

# THE S TEAM

This document presents the report of the 2nd phase of the project for the Software Engineering course of the 1st semester of 2022/2023.



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Team's Git project link: <a href="https://github.com/CarolinaSimonet/ganttproject.git">https://github.com/CarolinaSimonet/ganttproject.git</a>

Team's Demo Video: https://youtu.be/AfAmVI91RDQ



# Content

New Functionalities Description	3
User Stories	3
Use Cases and Diagrams	4
Use Case a)	4
Use Case b)	4
Use Case c)	5
a), b), c) Diagram	6
Use Case d)	6
d) Diagram	7
Use Case e)	7
e) Diagram	8
Use Case f)	8
Use Case g)	9
f), g) Diagram	10
Use Case h)	10
h) Diagram	11
Codebase Metrics	12
Complexity Metrics	12
Dependency Metrics	13
MOOD metrics	14
Martin Packaging Metrics	15
Chidamber and Kemerer Metrics	16
Unit Tests	18
Conclusion	20
Phase 1 Report Attachment	21



# New Functionalities Description

The two functionalities that we decide to implement are based on things we thought are useful and missing in the program that was given to us.

The first one is the possibility to add a constraint to a task and the associated date. The goal is to choose between a list of already defined constraint types and choose one of them for the task. The defined types are: *must start on, must finish on, start no earlier than, start no later than, finish no earlier than, finish no later than.* 

The second functionality is the ability to press a button that displays the daily information. This information is about the planned tasks for the current day, so the app user doesn't have to search in the whole Gantt panel to know this information.

## **User Stories**

- As a project manager I want to be able to press a button with the daily information so I can easily check what tasks need to be done that day.
- As a project manager I want to add a constraint type and a constraint date to a task so I can prioritize better my tasks.



# Use Cases and Diagrams

Use Case a)

Name: ShowsDailyInformation

ld: 1

Description: The system displays information about the tasks of the current day

Actors:

Main: Project manager

Secondary: None

Pre-conditions: The system has tasks

Main flow:

- 1. The use case begins when the project manager selects "Show daily information".
- 2. The system displays a text box with the active subtasks for the current day.
- 2.1. The information displayed by the summary is the total duration, the start day and the finish day of each subtask.

Alternative flows: ADayWithNoTasks

Post-conditions: A text box with the daily information was showed.

# Use Case b)

Name: CloseDailyInformation

ld: 2

Description: The system closes the text box with the daily information

Actors:

Main: Project manager

Secondary: None

Pre-conditions: The system is showing the text box with the daily information

Main flow:

1. The use case begins when the project manager selects "Show daily information"



2. The system displays hides/ closes a text box with the active subtasks for the current day

Alternative flows: None.

Post-conditions: A text box with the daily information was hided.

# Use Case c)

Name: ADayWithNoTasks

Id: 3

Description: Daily button dialog without tasks

Actors:

Main: Project Manager

Secondary: None

Pre-conditions: Zero tasks to be done that day

Main flow:

1. The use case starts when the project manager selects the "Show daily information button".

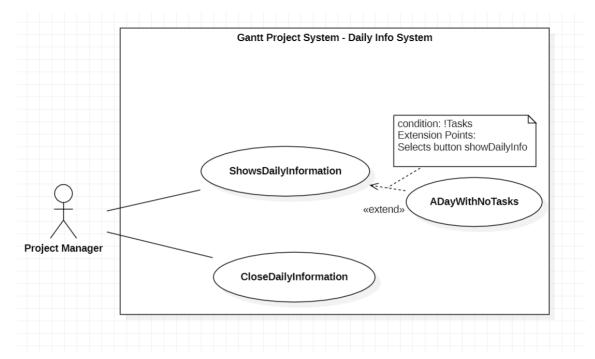
2. The system displays a text box with a message that says "No tasks for today".

Alternative flows: None

Post-conditions: A text box with a message is displayed.



# a), b), c) Diagram



Done by: Carolina Simonet

Reviewed by: Margarida Carvalho

# Use Case d)

Name: DisplayVerticalLine

Id: 4

Description: The system displays a vertical line of the current day

Actors:

Main: Project Manager

Secondary: None

Pre-conditions: None

Main flow:

- 1. The use case starts when the project manager selects the "Edit" button.
- 2. The project manager selects the daily "Settings" button.
- 3. The project manager selects the "Gantt Chart" button.



