# Software engineering considerations

Good programming practices

1. Avoid “hard coded” values. Define constants instead.

Instead of:

private Piece[] pieces = new Piece[4];

Have:

private static final int NB\_PIECES = 4;  
 private Piece[] pieces = new Piece[NB\_PIECES];

for (int i = 0 ; i < NB\_PIECES; i++) {

// do something

}

If the NB\_PIECES has to change you only have to change 1 line.  
 Notice that NB\_PIECES is **static** indicating you can access it even if you don’t have an instance of the object, and **final** meaning it can’t be changed.