

1. Очень мало комментариев. Почти нет комментариев для объяснений переменных.

```
private int type;
private int fat;
private int pack;

protected string name;
protected string provider;
protected int realnumber;
protected string receiver;
protected int year;
protected int month;
protected int day;
protected int number;
protected int money;
```

2. Слишком много параметров в одной функции. И тут даже находятся лишние параметры

```
public cheese(int itype, int ifat, int ipack, string sname, string sprovider, string sreceiver, int iyear, int imonth, int iday, int inumber, int irealnumber, int imoney) :
    base(sname, sprovider, sreceiver, iyear, imonth, iday, inumber, irealnumber, imoney)
{
    type = 1;
    fat = 30;
    pack = 1;
    setType(itype);
    setFat(ifat);
    setPack(ipack);
}
```

3. Плохой дизайн. Пустые операторы

```
public virtual void setDay(int iday)
{
    switch (month)
    {
        case 1:
        case 3:
        case 5:
        case 7:
        case 8:
        case 10:
        case 12:
            if (iday >= 1 && iday <= 31) day = iday;
            break;
        case 4:
        case 6:
        case 9:
        case 11:
            if (iday >= 1 && iday <= 30) day = iday;
            break;
        case 2:
            if (year % 4 == 0)
            {
                if (iday >= 1 && iday <= 28) day = iday;
            }
            else if (iday >= 1 && iday <= 29) day = iday;
            break;
        default:
            break;
    }
}
```

#### 4. Кривой и не понятный дизайн

```
try
{
    fin = new StreamReader(filename);
}
catch
{
    return false;
}
{
    t = readBeforeSpace(fin);
    while (fin.EndOfStream == false)
    {
        fin.Close();
        return true;
    }
}

this.numericUpDown7.Location = new System.Drawing.Point(132, 248);
this.numericUpDown7.Maximum = new decimal(new int[] {
99999999,
0,
0,
0});
this.numericUpDown7.Name = "numericUpDown7";
this.numericUpDown7.Size = new System.Drawing.Size(91, 20);
this.numericUpDown7.TabIndex = 64;
this.numericUpDown7.ValueChanged += new System.EventHandler(this.numericUpDown7_ValueChanged);
//
// numericUpDown3
//
this.numericUpDown3.Location = new System.Drawing.Point(132, 156);
this.numericUpDown3.Maximum = new decimal(new int[] {
31,
0,
0,
0});
this.numericUpDown3.Minimum = new decimal(new int[] {
1,
0,
0,
0});
this.numericUpDown3.Name = "numericUpDown3";
this.numericUpDown3.Size = new System.Drawing.Size(91, 20);
this.numericUpDown3.TabIndex = 63;
this.numericUpDown3.Value = new decimal(new int[] {
1,
0,
0,
0});
```

#### 5. Разное оформление кода

<pre>for (i=0; i&lt;rnd.Next(7)+3; i++) {     tstr+=(char) (65+rnd.Next(26)); }</pre>	<pre>for (int i = 0; i &lt; db.Count; i++) {     showElem(i, false, tdataGridView); }</pre>
---	---

#### 6. Закомментированные участки кода

```

        //tstr[i]='\0';
        return tstr;
    }
    public static void generate()
    {
        Random rnd = new Random();
        contract tcontract;
        cheese t1;
        wheat t2;
        //string tstr = "";
    }

