3250 Final Exam

Effective java

Creating and destroying objects – Ch. 2

* Factory patters
* Return subtypes
* Builder when you have too many parameters (Decorator pattern)
* Decorators
* Private no args constructor
* Creating unnecessary object, boxing/unboxing, primitive types
* Eliminate obsolete object references.
* Avoid finalizer/ Don’t use them

Chapter 3: Methods common to all objects

* .equals comparison, making sure you are calling the correct one
* Always override toString, it prints out random data
* Implement comparable to make it easily sorted
* Stay away from clones

Chapter 4: Classes and interfaces

* Make everything private / Final
  + People want the functionality
* Public classes uses accessor methods
* Minimize mutability (Threading)
* Composition over inheritance
* Make classes as independent objects, don’t let other people get them
* Class hierarchy’s
* Use function objects to go about strategies
* Favor static member classes over non static
* Generics (use them) makes them more easily reused
* Prefer lists over arrays
* Favor generic types and methods
* Wildcards, super, extends, etc…

Chapter 6:

* Use enums
* Prefer annotation to naming patterns (prefer @) for unittests and shit
* Use override annotation correctly
* Use marker interfaces to define types

Chapter 7:

* Check parameters for validity(Not null), program defensively
* Make defensive copies when necessary(don’t return instance variable)
* Design method signatures ex: parameters
* Don’t return nulls
* Write documentation elements for methods