

In your language, how can a method in a subclass be overridden?

Is there any way to prevent a method being overridden?

Is there any way to make sure you're actually overriding a method in a subclass, and not defining a new one?

What would you say are the characteristics of a good unit test?

If you inherited code that someone else had written, what sort of tests would you like to see?

What makes a test suite maintainable?

What are the best ways of making code readable and easy to follow?

What do you think about code comments? Do you think they have a role to play? Where would you use a comment?

How would you describe "Clean Code"?

What does that phrase make you think of?

What difference does it make to a product if the code is clean or not?

In your language, how do you protect the state of an object from external change?

What features does the language give you to help limit change?

What features does the language give you to help limit visibility of the internals of a class?

What would you say is an acceptable level of nesting in a method/function?

If you find that a function is very deeply nested, how would you go about simplifying it?

Can you describe how TDD works? What's the basic workflow?

What's special about writing a test before the production code? Why does it have a good effect on the code?

Can you explain how object-oriented design/programming works?

From a programmer's perspective, what's the process?

How do you "arrive" at an OO design?

How is it different from procedural programming?