Criteria C Development

Data structure: arrays, collections… justify choice

Algorithmic: flag, accumulator, early break or return, iteration and conditions

OOP: abstraction, polymorphism,inheritace,encapsulation

Concurrency

Listener/event

Modularity package, library, modules

Test: integration, unit

Maintenance

Readibility

Performance

Scope and lifetime

Private, public , protected

Static, constant, immutable