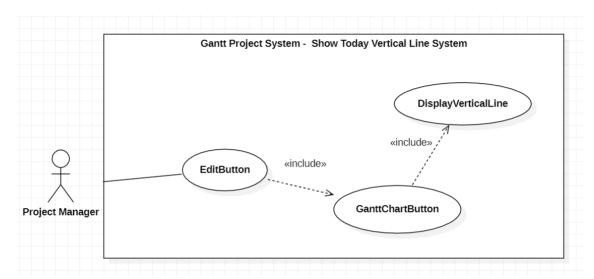
4. The project manager selects the "Yes" option in "Show today as a red line".

5. The system displays a vertical line at the current day.

Alternative flows: None

Post-conditions: A vertical line displayed.

# d) Diagram



Done by: Filipe Santo

Reviewed by: Rui Capareira

# Use Case e)

Name: AddToMainTask

ld: 5

Description: Adds an existing task to an existing main task as a subtask

Actors:

Main: Project manager

Secondary: None

Pre-conditions: The task and the main task exist



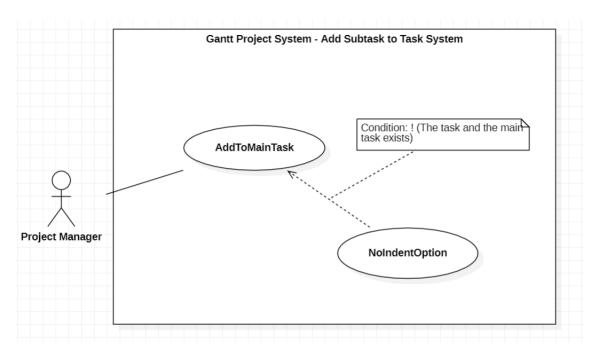
#### Main flow:

- 1. The use case begins when the project manager selects a task that is strictly under the main task.
- 2. The project manager selects the "Indent"/"Avançar" button

Alternative flows: None

Post-conditions: A new subtask was added to a main task

# e) Diagram



Done by: Jaime Russo

Reviewed by: Filipe Santo

# Use Case f)

Name: ShowCriticalPath

Id: 6

Description: Checks the project's critical path at any stage of the project

Actors:

Main: Project Manager



Secondary: None

#### Pre-conditions:

1. The project already has associated tasks.

#### Main flow:

- 1. The use case starts when the project manager selects the "Show critical path" button.
- 2. The system shows the project's critical path by adding lines to the critical tasks.

Alternative flows: None

Post-conditions: The project's critical path is now displayed.

# Use Case g)

Name: HideCriticalPath

ld: 7

Description: Checks the project's critical path at any stage of the project

Actors:

Main: Project Manager

Secondary: None

#### Pre-conditions:

1. The critical path is displayed.

#### Main flow:

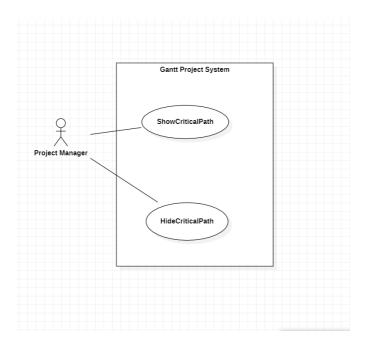
- 2. The use case starts when the project manager selects the "Hide critical path" button.
- 3. The system hides the project's critical path, by take back the lines of the critical tasks.

Alternative flows: None

Post-conditions: The project's critical path is now hidden.



# f), g) Diagram



Done by: Margarida Carvalho

Reviewed by: Jaime Russo

# Use Case h)

Name: ShowTaskProperties

ld: 8

Description: The system displays the properties about the selected task

Actors:

Main: Project Manager

Secondary: None

Pre-conditions:

- 1. A task has been selected
- 2. The project has at least one task

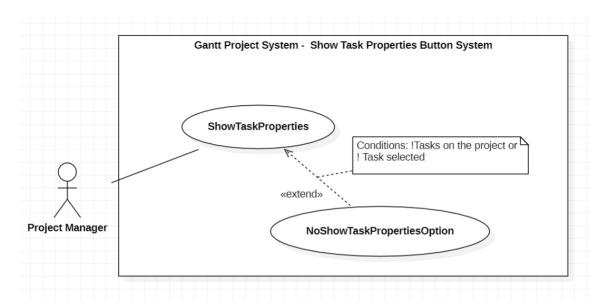
Main flow:



- 1. The use case starts when the project manager selects a task and then selects the task properties button.
- 2. A dialog with the correspondent task properties popup. Alternative flows:

Post-conditions: The properties dialog box is displayed.

