Assignment 2 - Report

CODE REFACTORING

After a 4-week development period, we observed, using the MetricsTree plugin available in IntelliJ's marketplace, that various project metrics were outside of the ideal range. The ones that we deemed as most important were the *Number of Methods* and *Maintainability Index, Response for a class, Weighted methods per class & Cyclomatic complexity.*

The *Number of Methods* was alerted by the plugin in all of the more complex classes. We have refactored as much as we could in order to incorporate a maximum of 10 methods inside a class. Here are the methods and classes along with the changes that have been done to improve code metrics:

1. Classes

UserService

In the first version of the app, the service responsible for creating a link between the APIs and the database contained 18 methods, which meant that it was hard to find a method you were looking for. The *UserService* was a huge class that was creating a blob class smell, while also being hard to maintain and further test.

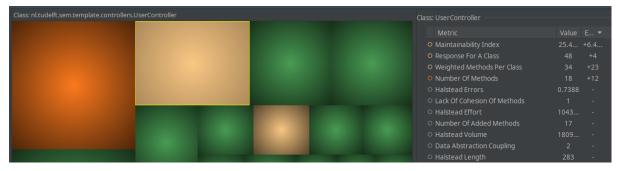
UserService has been divided into 2 components: the *UserService* that is still in use and the *UserTimeService*, each of which has a unique set of implementations. We also removed all the APIs that would only use one setter at a time and reformatted the method that updates the user to do all the changes into one single method. This reduced the original class's number of methods and improved readability (depending on the kind of method you want to add or modify, you can refer to the particular service). In consequence, by doing this the overall *Maintainability Index* has been lowered from around 50 to an average of 40 between all the new classes and lowered the number of methods to 10.

UserController

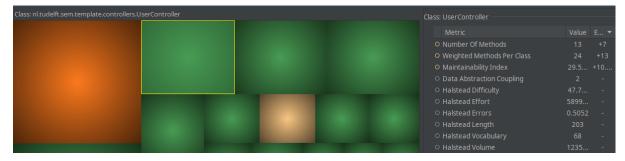
In the EventController two metrics have been improved. Namely the *Number of methods* and *Response for a class* - the number of foreign methods called by the controller. This has been done by:

- 1. deleting endpoints for editing a single field in the user class. Before that we would have for instance separate method for editing the name of the user and a separate method for editing the name of the organisation he/she belonges to.
- 2. merging those methods. Those methods have been incorporated into one method to update many fields of a user at once. If the client wants to just update one field that is still possible because the method does not need all the arguments in order to function.

The main code smell that was eliminated was the "blob class" and "duplicate code". The functionalities of those methods have been inserted into one method removing the need to maintain may methods in the future. The following screenshots show the metrics that have been improved:



AFTER



User

In the User class we focused on improving the number of methods and number of attributes, since those metrics were the most out of range. The biggest problem was the large number of attributes for which we had getters and setters, which as a consequence increased the number of methods as well. The main changes to improve these metrics were:

- 1. creating the UserInfo class to contain the user's personal information, reducing the number of attributes of User significantly
- 2. creating a converter for the UserInfo class to be able to store it in the database
- 3. removing a constructor, methods relating to changing the schedule and methods that were never used

These changes also improved other metrics, such weighted methods per class and number of overridden methods.

The code smells that were improved are:

- Dead code by removing an unused method
- Large class by delegating some functionalities of User to UserInfo

O WMC	Chidamber Weighted Methods Per Class	35	[012)
O DIT	Chidamber Depth Of Inheritance Tree		[03)
O RFC	Chidamber Response For A Class	44	[045)
O LCOM	Chidamber Lack Of Cohesion Of Methods	10	
O NOC	Chidamber Number Of Children		[02)
O NOA	Lorenz-Kid Number Of Attributes	10	[04)
O NOO	Lorenz-Kid Number Of Operations	46	
O NOOM	Lorenz-Kid Number Of Overridden Methods		[03)
O NOAM	Lorenz-Kid Number Of Added Methods	26	
O SIZE2	Li-Henry M Number Of Attributes And Methods	56	
O NOM	Li-Henry M Number Of Methods	34	[07)
O MPC	Li-Henry M Message Passing Coupling		
O DAC	Li-Henry M Data Abstraction Coupling		
NCSS	Chr. Clemen Non-Commenting Source Statements	25	[01000)
O CMI	Maintainabi Maintainability Index	32.3142	[0.019.0]

