

```
23
24     if (!checkValidLocation(endLocation) ||
25     startLocation.equals(endLocation) ||
26         pieceToMove == null || !
27     pieceToMove.canMoveTo(startLocation, endLocation)) {
28         return null;
29     } else {
30         Piece capturedPiece = getPieceAtLocation(endLocation);
31         Move move = new Move(startLocation, endLocation, pieceToMove,
32     capturedPiece);
33
34
35
36
37
38
39     }
40 }
41
42 /**
43  * Undoes a move from the move history. If a piece was captured, places
44  the piece back on the board.
45  * @param previous the move to undo, contains two locations, a moved
46  piece, and a captured piece
47  */
48 public void undoMove(Move previous) {
49     setPieceAtLocation(previous.moved, previous.startLocation);
50     setPieceAtLocation(previous.captured, previous.endLocation);
51
52     previous.moved.undoMove(previous);
53 }
```

Expression too long

There are too many expressions in this if statement. You should evaluate some of them beforehand.

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Too many parameters

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*(e.g. CS 242 - Chess)*

Language

Java



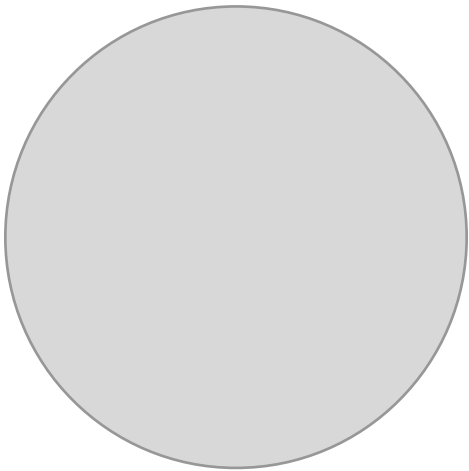
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```
23
24         if (!checkValidLocation(endLocation) ||
25 startLocation.equals(endLocation) ||
26             pieceToMove == null || !
27 pieceToMove.canMoveTo(startLocation, endLocation)) {
28             return null;
29         } else {
30             Piece capturedPiece = getPieceAtLocation(endLocation);
31             Move move = new Move(startLocation, endLocation, pieceToMove,
32 capturedPiece);
33
34             pieceToMove.movePiece(move);
35
36             setPieceAtLocation(null, startLocation);
37             setPieceAtLocation(pieceToMove, endLocation);
38             return move;
39         }
40     }
41
42     /**
43      * Undoes a move from the move history. If a piece was captured, places
44 the piece back on the board.
45      * @param previous the move to undo, contains two locations, a moved
46 piece, and a captured piece
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48     public void undoMove(Move previous) {
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51
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```

Expression too long ^

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Too hard to understand v

Too many parameters v

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A cool new way to blah blah idk

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