

Programming Hints

1. Indent your code consistently and correctly.
2. Choose meaningful identifiers for classes, methods, and variables. Goal: The intended purpose of each identifier can be deduced from the text of the program. Usually, use nouns for classes and variables, and verbs for methods.
3. Normally, all instance variables will be private.
4. If a value does not need to be stored in an instance variable, put it a local variable.
5. Don't let methods get too long, say at most 15 to 20 lines.
6. Don't let classes get too long. Make sure the members of a class are related enough to be collected together.
7. When you type a left brace, enter the right brace immediately. Then fill in the code between the braces.
8. Read compiler messages carefully. They will tell you what went wrong and where it went wrong most of the time.
9. Don't use code in the main method to do work that belongs to the objects being created.
10. Provide comments (descriptions) for your classes and methods before you write them. If you don't know exactly what you want to do, then you are not ready to write code.