Common Code Smells

- **Duplicated code**
- **Excessive use of literal values**
- **Excessively Short Names**
- **Dead Code**
- Excessively Long Names
- Excessive Comments
- **Long Methods**
- Long Parameter List / Data Clumps
- **Class does too much** *(Large Class)*
- Class does too little *(Lazy Class)*
- **Method mixes high and low-level concepts** *(Primitive Obsession)*
- Method uses an overly elaborate algorithm *(Unneeded Complexity)*
- Method uses data only from other classes *(Feature Envy)*
- Code defends itself from its neighboring classes *(Paranoid Code)*
- Class touches private members of other classes *(Inappropriate Intimacy, Indecent Exposure)*
- Classes must be extended together *(Parallel Inheritance Hierarchies)*
- Class overrides base class method such that it violates the base class's specified behavior *(Refused Bequest)*