Antipatterns

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Antipatterns are simply design patterns (/design-patterns) that in many cases introduce more problems than they solve. Sometimes these are coding patterns, while others describe problems within teams or organizations.

Alphabetical list of antipatterns:

- Anemic Model (/anemic-model)
- · Assumption Driven Programming (/assumption-driven-programming)
- The Blob (/the-blob)
- Broken Windows (/broken-windows)
- Calendar Coder (/calendar-coder)
- Copy Folder Versioning (/copy-folder-versioning)
- · Copy Paste Programming (/copy-paste-programming)
- Death by Planning (/death-by-planning)
- Death March (/death-march)
- Duct Tape Coder (/duct-tape-coder)
- Fast Beats Right (/fast-beats-right)
- Feature Creep (/feature-creep)
- Flags over Objects (/flags-over-objects)
- Found on Internet (/found-on-internet)
- Frankencode (/frankencode)
- Golden Hammer (/golden-hammer)
- Iceberg Class (/iceberg-class)
- Magic Strings (/magic-strings)
- Mushroom Management (/mushroom-management)
- Not Invented Here (/not-invented-here)
- One Thing to Rule Them All (/one-thing-to-rule-them-all)
- Reinventing the Wheel (/reinventing-the-wheel)
- Singleton (/singleton)
- · Service Locator
- Shiny Toy (/shiny-toy)
- Smoke and Mirrors (/smoke-and-mirrors)
- Spaghetti Code (/spaghetti-code)

- Static Cling (/static-cling)
- Walking through a Minefield (/walking-through-a-minefield)
- Waterfall / Waterfail (/waterfall)

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