen.InvokeRequired)  
    {  
        toScreen.BeginInvoke(new textDelegate(ChangeText), new  
            return;  
        }  
    else  
    {  
        return;  
    }  
}
```

2. Магические числа.

```
private void getListOfAccounts()  
{  
    for (int i = 0; i < 30; i++)  
        toListBox.Items.Add( bankDatabase.getAccountAt(i).toString() );  
}  
  
private void CheckCanceled()  
{  
    keySemaphore = KeyType.NOTHING;  
    do  
    {  
        Thread.Sleep(200);  
    } while (keySemaphore != KeyType.CANCEL);  
    keySemaphore = KeyType.NOTHING;  
    userAuthenticated = false;  
    currentPIN = 0;  
    __thread.Abort();  
    screen.displayMessage("\nВыход из системы...");  
    waiting(2000);  
    screen.Clear();  
    screen.displayMessage("Спасибо! До свидания!");  
    waiting(2000);  
    __thread = new Thread(new ThreadStart(this.runATM));  
    __thread.IsBackground = true;  
    thread.Start();  
  
    amounts.Add( 0 );  
    amounts.Add( 100 );  
    amounts.Add( 500 );  
    amounts.Add( 1000 );  
    amounts.Add( 5000 );  
}
```

3. Очень компактный if.

```
switch (mainMenuSelection)  
{  
    case 1:  
    case 2:  
    case 3:  
    case 4:  
        currentTransactionPtr = createTransaction(mainMenuSelection);  
        currentTransactionPtr.execute();  
        break;  
    case 5:  
        screen.Clear();  
        screen.displayMessage(bankDatabase.getHistory(bankDatabase.getCardByPIN(currentPIN)));  
        waiting(KeyType.BACK);  
        break;  
}
```

4. Не единый стиль названий переменных.

```

private static System.Windows.Forms.ListBox toListBox;
private static System.Windows.Forms.RichTextBox toScreen;
private static ATM ATMObject;
private static Screen mainScreen = new Screen( toScreen );
private static String Buffer = "";
private enum KeyType { NOTHING, BACK, ENTER, BACKSPACE, CARD, CASH, DEPOSIT, CANCEL };
private static KeyType keySemaphore = KeyType.NOTHING;
private enum OperationType { NOTHING, PIN, DRAW };
private static OperationType operationSemaphore = OperationType.NOTHING;

```

```

delegate void textDelegate(String text);

```

```

private void ChangeText(String text)
{
    if ( toScreen.InvokeRequired )
    {
        toScreen.BeginInvoke(new textDelegate(ChangeText). new o

```

5. Нарушены правила пунктуации русского языка.

```

cashDispenser.dispenseCash( amount );
cashDispensed = true;
screen.displayMessage( "\nПожалуйста, заберите ваши деньги!" );

```

6. Методы слишком связаны с интерфейсом.

```

private void button1_Click(object sender, EventArgs e)
{
    Buffer += "1";
    if (operationSemaphore == OperationType.PIN)
        mainScreen.displayMessage("*");
    else if (operationSemaphore == OperationType.DRAW)
        mainScreen.displayMessage("1");
}

private void button2_Click(object sender, EventArgs e)
{
    Buffer += "2";
    if (operationSemaphore == OperationType.PIN)
        mainScreen.displayMessage("*");
    else if (operationSemaphore == OperationType.DRAW)
        mainScreen.displayMessage("2");
}

private void button3_Click(object sender, EventArgs e)
{
    Buffer += "3";
    if (operationSemaphore == OperationType.PIN)
        mainScreen.displayMessage("*");
    else if (operationSemaphore == OperationType.DRAW)
        mainScreen.displayMessage("3");
}

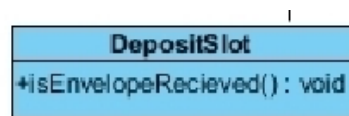
```

7. Класс – сиротка. Мамы, папы - нет, полей – нет, один метод и то не нужный.

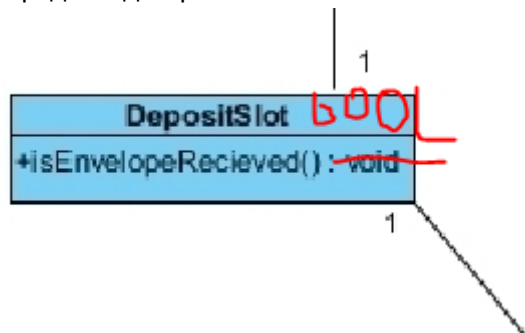
```

public class DepositSlot
{
    public bool isEnvelopeReceived()
    {
        return true;
    }
}

```



8. Непорядок в диаграмме классов.



**HAPPY END**