Rec. 24. Object Orientation (OBJ)

Contents

- Android Only
- C
- C++
- Java

Android Only

Content by label

There is no content with the specified labels

C

Content by label

There is no content with the specified labels

C++

Content by label

There is no content with the specified labels

Java

- 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
- 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