# h) Diagram



Done by: Rui Capareira

Reviewed by: Carolina Simonet



# Codebase Metrics

# Complexity Metrics

Met	trics: Complexity metrics for Project 'ganttproject' from	quinta, 1 dez. 2022 ×	<u> </u>
<b>&gt;&gt;</b>	Method metrics	Module metrics	Project metrics
7	module ^	v(G)av <u>c</u>	v(G)tot
Ľ	ganttproject-builderbiz.ganttproject.core.main	1,74	1 238
Ō	ganttproject-builderbiz.ganttproject.impex.ical.mair	2,64	37
*	ganttproject-builderbiz.ganttproject.impex.msproject	ct2.m 2,81	273
5	ganttproject-builderganttproject-tester.test	1,16	358
₩	ganttproject-builderganttproject.main	1,83	8 832
	ganttproject-builderorg.ganttproject.chart.pert.main	2,16	199
	ganttproject-builderorg.ganttproject.impex.htmlpdf	.mair 2,01	352
	Total		11 289
	Average	1,81	1 612,71

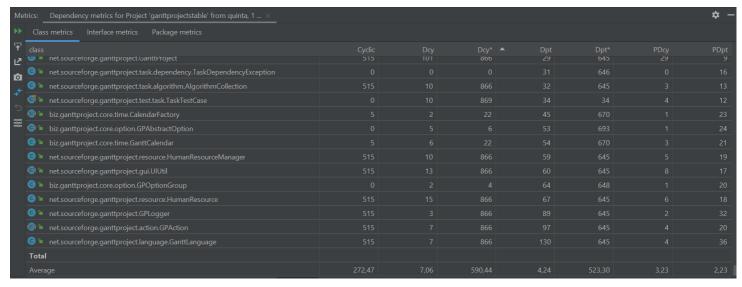
The Complexity Metrics predict critical information about the trust and maintenance of software systems. We can measure them by determining the project's number of components and the interactions with the system. The complexity measure is cyclomatic, which means that a module's complexity is the independent cycles' number in the graphical representation of a control flow, and it tries to catch the difficulty's level of understanding the project's modules. In the module complexity metrics of this project, we can see a high total value of cyclomatic complexity, which means it has a high level of complexity.

Done by: Margarida Carvalho

Reviewed by: Filipe Santo



# Dependency Metrics



Dependency metrics are a measure of how many components a given class, module or method depends on to operate. This indicates that a component may be difficult to observe, reuse, test and maintain. For instance, it's unlikely that development teams will be able to update a class with many dependencies without also updating each class it depends on.

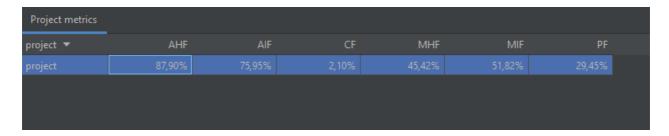
As we can see in the caption, we have a big number of average dependencies. This results in hard work for the teams who want to update this Gantt Project and is also a code smell Shoot Gun Surgery, because even if you just want to make a small change you have to make changes in many places.

Done by: Carolina Simonet

Reviewed by: Jaime Russo



#### **MOOD** metrics



#### Label:

-AHF: Attribute Hiding Factor,

-AIF: Attribute Inheritance Factor,

-CF or COF: Coupling Factor,

-MHF: Method Hiding Factor,

-MIF: Method Inheritance Factor,

-PF or POF: Polymorphism Factor;

Factor	Minimum	Maximum	Minimum Tolerance	Maximum Tolerance
MHF	12.7 %	21.8%	9.5 %	36.9%
AHF	75.2 %	100 %	67.7%	100%
MIF	66.4 %	78.5 %	60.9%	84.4%
AIF	52.7 %	66.3 %	37.4%	75.7%
COF	0 %	11.2 %	0%	24.3%
POF	2.7 %	9.6 %	1.7%	15.1%

#### • AHF, MHF:

-AHF: as we can see, the majority of the attributes are not visible for the rest of the classes, the ideal AHF would be 100%. In our case we didn't get a bad value.

-MHF: this value means that half of our methods are visible to the rest of the classes and half are not. We were looking for a 8% - 25%.

