

Variable

Private attribute _fooBar

Public attribute FooBar

Local variable fooBar

Explicit over var when possible

Use logical names

If else / switch case

If else on small conditions ≤ 3

Switch on larger conditions > 3

Source: <https://stackoverflow.com/questions/395618/is-there-any-significant-difference-between-using-if-else-and-switch-case-in-c>

Class & interface

Use interface over class when possible

Use private and protected over public when possible

Design patterns

Try to avoid singleton

String

Gebruik .equals voor string comparison

String with 's'

Functions

Useful function names

Unit tests

HK_001 class for testing user story 1

Testmethod name = methodNameGiveXResultY

Opstellen act arrange assert