O WMC	Chidamber Weighted Methods Per Class	16	[012)
O DIT	Chidamber Depth Of Inheritance Tree		[03)
O RFC	Chidamber Response For A Class	22	[045)
O LCOM	Chidamber Lack Of Cohesion Of Methods		
O NOC	Chidamber Number Of Children		[02)
O NOA	Lorenz-Kid Number Of Attributes		[04)
O NOO	Lorenz-Kid Number Of Operations	26	
O NOOM	Lorenz-Kid Number Of Overridden Methods		[03)
O NOAM	Lorenz-Kid Number Of Added Methods		
O SIZE2	Li-Henry M Number Of Attributes And Methods	31	
O NOM	Li-Henry M Number Of Methods	14	[07)
O MPC	Li-Henry M Message Passing Coupling		
O DAC	Li-Henry M Data Abstraction Coupling		
NCSS	Chr. Clemen Non-Commenting Source Statements	15	[01000)
O CMI	Maintainabi Maintainability Index	40.4711	[0.019.0]

EventService

In the event service we focused on improving weighted methods for class and response for a class as those metrics were out of their regular range. We noticed that we used a lot of getters and setters along with some complex if statements to handle eligibility of the user to enroll for the event. Main changes that helped with minimizing the metrics were:

- 1.) changing long if statements list in updateById method into one method called merge that was added to Event class that handles updating all relevant fields of the event and creates a copy of it
- 2.) creating utility class ValidityChecker that handles all the logic connected with checking if the user can join the event as well as if the user info is filled correctly and can be used to match the user to events.
- 3.) creating utility class PositionMatcher that handles filtering all events to end up only with all the events that can be joined by a user.

Overall our changes enabled us to reduce the following code smells:

- 1. Overcomplicated class by reducing the number of weighted methods per class
- 2. Duplicate code by extracting all method into util classes that can be reusable

Metric	Metrics Set		
O WMC	Chidamber-Kemerer Metrics Set	Weighted Methods Per Class	
	Chidamber-Kemerer Metrics Set	Depth Of Inheritance Tree	[03)
	Chidamber-Kemerer Metrics Set	Response For A Class	[045)
COM	Chidamber-Kemerer Metrics Set	Lack Of Cohesion Of Methods	
	Chidamber-Kemerer Metrics Set	Number Of Children	[02)
AON C	Lorenz-Kidd Metrics Set	Number Of Attributes	[04)
	Lorenz-Kidd Metrics Set	Number Of Operations	
	Lorenz-Kidd Metrics Set	Number Of Overridden Methods	[03)
	Lorenz-Kidd Metrics Set	Number Of Added Methods	
	Li-Henry Metrics Set	Number Of Attributes And Methods	
MON C	Li-Henry Metrics Set	Number Of Methods	
O MPC	Li-Henry Metrics Set	Message Passing Coupling	
	Li-Henry Metrics Set	Data Abstraction Coupling	
O NCSS	Chr. Clemens Lee Metrics Set	Non-Commenting Source Statements	

Class: EventServ	ce-	
Metric	Metrics Set Description	Regular Ra
O WMC	Chidamber Weighted Methods Per Class	[012)
O DIT	Chidamber Depth Of Inheritance Tree	[03)
O RFC	Chidamber Response For A Class	[045)
O LCOM	Chidamber Lack Of Cohesion Of Methods	
O NOC	Chidamber Number Of Children	[02)
O NOA	Lorenz-Kid Number Of Attributes	[04)
O N00	Lorenz-Kid Number Of Operations	
O NOOM	Lorenz-Kid Number Of Overridden Methods	[03)
O NOAM	Lorenz-Kid Number Of Added Methods	
O SIZE2	Li-Henry M Number Of Attributes And Methods	
O NOM	Li-Henry M Number Of Methods	[07)
O MPC	Li-Henry M Message Passing Coupling	
O DAC	Li-Henry M Data Abstraction Coupling	
NCSS	Chr. Cleme Non-Commenting Source Statements	[01000)

EventController

In the case of EventController we also noticed too high a value of *Weighted methods* per class and Response for a class, along with the number of methods. The main reason for such a high score was the number of operations handled in a controller that should have been handled by services. We also noticed that some of the methods do identical things but for different parameters so we decided to merge getEventsByUser, matchEvents and getEvents into one method that handled different options according to RequestParams such as "owner" and "match". Also we saw that the getRequests method is redundant as the user can just check the queue of the event by requesting the event by id. Similarly accept and reject methods were merged into one that takes additional RequestParam outcome to indicate whether the user is to be rejected or accepted. This helped with reducing duplicated code as both of the methods were identical in terms of exception handling and notification sending.

