

## Rule 2

Do not use the else keyword

Learned early:

[OC]

- if/else branches and conditions
- Restrict Use
- Restrict Non-Positive Case

There are three (3) ways to get around the "else" keyword:

I early return

II Null Object Pattern

III Strategy / State Pattern : Polymorphism

I Early return:

- No either or decision, but:

Clear if condition and "return" keywords marks the end of the method

II Null Object Pattern

- Often null is returned in methods
- Null reference has to be checked because if not exception

⇒ Create reference with empty implementation of deactivating a reference + Executable at runtime