

## CODE SMELL PART 1 CODE SNIPPET 1

### Conditional Complexity + Feature Envy

#### Code Smells:

- **Conditional Complexity:** Nested if-else blocks make it hard to read.
- **Feature Envy:** The method relies heavily on Order and Customer data instead of encapsulating behavior.

```
public class DiscountCalculator {  
    public double calculateDiscount(Order order) {  
        if (order.getCustomer().getType().equals("Regular")) {  
            if (order.getTotalAmount() > 1000) {  
                return order.getCustomer().getLoyaltyPoints() * 0.01;  
            } else {  
                return 5;  
            }  
        } else if (order.getCustomer().getType().equals("Premium")) {  
            if (order.getTotalAmount() > 1000) {  
                return order.getCustomer().getLoyaltyPoints() * 0.02;  
            } else {  
                return 10;  
            }  
        }  
    }  
    return 0;  
}
```

}

}

## CODE SMELL PART 1 CODE SNIPPET 2

### Long Methods + Large Classes

**❓ Long Methods: generate\_report does too much.**

**Large Classes: Multiple unrelated responsibilities (cleaning, formatting, sending) in one class.**

```
class ReportManager:

    def generate_report(self, data):

        print("Validating data...")

        if not data:

            print("No data provided.")

            return

        print("Cleaning data...")

        cleaned_data = self.clean_data(data)

        print("Formatting report...")

        formatted_report = self.format_report(cleaned_data)

        print("Sending report...")

        self.send_report(formatted_report)

    def clean_data(self, data):

        return [d.strip() for d in data if d]

    def format_report(self, data):
```

```
return "\n".join(data)
```

```
def send_report(self, report):  
    print("Sending report via email...")  
    print(report)
```

## **CODE SMELL PART 1 CODE SNIPPET 3**

### **Duplicate Behavior + Data Clumps**

**? Duplicate Behavior: Similar logic in createInvoice and updateInvoice.**

**? Data Clumps: Repeated parameter groups (customerName, address, etc.).**

```
public class InvoiceService {  
    public void createInvoice(String customerName, String address, String productName, int  
quantity) {  
        System.out.println("Creating invoice for " + customerName);  
        // More logic...  
    }  
    public void updateInvoice(String customerName, String address, String productName, int  
quantity) {  
        System.out.println("Updating invoice for " + customerName);  
        // More logic...  
    }  
}
```

## **CODE SMELL PART 1 CODE SNIPPET 4**

## **Primitive Obsession + Feature Envy**

- **Primitive Obsession: Overuse of primitives for first\_name, last\_name, and birth\_year.**
- **Feature Envy: Greeting accesses User's data excessively.**

```
class User:
```

```
    def __init__(self, first_name, last_name, birth_year):
```

```
        self.first_name = first_name
```

```
        self.last_name = last_name
```

```
        self.birth_year = birth_year
```

```
class Greeting:
```

```
    def get_greeting(user):
```

```
        age = 2025 - user.birth_year
```

```
        return f"Hello {user.first_name} {user.last_name}, you are {age} years old!"
```

## **CODE SMELL PART 1 CODE SNIPPET 5**

### **Divergent Change + Large Classes**

#### **Code Smells:**

- **Divergent Change: Any change to email, SMS, or logging logic affects this class.**
- **Large Classes: Handles multiple unrelated responsibilities.**

```

public class NotificationService {

    public void sendEmail(String email, String message) {

        System.out.println("Sending email to " + email);

    }

    public void sendSMS(String phone, String message) {

        System.out.println("Sending SMS to " + phone);

    }

    public void logNotification(String message) {

        System.out.println("Logging notification: " + message);

    }

}

```

## CODE SMELL PART 1 CODE SNIPPET 6

### Shotgun Surgery + Conditional Complexity

**❓ Shotgun Surgery: A small change (e.g., logging logic) requires updating multiple parts.**

**❓ Conditional Complexity: Repeated if checks for different keys.**

```

def update_user_profile(user, updates):

    if "name" in updates:

        user["name"] = updates["name"]

        log_change("name updated")

    if "email" in updates:

        user["email"] = updates["email"]