Also we changed the previously used WebClient to restTemplate to communicate with different microservices and moved all communication to the EventService class. This helped us with making our methods easier to maintain as we don't require any logic that handle setting up the WebClient, because all of that is done in the service using RestTemplate config that we use throughout our application. In the end we managed to reduce the value of all the metrics significantly, and the new value of *Response for a class* metric is in its regular range. By implementing all above mentioned changes we also reduced the OverComplicated Classes code smell by extracting all.

Class: EventCont			
Metric	Metrics Set		
	Chidamber	Weighted Methods Per Class	
	Chidamber	Depth Of Inheritance Tree	[03)
	Chidamber	Response For A Class	[045)
	Chidamber	Lack Of Cohesion Of Methods	
	Chidamber	Number Of Children	[02)
	Lorenz-Kid	Number Of Attributes	[04)
		Number Of Operations	
		Number Of Overridden Methods	[03)
		Number Of Added Methods	
		Number Of Attributes And Methods	
O NOM		Number Of Methods	
O MPC		Message Passing Coupling	
		Data Abstraction Coupling	
NCSS	Chr. Cleme	Non-Commenting Source Statements	

Class:	ass: EventController						
	Metric	Metrics Set					
0	WMC	Chidamber V	Neighted Methods Per Class				
0		Chidamber E	Depth Of Inheritance Tree		[03)		
0		Chidamber F	Response For A Class		[045)		
0	LCOM	Chidamber L	ack Of Cohesion Of Methods				
0		Chidamber N	Number Of Children		[02)		
0			Number Of Attributes		[04)		
0			Number Of Operations				
0			Number Of Overridden Methods		[03)		
0			Number Of Added Methods				
0			Number Of Attributes And Methods				
0			Number Of Methods				
0	MPC		Message Passing Coupling				
0			Data Abstraction Coupling				
0	NCSS	Chr. Cleme N	Non-Commenting Source Statements				

2. Methods

UpdateById - UserService

```
public Optional<User> updateById(Long id, String name, String organization,
String gender, Certificate certificate, List<Position> positions) {
```

Here we have focused on the method update a user by their Id in the UserService of the User microservice which was responsible for telling the JPA repository to update the fields of a particular user. This method had two code smells.

- 1. long parameter list previously the method would have all the parameters that is the: name, organization, gender, certificate, and list of positions. To eliminate this an additional object has been created to store those parameters namely the **UserModel**. This way the method has only two parameters: id and the usermodel.
- 2. long method The user, that was supposed to be updated, was retrieved many times from the Optional object, this introduced more complexity and also made the code longer so instead of this we saved the optional do a User object and then performed the necessary changes. It reduced the lines of code from 42 to 31.

```
Optional<User> toUpdate = getById(id);
User user = toUpdate.get();
```

Method: updateById(Long, String, String, Certificate, List <position>)</position>						
Metric	Metrics Set	Description	Value	Regular Range		
O CND		Condition Nesting Depth	2	[02)		
O LND		Loop Nesting Depth	0	[02)		
o cc		McCabe Cyclomatic Complexity	7	[03)		
O NOL		Number Of Loops	0			
O LOC		Lines Of Code	42	[011)		
O NOPM		Number Of Parameters	6	[03)		
O HVL	Halstead Metric Set	Halstead Volume	433.8179			
O HD	Halstead Metric Set	Halstead Difficulty	21.6471			
O HL	Halstead Metric Set	Halstead Length	86			
O HEF	Halstead Metric Set	Halstead Effort	9390.8815			
O HVC	Halstead Metric Set	Halstead Vocabulary	33			
O HER	Halstead Metric Set	Halstead Errors	0.1484			
О ММІ	Maintainability Index	Maintainability Index	45.868	[0.019.0]		

