

Rec. 05. Object Orientation (OBJ)

- OBJ50-J. Never confuse the immutability of a reference with that of the referenced object
 - OBJ51-J. Minimize the accessibility of classes and their members
 - OBJ52-J. Write garbage-collection-friendly code
 - OBJ53-J. Do not use direct buffers for short-lived, infrequently used objects
 - OBJ54-J. Do not attempt to help the garbage collector by setting local reference variables to null
 - OBJ55-J. Remove short-lived objects from long-lived container objects
 - OBJ56-J. Provide sensitive mutable classes with unmodifiable wrappers
 - OBJ57-J. Do not rely on methods that can be overridden by untrusted code
 - OBJ58-J. Limit the extensibility of classes and methods with invariants
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