**Variable**

Private attribute \_fooBar

Public attribute FooBar

Locacl varibale fooBar

Explicit over var when posible

Use logical names

**If else / switch case**

If else on small conditions <= 3

Switch on lager 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 singelton

**String**

Gebruik .equals voor string compirrsion

String with ‘s’

**Functions**

Usefull function names

**Unit tests**

HK\_001 class for testing user story 1

Testmethod name = MethodNameGiveXResultY

Opstellen act arange assert