Method: upda	Method: updateById(Long, UserModel)							
Metric	Metrics Set	Description	Value	Regular Range				
O CND		Condition Nesting Depth	2	[02)				
O LND		Loop Nesting Depth	0	[02)				
o cc		McCabe Cyclomatic Complexity	7	[03)				
O NOL		Number Of Loops	0					
O LOC		Lines Of Code	31	[011)				
O NOPM		Number Of Parameters	2	[03)				
O HVL	Halstead Metric Set	Halstead Volume	281.7629					
O HD	Halstead Metric Set	Halstead Difficulty	25.3636					
O HL	Halstead Metric Set	Halstead Length	58					
O HEF	Halstead Metric Set	Halstead Effort	7146.5317					
O HVC	Halstead Metric Set	Halstead Vocabulary	29					
O HER	Halstead Metric Set	Halstead Errors	0.1237					
O MMI	Maintainability Index	Maintainability Index	50.0599	[0.019.0]				

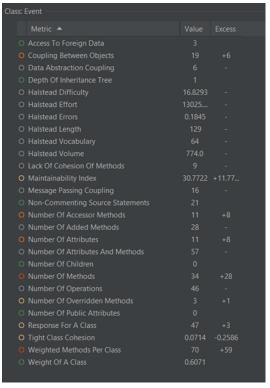
Event - equals and hashcode

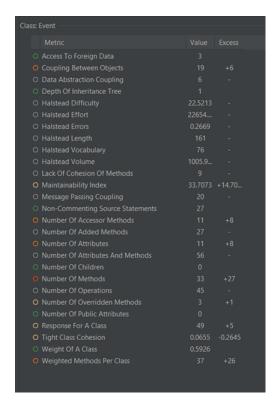
The Event class has a large number of attributes compared to other classes. This caused the *equals* and *hashcode* methods to have a very high *Cyclomatic Complexity*, raising the *Weighted Methods per Class* metric to 70. Since events have unique and non-null labels, we were able to replace these methods generated by lombok with custom versions that make use of the label uniqueness:

- 1. The *equals* method used to compare every attribute of the two events before returning true. It now only checks the label.
- 2. The *hashCode* method also used every attribute before, whereas now it only hashes the label.

Even though the Event object has a unique numerical identifier, we chose to use the label for these specific methods because there is a constructor for Event that doesn't require an id. These are used in some of our tests to check if event creation works. The label, on the other hand, is present for every event. Changing these methods alone decreased the *Weighted Methods per Class* metric by 33.

The *Cyclomatic Complexity* of the equals method was reduced from 25 to 4, and from the hashCode method from 12 to 1.





BEFORE AFTER

Enqueue - Event (shared)

The enqueue method used to check if the position a user wants to fill is actually available. However, this is something we were already checking in the EventService. Therefore, we were able to remove redundant lines of code and prevent the system from doing unnecessary extra work.

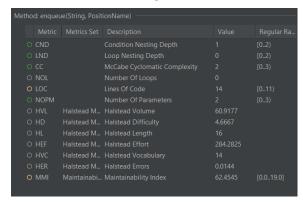
BEFORE

```
public boolean enqueue(String name, PositionName position) {
   if (!positions.contains(position)) {
      return false;
   }
   queue.add(new Request(name, position));
   return true;
}
```

AFTER

```
public boolean enqueue(String name, PositionName position) {
    return queue.add(new Request(name, position));
}
```

The Lines Of Code was reduced from 14 to 2.



Met	tho	d: enqueu	ıe(String, Posit	ionName)		
						Regular R
		CND		Condition Nesting Depth		[02)
				Loop Nesting Depth		[02)
		CC		McCabe Cyclomatic Complexity		[03)
		NOL		Number Of Loops		
		LOC		Lines Of Code		[011)
		NOPM		Number Of Parameters		[03)
			Halstead M	Halstead Volume		
			Halstead M	Halstead Difficulty		
			Halstead M			
			Halstead M	Halstead Effort		
			Halstead M	Halstead Vocabulary		
			Halstead M	Halstead Errors		
	0	MMI		Maintainability Index	68.5218	[0.019.0]

AFTER

Send notification - NotificationController

The method that automatically sends notifications to a specific user based on the enqueue request outcome was 32 lines long and had some hard-coded microservice ports. This method made use of WebClient to send requests to other microservices, while the rest of the application uses restTemplate. To make the NotificationController cleaner and more robust, while lowering the number of lines of code in the method, we now use restTemplate instead of WebClient.