```

```
log_change("email updated")

if "address" in updates:

    user["address"] = updates["address"]

    log_change("address updated")
```

## **CODE SMELL PART 1 CODE SNIPPET 7**

### **Long Parameter Lists + Primitive Obsession**

#### **Code Smells:**

- **Long Parameter Lists:** Too many arguments make the method hard to use.
- **Primitive Obsession:** No domain-specific objects for user information.

```
public void createUser(String firstName, String lastName, String email, int age, String
phone, String address) {

    // Logic to create a user

}
```

## **CODE SMELL PART 1 CODE SNIPPET 8**

### **Duplicate Behavior + Primitive Obsession**

#### **Code Smells:**

- **Duplicate Behavior:** Both methods deal with the same parameters in similar ways.

•

```
def calculate_rectangle_area(length, width):
```

```
    return length * width
```

```
def calculate_rectangle_perimeter(length, width):
```

```
    return 2 * (length + width)
```

## CODE SMELL PART 1 CODE SNIPPET 9

### Feature Envy + Shotgun Surgery

**? Feature Envy: Overly reliant on Order and its Customer details.**

**? Shotgun Surgery: Any change in how order or customer details are retrieved impacts this method.**

```
public class InvoicePrinter {
```

```
    public void printInvoice(Order order) {
```

```
        System.out.println("Order ID: " + order.getId());
```

```
        System.out.println("Customer: " + order.getCustomer().getName());
```

```
        System.out.println("Total: " + order.calculateTotal());
```

```
    }
```

```
}
```

## CODE SMELL PART 1 CODE SNIPPET 10

### Data Clumps + Long Methods



**? Data Clumps: Repeatedly passing customer and product information.**

**? Long Methods: Handles multiple unrelated tasks.**

```
def generate_invoice(customer_name, customer_email, product_name, quantity, price):  
    print(f"Invoice for {customer_name}")  
    total = quantity * price  
    print(f"Product: {product_name}, Quantity: {quantity}, Total: {total}")  
    send_email(customer_email, total)
```

## **CODE SMELL PART 1 CODE SNIPPET 11**

### **Large Classes + Conditional Complexity**

**? Large Classes: Handles multiple unrelated payment methods.**

**? Conditional Complexity: Extending to new payment types increases complexity.**

```
public class PaymentProcessor {  
  
    public void processCreditCardPayment(double amount) {  
        System.out.println("Processing credit card payment...");  
    }  
  
    public void processPayPalPayment(double amount) {  
        System.out.println("Processing PayPal payment...");  
    }  
}
```

```
public void processCryptoPayment(double amount) {  
    System.out.println("Processing cryptocurrency payment...");  
}  
}
```

## **CODE SMELL PART 1 CODE SNIPPET 12**

### **Duplicate Behavior**

```
def create_pdf_report(data):  
    print("Creating PDF report...")  
    print("Adding data to PDF...")  
    print("Saving PDF...")  
  
def create_csv_report(data):  
    print("Creating CSV report...")  
    print("Adding data to CSV...")  
    print("Saving CSV...")
```

## **CODE SMELL PART 1 CODE SNIPPET 13**

### **Shotgun Surgery + Divergent Change**

```
public class UserDetails {  
    private String name;  
    private int birthYear;
```

```
public int calculateAge() {  
    return 2025 - birthYear;  
}  
}
```

## **CODE SMELL PART 1 CODE SNIPPET 14**

### **Conditional Complexity**

```
class EmailService:  
    def send_email(self, recipient, subject, message):  
        print(f"Email to {recipient}: {subject}\n{message}")
```

```
class LoggingService:  
    def log_message(self, message):  
        print(f"Log: {message}")
```

## **CODE SMELL PART 1 CODE SNIPPET 15**

```
public double calculateTax(String type, double amount) {  
    if (type.equals("Food")) {  
        return amount * 0.05;  
    } else if (type.equals("Electronics")) {
```

```
        return amount * 0.15;
    } else {
        return amount * 0.10;
    }
}
```