#### • AIF, MIF:

-AIF: in our project a lot of attributes are inherited to classes from classes. The ideal range of this factor would be from 0% up to 48%.

-MIF: our <u>classes</u> inherit some methods of the parents super classes. We got 51,82% that is in the range of a good MIF (20% - 80%)

#### • PF:

-PF: this factor is associated with method overriding and not associated with method overloading. In our case, having a relatively high polymorphism factor, it means that we have a better code quality, but in the other side, we have a more complex system.



#### • CF:

-CF: Many functionalities of the system can be done with the help of coupled classes. Having many independent classes might be a sign of bad practice coding. In the other side, having many classes dependent from others, can lead to some code smells, like shotgun surgery, if we want to change something inside a class, we also need to change other classes. In our project, we have a coupling factor of 2,10%, when the ideal range is from 0% to 11,2%.

Done by: Jaime Russo

Reviewed by: Rui Capareira

# Martin Packaging Metrics

package ▼	А	Ca	Ce	D	1
biz.ganttproject.core.chart.text	0.27	30	68	0.03	0.76
biz.ganttproject.core.chart.scene.gantt	0.40	70	246	0.18	0.85
biz.ganttproject.core.chart.scene	0.70	131	163	0.25	0.53
biz.ganttproject.core.chart.render	0.00	70	128	0.35	0.64
biz.ganttproject.core.chart.grid	0.29	251	50	0.55	0.16
biz.ganttproject.core.chart.canvas	0.21	766	0	0.79	0.00
biz.ganttproject.core.calendar.walker	0.50	30	18	0.12	0.38
biz.ganttproject.core.calendar	0.35	635	131	0.48	0.21
Total					
Average	0.24	242.19	242.19	0.30	0.50

This is a software package metric that focuses on identifying packages which are hard to maintain and reuse. The metric measures how hard it is to change the package, measured by workload.

As shown in the image above, the GanttProject has a high average of Afferent and Efferent couplings, which means there's a large number of classes outside the package which depend on it and a large number of classes outside the package which the package depends upon.

Stable packages are hard to change but they also should be abstract so they can be extended. On the other hand an unstable code should be concrete so the code can be easily edited.

The normalized distance from main sequence (D) defines a relationship between the levels of Abstractness and Instability shown in the GanttProject metrics, we could say that a higher value of Instability could reduce the workload required to make changes to the project.

Done by: Rui Capareira

Reviewed by: Margarida Carvalho



#### Chidamber and Kemerer Metrics

class		СВО		LCOM	NOC	RFC	WMC
<b>©</b> •	net.sourceforge.ganttproject.test.task.TestResourceAssignments						21
<b>6</b>	net. source forge. gant tproject. test. task. Test Task Activities Recalculation						2
<b>6</b>	net.sourceforge.ganttproject.test.task.TestTaskBounds						1
G ·	net. source forge. gant tproject. test. task. Test Task Completion Percentage						4
<b>6</b> •	net.sourceforge.ganttproject.test.time.GregorianTimeStackTest						5
<b>6</b>	net.sourceforge.ganttproject.test.time.TestWeekFramer						5
<b>છ</b> •	net. source forge. gant tproject. test. time. Test Week Framer. Test Calendar Factory and the source of the sour						1
<b>6</b>	net.sourceforge.ganttproject.TestSetupHelper						8
<b>@</b> 🚡	net.sourceforge.ganttproject.TestSetupHelper.TaskManagerBuilder						10
Total							639
Avera	age	2.80	3.46	3.16	0.50	13.01	8.64

Chidamber and Kemerer metrics consists of six metrics calculated for each class. CBO (number of classes to which a class is coupled), two classes are coupled when methods declared in one class use methods defined by the other, an high CBO is undesirable. DIT (maximum inheritance path from the class to the root class), indicates the deeper a class is in the hierarchy, a high DIT is related to increase in faults, a recommended DIT is 5 or less. LCOM (lack of cohesion of methods), is the lack of cohesion of methods. NOC (number of immediate subclasses of a class), is the number of immediate child class derived from a base class, a high NOC is related to fewer faults. RFC (response for a class), is a set of methods that can potentially be executed in response to a message received. WMC (number of methods defined in class), it's a predictor of how much time and effort is required to maintain the class, a high WMC is related to lead to more faults, and usually indicates that the class could be divided into more.

#### Reference values

A study by NASA reports the following average values for Chidamber & Kemerer metrics. The study analyzed 3 systems and classified their quality.

