Code "Smells"

- DRY
- Magic constants
- Loooooong methods
- Comments that explain "what"
- Confusing names
- High coupling (data envy)
- Low cohesion
- If Statements that check type (should be polymorphism?)
- Inconsistent conventions

Refactoring:
Improving the Design of Existing Code
by Martin Fowler, with Kent Beck

Clean Code

Hints that the code you're reading is a mess

Rigidity

No change is trivial, every change in the code add more twists and tangles.

Complexity

As above, no change is trivial and requires a lot of research.

Fragility

Changes breaking other parts of the code.

Immobility

You cannot reuse part of the existing code