Evaluation of an Object Calisthenics Analyzer

What are the Object Calisthenics?

What’s the challenge

What’s the purpose behind the Object Calisthenics?

What is the purpose of each rule?   
why is the rule important?  
To which principle does the rule lead?

Are their variations in the give rules?

What’s the purpose of a tool, validating the rules on existing code automatically?  
Why is this helpful when doing the OCs?

Is it possible to categorize the rules in terms of similarities or differences?  
How does this help when building a validation tool for the object calisthenics

Prototypical Java implementation validating 3 of the 10 rules with an eclipse plugin.

What’s the goal of such a tool?