System analyzed	Java	Java	C++
Classes	46	1000	1617
Lines	50,000	300,000	500,000
Quality	"Low"	"High"	"Medium"

http://www.aivosto.com/project/help/pm-oo-ck.html

Project Metrics Help –	Chidamber & Kemer	er object-orie	ented metrics suite
СВО	2.48	1.25	2.09
LCOM1	447.65	78.34	113.94
RFC	80.39	43.84	28.60
NOC	0.07	0.35	0.39
DIT	0.37	0.97	1.02
WMC	45.7	11.10	23.97



With this is mind, we can evaluate that the code has a high CBO (bad), recommended DIT (good), low LCOM (good), high NOC (good), and a low WMC (good). Suggesting that by the Chidamber and Kemerer Metrics the quality of the code is medium to good in quality of the system.

Done by: Filipe Santo

Reviewed by: Carolina Simonet



#### **Unit Tests**

```
public void testGetTodayTasks() {

TaskManager mgr = getTaskManager();

Date today = new Date();

Date yesterday = new Date();

Date endDay = new Date( year 2022, month: 12, date: 61);

GanttCalendar calendar = new GanttCalendar(today, ourLocaleApi);

Date endDay = new Date( year 2022, month: 12, date: 10);

GanttCalendar calendarEnd = new GanttCalendar(endDay, ourLocaleApi);

GanttCalendar calendarYesterday = new GanttCalendar(yesterday, ourLocaleApi);

Task t2 = createTask();

t2.setStart(calendar);

t2.setStart(calendar);

t2.setStart(calendarYesterday);

t3.setEnd(calendarYesterday);

bailyInfoButtonComponent button = new DailyInfoButtonComponent(mgr);

ArrayList<Task> todayTasks = new ArrayList<Task>();

if(button.isToday(t2)){

todayTasks.add(t2);
}

if(button.isToday(t3)){

todayTasks.add(t3);
}

assertTrue(todayTasks.contains(t2));
assertTrue(todayTasks.contains(t3));
```

In this test we create two tasks, one of them occurs in the current day and the other not. The test will check if the task that occurs in the current day was added to the array of the current tasks.

```
public void testGetAllTasksList() {
    Task t2 = createTask();
    Task t3 = createTask();
    ArrayList<Task> allTasks = new ArrayList<Task>();
    allTasks.add(t2);

    assertTrue(allTasks.contains(t2));
    assertFalse(allTasks.contains(t3));
}
```

In this case we are just checking if the created tasks were added to the array will every task.



```
public void testAddTodayTasks() throws Exception {
   TaskManager mgr = getTaskManager();
   Date today = new Date();
   Date yesterday = new Date( year: 2022, month: 12, date: 01);
   GanttCalendar calendar = new GanttCalendar(today,ourLocaleApi);
   Date endDay = new Date( year: 2022, month: 12, date: 10);
   GanttCalendar calendarEnd = new GanttCalendar(endDay,ourLocaleApi);
   GanttCalendar calendarYesterday = new GanttCalendar(yesterday,ourLocaleApi);
   Task t2 = createTask();
   t2.setStart(calendar);
   t2.setEnd(calendarEnd);
   Task t3 = createTask();
   t3.setStart(calendarYesterday);
   t3.setEnd(calendarYesterday);
   DailyInfoButtonComponent button = new DailyInfoButtonComponent(mgr);
   ArrayList<Task> todayTasks = new ArrayList<Task>();
   if(button.isToday(t2)){
        todayTasks.add(t2);
    if(button.isToday(t3)){
   assertTrue(todayTasks.contains(t2));
   assertFalse(todayTasks.contains(t3));
```

In this test we are checking if the tasks are well added to the today tasks array following the condition imposed by isToday.



### Conclusion

To summarize, with this project we were able to really put in practice our learnings about Agile Methods. We found out that it was crucial to have an organized team, in order to produce a successful project.

Since we were a team of only five members, it was important that each on of us had a cross-functional role.

In the beginning, we had some difficulties to get used to this planning method and to discover what was behind the project that was given to us. After the teachers released the stable version tutorial this got easier to us.

One of the team members had some issues running the Gantt Project App because there wasn't available any Gradle version for his software, so this put our team in a challenging situation. But as a team we overcame it by working more together in online meetings.

