



# Anti-Patterns in OOP

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Here they come:

- NULL References
- Utility Classes
- Mutable Objects
- Getters and Setters
- Data Transfer Object (DTO)
- Object-Relational Mapping (ORM)
- Singletons
- Controllers, Managers, Validators
- Public Static Methods
- Class Casting
- Traits and Mixins

Avoid them at all cost. Check [this list](#) and [this one](#) too.