BEFORE

Metho	d: sendNo	otification(Long	g, String, Outcome)		
	Metric	Metrics Set	Description	Value	Regular Ra
0	CND		Condition Nesting Depth		[02)
0	LND		Loop Nesting Depth	0	[02)
0	CC		McCabe Cyclomatic Complexity		[03)
0	NOL		Number Of Loops	0	
0	LOC		Lines Of Code	32	[011)
0	NOPM		Number Of Parameters		[03)
0	HVL	Halstead M	Halstead Volume	412.5315	
0	HD	Halstead M	Halstead Difficulty	16.1905	
0	HL	Halstead M	Halstead Length	77	
0	HEF	Halstead M	Halstead Effort	6679.0815	
0	HVC	Halstead M	Halstead Vocabulary	41	
0	HER	Halstead M	Halstead Errors	0.1182	
0	MMI	Maintainabi	Maintainability Index	48.6707	[0.019.0]

AFTER

Metho	Method: sendNotification(Long, String, Outcome)						
	Metric	Metrics Set	Description	Value	Regular Ra		
0	CND		Condition Nesting Depth		[02)		
0	LND		Loop Nesting Depth	0	[02)		
0	CC		McCabe Cyclomatic Complexity		[03)		
0	NOL		Number Of Loops	0			
0	LOC		Lines Of Code	25	[011)		
0	NOPM		Number Of Parameters		[03)		
0	HVL	Halstead M	Halstead Volume	284.3459			
0	HD	Halstead M	Halstead Difficulty	10.8182			
0	HL	Halstead M	Halstead Length	55			
0	HEF	Halstead M	Halstead Effort	3076.1054			
0	HVC	Halstead M	Halstead Vocabulary	36			
0	HER	Halstead M	Halstead Errors	0.0705			
0	MMI	Maintainabi	Maintainability Index	52.1795	[0.019.0]		

EnqueueById - Event Service

In this method we noticed a very high cyclomatic complexity and high line count. We distinguished that this method's main functionality is verifying if the user is eligible to join the event using a sequence of if statements. We extracted it into the utility class to the method *canJoin*. In the method, we got rid of if statements and used proper names to then check if all the conditions are met. This reduced the cyclomatic complexity of the original method to 4 and lines of code to 23 while in the extracted method we now have cyclomatic complexity of 10 and 20 lines of code. Because of the high number of checks, we have to make it very hard to reduce the cyclomatic complexity ever further. The only way would be to make a few more methods to check every criterion.

BEFORE

Method: enqueueByld(Long,	Jser, PositionName, long)	
Metric Metrics Set	Description	Regular Ra.
O CND	Condition Nesting Depth	[02)
O LND	Loop Nesting Depth	[02)
o cc	McCabe Cyclomatic Complexity	[03)
O NOL	Number Of Loops	
O LOC	Lines Of Code	[011)
O NOPM	Number Of Parameters	[03)

AFTER

Method:	Method: enqueueByld(Long, Long, PositionName, long)					
	Metric	Metrics Set	Description		Regular Ra	
0 0	ND		Condition Nesting Depth		[02)	
0 L	ND		Loop Nesting Depth		[02)	
0 0			McCabe Cyclomatic Complexity		[03)	
0 N	IOL		Number Of Loops			
O L	OC		Lines Of Code		[011)	
0 1	IOPM		Number Of Parameters	4	[03)	

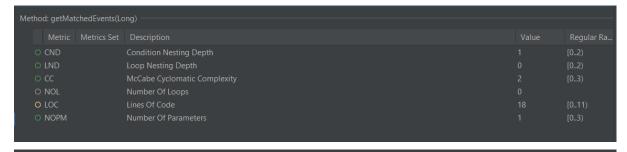
Me	Method: canJoin(PositionName, long)				
	Metric Metrics Set	Description		Regular Ra	
	O CND	Condition Nesting Depth		[02)	
	O LND	Loop Nesting Depth		[02)	
	O CC	McCabe Cyclomatic Complexity		[03)	
	O NOL	Number Of Loops			
	O LOC	Lines Of Code		[011)	
	○ NOPM	Number Of Parameters		[03)	

getMatchedEvents - eventService

In this method, we focused on reducing cyclomatic complexity and lines of code. What we noticed is that there are two loops that do basically the same thing. We extracted this functionality to the utility class and created *matchPositions* method. This got rid of the two loops needed in the original method which reduced the lines of code in the original method as well as cyclomatic complexity. Because of the nested loops and if statements in the loop that matched the events we could not get the cyclomatic complexity of the *matchPosition* method lower than 7 but it still is an improvement in comparison to the previous version of the method.