Before the releasing of the stable version, we already had a repository with some commits that can be checked at:

https://github.com/MargaridaCarv/ganttproject.git

We all agreed that this method helped us and we worked better together and at a good rhythm with it.

# The S Team

# 1<sup>st</sup> Part



Carolina Simonet, 59748

Filipe Santo, 64859

Jaime Russo, 60062

Margarida Carvalho, 60437

Rui Capareira, 57046

#### **Code Smells**

## Carolina Simonet, 59748

#### 1. Message Chains

#### Location:

ganttproject/src/main/java/net/sourceforge/ganttproject/gui/taskproperties/DependencyTableModel.java

#### Explanation:

We are getting an object, and again getting another object back and again calling another method.

Reviewed by Margarida Carvalho.

#### 2. Dead Code

#### Location:

ganttproject/src/main/java/net/sourceforge/ganttproject/util/StringUtils.java

#### Explanation:

The code is not used for now, and we already have a similar method padLeft.So we could delete this method.

Reviewed by Filipe Santo.

```
dbarashev

static public String padRight(String string, int padding) {

if (padding > 0) {

   padding += string.length();

   return String.format("%1$-" + padding + "s", string);
}

return string;
}

return string;
}
```

#### 3. Long Method

#### Location:

ganttproject/src/main/java/net/sourceforge/ganttproject/task/TaskProperties.java

#### **Explanation:**

This method is very long with 79 lines and it's confusing to understand it because it has a lot of if statements and no comments. The method is responsible for doing more things than it actually should.

Reviewed by Rui Capareira.

```
public static void parseDependency(String depSpec, final Task successor, Function<Integer, Task> taskIndex,

Map<Integer, Supplier<TaskDependency>> out) {

final TaskManager taskMgr = successor.getManager();
   int posDash = depSpec.indexOf('-');
   String maybeId = posDash < 0 ? depSpec : depSpec.substring(0, posDash);
   final Integer predecessorId;

try {

predecessorId = Integer.parseInt(maybeId);
} catch (NumberFormatException e) {
   throw new IllegalArgumentException(String.format("%s is not a number", maybeId));
} if (posDash < 0) {
   final Task predecessor = taskIndex.apply(predecessorId);
   if (predecessor = null) {
        throw new IllegalArgumentException(String.format("Can't find task with ID=%s", depSpec));
} out.put(predecessorId, () -> {
        if (taskMgr.getDependencyCollection().canCreateDependency(successor, predecessor));
} throw new TaskDependencyException(String.format().canCreateDependency(successor, predecessor));
}
```

# Filipe Santo, 64859

#### 1. Dead Code

#### Location:

ganttproject/src/main/java/net/sourceforge/ganttproject/wizard/AbstractFileChoos er.java

#### Explanation:

This function doesn't do nothing, is a dead code, it should be deleted.

Reviewed by Jaime Russo.

```
private void reportMalformedUrl(Exception e) {
}
```

#### 2. Comments

Location:

ganttproject/src/main/java/net/sourceforge/ganttproject/client/RssFeedChecker.java

#### **Explanation:**

Instead of having the comments explaining the following complex expression, the expression should go to another function and make it name self explanatory. The comments should be deleted.

Reviewed by Carolina Simonet.

#### 3. Long Method

Location:

ganttproject/src/main/java/net/sourceforge/ganttproject/GanttOptions.java

#### Explanation:

This method is very long with 204 lines. It should be divided into multiple methods and if possible follow the SOLID principles because it accumulates a lot of responsibility making it very hard to understand.

Reviewed by Margarida Carvalho.

# Jaime Russo, 60062

#### 1. Long Method

Location:

ganttproject/src/main/java/net/sourceforge/ganttproject/GanttProject

Explanation: This method has 60 lines, which we can identify as a long method code smell. To prevent this smell we could create additional auxiliar methods to help.

