Clean Code Notes

+ DDD
@ aggregate root
@ bounded Context
@ Hexagonal arch
@ Application Layer
- threads
@ sleep
@ abort
@ change priority
@ suspend
+ thread pool
+ SOLID principles
     @ SRP
     @ OCP
     @ LSP
     @ ISP
     @ DIP
+ YAGNI
  – Down casting
  – Type check
  – Inheritance (extends)
  – Overloading on family of class
+ Favour composition over inheritance
  – static Methods
+ SRP (****)
+ Law of Demeter / Don't Talk to strangers / Principle of Least knowledge
+ LSP
+ ISP
+ OCP
+ DIP
Lookup (Last weapon)
Inheritance depth < 4
Coupling
     - * to *
     - bidirectional coupling
     - cyclic coupling
+ Efferent Coupling < 7
+ low coupling
* To * => * to 1 & 1 to *
+ KISS
+ Data Driven Test
+ unit test should only have AAA and nothing else.

- while, for, do
- switch
- if
- try/catch
@ cyclomatic complexity == 1
@ doc
@ write test before bug fix
+ Pyramid Test
- Cup Cake Test
  – Ice Cream Cone Test

+ method cyclomatic complexity < 10
+ 3A pattern
@ Arrange
@ Act
@ Assert

+ Pure Fabrication vs Domain Class
+ Boundary class vs Domain Class
+ TDD
+static code analyser (**)
@SonarQube
@Sonarlint
@Checkstyle
@Findbugs
@Coverity
@Checkmark
+ Scout rule
  – Lip stick on a pig
  – commented code (**)
+ good check in labels
+ seperation (****)
@ domain logic | domain rules
@ Boundary logic | domain logic
@ domain logic | error handling logic
@ flow logic | step logic
@ Read | write (Command Query)
+ param
- boolean parameter (break SRP)
- out params
- nullable param (domain)
@ max : 3
@ DTO / VO / Entity
+ size of a Method
@ Max : fit screen
@ Avg : 6 lines

+ size of a Class
    @ Max : 12 interface methods (WMC)
    @ Avg : 4 interface methods
  – Functional Interface
  – Lilliput classes
+ SRP (***)
  – Swiss knife
+ DBC
+ Specification Pattern
+ Null Pattern
+ Boundary Control Entity (**)
  – Arrow code
  – Bool, null, int, map for error handling
+ DRY (**)
  – God class
  – Dead Code (**)
  – Magic numbers / strings
  – Nesting {if < 4 , switch,while,do, for <3}
+ Principle of Least Astonishment
+Immutability (const)
  – Mutability (variables)
  – commented code (**)
  – Dead Code (**)
  – Duplicate code (**)