Meth	Method: getMatchedEvents(User)					
	Metric Metrics Set	Description		Regular Ra		
	CND	Condition Nesting Depth		[02)		
	D LND	Loop Nesting Depth		[02)		
	CC	McCabe Cyclomatic Complexity		[03)		
	O NOL	Number Of Loops				
	LOC	Lines Of Code		[011)		
	NOPM	Number Of Parameters		[03)		

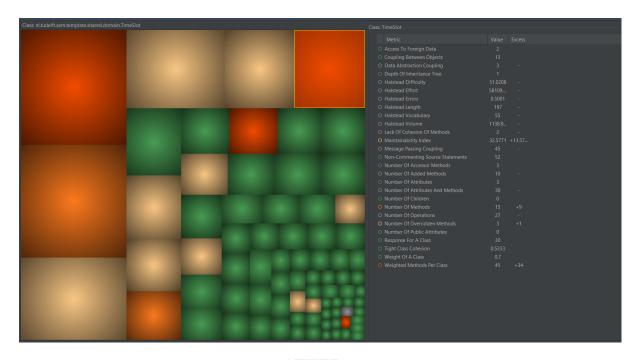
AFTER



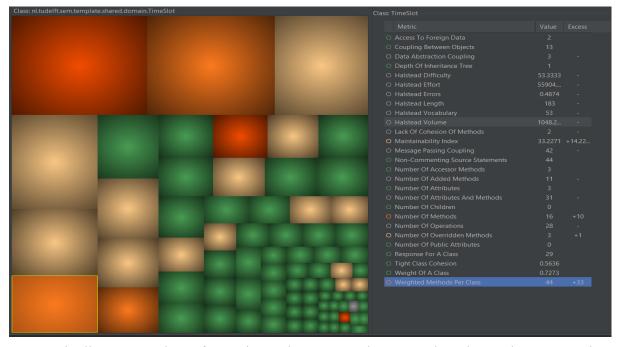
Method: matchPositions(List <position>, List<event>, User)</event></position>				
Metric Metrics Set	Description		Regular Ra	
O CND	Condition Nesting Depth		[02)	
O LND	Loop Nesting Depth		[02)	
O CC	McCabe Cyclomatic Complexity		[03)	
O NOL	Number Of Loops			
O LOC	Lines Of Code		[011)	
O NOPM	Number Of Parameters		[03)	

matchSchedule - TimeSlot

In this method we noticed a very high cyclomatic complexity, duplicated code, and an overall long and complicated method (code smell). Initially, because of the structure of the class that is able to also maintain recursive timeslots, we had 2 for-loops that had the same functionality. Those were externalized to another function to reduce code duplication and increase maintainability, thus, reducing the technical dept. Moreover, because we changed how a recurring timeslot is stored (if a slot is recurring, the week is now set to -1, instead of a rand value), it allows us to delete one of the three arrays that were used to handle the slots in the function. This means that we will call the auxiliary function(the one we mentioned we externalized some functionality to it) timeless, making the *matchSchedule* function easier to understand and maintain.



AFTER



Finally, we made a few minor changes to the general code, such as removing commented lines of code, correcting grammatical errors in the documentation, and getting rid of console printouts that were used to debug the course of any procedure.

BUG FIXES

In the previous version, we wouldn't check to see if the time period entered by a rower would actually be practicable before adding a new time slot to a user's schedule. Now, when someone tries to call one of the *addTimeSlot* methods inside the *UserTimeSlotService*, we'll

also alert the system when the period's end time is later than its start time or for weeks that have a negative index and disallow incorrect schedules. We also noticed that when registering the attributes in the constructor that actually created a user were in the wrong order, this created a problem that lead to a mismatch in the request and response of registering a user (email, netId, name, and organization were swapped). By changing the order to the correct one we got rid of the bug.

Some tests were prepared for checks that did not exist. After also verifying that when adding a new user it doesn't already exist inside the database, we have created fitting tests for this new feature and also for the one previously mentioned.