```

7. Имена переменных написаны с использованием русских букв. Имена класса трудно понять

```

private void toolStripButton2_Click(object sender, EventArgs e)
{
    timer1.Enabled = true;
    toolStripButton2.Enabled = false;
    toolStripButton3.Enabled = true;
    начатьИмитациюToolStripMenuItem.Enabled = false;
    закончитьИмитациюToolStripMenuItem.Enabled = true;
    видToolStripMenuItem.Enabled = false;
    toolStripSplitButton1.Enabled = false;
    dataGridView1.ReadOnly = true;
    toolStripStatusLabel1.Text = "Идет имитация...";
}

private void toolStripButton3_Click(object sender, EventArgs e)
{
    timer1.Enabled = false;
    toolStripButton2.Enabled = true;
    toolStripButton3.Enabled = false;
    начатьИмитациюToolStripMenuItem.Enabled = true;
    закончитьИмитациюToolStripMenuItem.Enabled = false;
    видToolStripMenuItem.Enabled = true;
    toolStripSplitButton1.Enabled = true;
    dataGridView1.ReadOnly = false;
    toolStripStatusLabel1.Text = "Готово";
}

namespace ocourse_ssh
{
    class cheese : contract
    {
        private int type;
        private int fat;
        private int pack;
        public cheese()
        {

```

8. Названия функций и переменных остались стандартными

```

private void dataGridView1_UserAddedRow(object sender, DataGridViewRowEventArgs e)
{
    dbcontract.addElem(dataGridView1);
}

private void dataGridView1_UserDeletingRow(object sender, DataGridViewRowCancelEventArgs e)
{
    dbcontract.deleteElem(e.Row.Index);
}

private void dataGridView1_Sorted(object sender, EventArgs e)
{
    dbcontract.updateDb(dataGridView1);
}

private void dataGridView1_CellEndEdit(object sender, DataGridViewCellEventArgs e)
{
    if (e.RowIndex < dataGridView1.Rows.Count - 1)
    {
        dbcontract.updateElem(e.RowIndex, dataGridView1);
        dbcontract.showElem(e.RowIndex, false, dataGridView1);
    }
}

comboBox2.Enabled = false;
comboBox3.Enabled = false;
comboBox4.Enabled = false;
comboBox5.Enabled = false;
comboBox6.Enabled = false;
checkBox12.Enabled = false;
checkBox13.Enabled = false;
checkBox14.Enabled = false;
checkBox15.Enabled = false;
checkBox16.Enabled = false;
checkBox12.Checked = false;
checkBox13.Checked = false;
checkBox14.Checked = false;
checkBox15.Checked = false;
checkBox16.Checked = false;

```

```

private void toolStripButton2_Click(object sender, EventArgs e)
{
    timer1.Enabled = true;
    toolStripButton2.Enabled = false;
    toolStripButton3.Enabled = true;
    начатьИмитациюToolStripMenuItem.Enabled = false;
    закончитьИмитациюToolStripMenuItem.Enabled = true;
    видToolStripMenuItem.Enabled = false;
    toolStripSplitButton1.Enabled = false;
    dataGridView1.ReadOnly = true;
    toolStripStatusLabel1.Text = "Идет имитация...";
}

private void toolStripButton3_Click(object sender, EventArgs e)
{
    timer1.Enabled = false;
    toolStripButton2.Enabled = true;
    toolStripButton3.Enabled = false;
    начатьИмитациюToolStripMenuItem.Enabled = true;
    закончитьИмитациюToolStripMenuItem.Enabled = false;
    видToolStripMenuItem.Enabled = true;
    toolStripSplitButton1.Enabled = true;
    dataGridView1.ReadOnly = false;
    toolStripStatusLabel1.Text = "Готово";
}

```

9. Нет объяснений для переменных и также непонятно, почему массивы имеют такие размеры

```

string []tstr = new string[3];
tstr[0] = tform.getName();
tstr[1] = tform.getProvider();
tstr[2] = tform.getReceiver();
int []tint = new int[13];
tint[0] = tform.getContract();
tint[1] = tform.getYear();
tint[2] = tform.getMonth();
tint[3] = tform.getDay();
tint[4] = tform.getNumber();
tint[5] = tform.getRealNumber();
tint[6] = tform.getDifference();
tint[7] = tform.getMoney();
tint[8] = tform.getType();
tint[9] = tform.getFat();
tint[10] = tform.getPack();
tint[11] = tform.getGrade();
tint[12] = tform.getHardness();
bool []f = new bool[17];
f[0] = tform.fContract();
f[1] = tform.fName();

```