HW7: Individual Assignment (130pts)

Replace all the highlighted placeholder text, below. You may change the style of this template, but please provide all the responses requested and keep the same sections / order.

**Questions?** Ask on Piazza or send me an email.

What is **your name**?

|  |
| --- |
| *Adrien Protzel* |

Which **team** are you on?

|  |
| --- |
| *Team Bajas* |

What is **GitHub username**?

|  |
| --- |
| *AJ-Protzel* |

# Sprint 2 Contributions (60pts)

## Attendance: Week 6 Customer Meeting (15pts)

If you attended the Week 6 customer meeting, you will get full points.

## User Stories (45pts)

What were your contributions to the project user stories during Sprint 2? **Be specific**.

|  |
| --- |
| Scrum Master – scheduling meetings USER STORY: Display player usage items left USER STORY: Clean up CSS CODE SMELL: Clean Add() function CODE SMELL: Clean event listeners |

**What specific user story subtasks** were assigned to you for Sprint 2? Provide Asana links to the user stories showing subtasks assigned to you.

|  |
| --- |
| https://app.asana.com/0/1182325912594614/1183997207989417/f  https://app.asana.com/0/1182325912594614/1187757463280553/f |

**Where** can **evidence of your** **contributions** be seen? If you contributed code, provide a GitHub link.

|  |
| --- |
| <https://github.com/Bshah11/Team-Baja-OSU-CS361> |

# Design Patterns (30pts)

**Instructions**

* Consider how your team’s code could be improved by using a design pattern.
* Create before and after UML class diagrams.
* Answer the questions below.

## Analysis (15pts)

**Which design pattern** could improve your team’s code?

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| --- |
| *Bridge* |

**In what way** would using the design patternimprove your team’s code?

|  |
| --- |
| *Make the main class and game separate from the board and backup board* |

## Diagrams (15pts)

Create a UML class diagram **of the code you would improve**.

|  |
| --- |
|  |

Create a UML class diagram of the code **if it used the design pattern**.

|  |
| --- |
|  |

# Refactoring (30pts)

**Instructions**

* Decide who on your team will refactor what.
* Detect 2 code smells in your project code that were mentioned in the readings. The code doesn’t have to be written by you. You can fix multiple instances of the same code smell.
* Fix the smells.
* Commit your fixes to GitHub.

|  |  |
| --- | --- |
| **Code Smell** | **GitHub URLs** |
| *Dispensables (Duplicate Code) : Add() functions* | *https://app.asana.com/0/1182325912594614/1186142725533817/f* |
| *Clean called functions / event listeners* | *https://app.asana.com/0/1182325912594614/1186142725533817/f* |

# IDE Refactoring Features (10pts)

Investigate refactoring features of any IDE. What are 3 refactoring features the IDE provides? Describe what those features do and how to use them. For full credit, write at least a 2-sentence description for each feature.

**Which IDE** did you select?

|  |
| --- |
| *Visual Studio Code* |

|  |  |
| --- | --- |
| **Feature Name** | **Description of what it does and how to use it** |
| *Code Actions* | *Provides refactor suggestions on code as green squiggles and lightbulbs* |
| *Extract Method* | *Select source code and select extract into new method or function* |
| *Rename Symbol* | *Replaces all names with newly entered name.* |

## 