Kata Constraint List

Into

Pick 1 or 2 to add an extra challenge when doing a kata. The constraints have been gathered from across the web [1] with a few of our own thrown in.

The Constraints

1. Only four lines per method - After refactoring
2. Immutables only, please
3. Only one level of indentation per method
4. Do not use else
5. No passing of primitives between methods as parameters or return types
6. No Properties/Getters/Setters
7. No loops
8. No void returns - All methods must return something
9. No conditional statements
10. No chained method calls - 1 dot per statement
11. No objects
12. No mouse
13. No debugging
14. Only static methods
15. Only static fields
16. One level of abstraction per method
    a. Let the code be read as if it was a small story.
    b. Collapse methods and read only function names top down
17. Communicate clearly, meaningful naming take from the Domain (Kata)
18. Only void returns - All methods must return nothing
19. Strictly follow the rule of three
    a. Allow duplication to emerge at least 3 times before removing it
20. 2 refactorings after each passing test
21. Do not use any classes with more than two instance variables
22. Zero constructor arguments
23. No more than 2 parameters per method

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[1] The main sources are Coderetreat blogs and Object Calisthenics.