Reviewed by Rui Capareira.

```
* create the button on toolbar

* create the button createToolbar() {

* private RXToolbarBuilder = new RXToolbarBuilder();

* butlon-addButton(myProjectMenu.getDpenProjectAction().asToolbarAction())

* addButton(myProjectMenu.getDpenProjectAction().asToolbarAction())

* addButton(myProjectMenu.getDpenProjectAction().asToolbarAction())

* addButton(myProjectMenu.getDpenProjectAction().asToolbarAction();

* final ArtefactAction newAction;

{

* final GPAction taskMewAction = gyTaskActions.getCreateAction().asToolbarAction();

* newAction = new ArtefactMewAction() -> getTass().getSelectedIndex() == UIFacade.GANTT_INDEX ? taskMemAction : resourceMemAction, new Action

* final GPAction taskDeletEAction = myTaskActions.getDeletEAction().asToolbarAction();

* final GPAction taskDeletEAction = myTaskActions.getDeletEAction().asToolbarAction();

* deletEAction = new ArtefactDeletEAction() -> getTass().getDeletEAction().asToolbarAction();

* final GPAction taskDeletEAction = myTaskActions.getDeletEAction().asToolbarAction();

* final GPAction taskDeletEAction = myTaskActions.getPropertiesAction().asToolbarAction();

* propertiesAction = new TaskResourcePropertiesAction()

* usual new TaskBeloaction = new Task
```

#### 2. No Comments

Location:

ganttproject/src/main/java/net/sourceforge/ganttproject/GanttProject

Explanation: This method don't have any comments at all, only pure code, it may be confusing even for the coder.

Reviewed by Margarida Carvalho.

#### 3. Repeated Code

Location:

ganttproject/src/main/java/net/sourceforge/ganttproject/undo/UndoableEditImpl

Explanation: These methods have only 1 different line from one to the other, we could only have 1 method with a condition to implement 1 line or the other.

Reviewed by Filipe Santo.

```
@Override
public void redo() throws CannotRedoException {
     } catch (ProjectDatabaseException e) {
        GPLogger.log(e);
  } catch (DocumentException | IOException e) {
@Override
public void undo() throws CannotUndoException {
      } catch (ProjectDatabaseException e) {
        GPLogger.log(e);
  } catch (DocumentException | IOException e) {
```

# Margarida Carvalho, 60437

#### 1. Dead Code

Location:

ganttproject/src/main/java/net/sourceforge/ganttproject/util/StringUtils.java

#### Explanation:

The method is not used. To fix this code smell, the method should be deleted.

Reviewed by Carolina Simonet.

```
/** @return a comma separated list showing the names of the given objects */

dbarashev

public static String getDisplayNames(Object[] objects) {

if (objects.length == 1) {

return objects[0].toString();

}

StringBuffer result = new StringBuffer();

for (int i = 0; i < objects.length; i++) {

result.append(objects[i].toString());

if (i < objects.length - 1) {

result.append(", ");

}

return result.toString();

}

return result.toString();
```

#### 2. Data Class

#### Location:

ganttproject/src/main/java/net/sourceforge/ganttproject/util/CustomColumn.java

#### **Explanation:**

This class doesn't contain real functionality. Besides the equals and hashCode methods, it only has getter and setter methods.

Reviewed by Rui Capareira.

```
public void setId(String newId) { id = newId; }

dbarashev

d0Verride

public Object getDefaultValue() { return defaultValue; }

dbarashev

dbarashev

doverride

public void setDefaultValue(Object defaultValue) { this.defaultValue = defaultValue; }

lusages dbarashev +1

d0Verride

public void setDefaultValueAsString(String value) {

CustomPropertyDefinition stub = PropertyTypeEncoder.INSTANCE.decodeTypeAndDefaultValue()

getTypeAsString(), value);

defaultValue = stub.getDefaultValue();

}

Dmitry Barashev

dNonnull

dOverride

public Map<String, String> getAttributes() { return myAttributes; }

dbarashev +1

dbarashev +1

dWonnull

d0Verride

public String getName() { return name; }

dbarashev

coverride

public void setName(String name) {

String oldName = this.name;
```

#### 3. Feature Envy

Location:

ganttproject/src/main/java/net/sourceforge/ganttproject/task/TaskActivitiesAlgorit hm.java

#### Explanation:

This method manipulates the data of another class. It could have been made in the TaskActivity class.

Reviewed by Jaime Russo.

# Rui Capareira, 57046

#### 1. Data Clump

Location:

ganttproject\biz.ganttproject.core\src\main\java\biz\ganttproject\core\chart\canvas \Canvas.java

Explanation: This method could be rewritten by passing two 2DPoint objects as arguments, instead it uses a group of variables passed as a clump.

Reviewed by Filipe Santo.

#### 2. Switch Statements

Location:

ganttproject\biz.ganttproject.core\src\main\java\biz\ganttproject\core\calendar\GP CalendarBase.java

#### Explanation:

Switch statement with conditionals checking on type instead of reducing conditionals down to a design that uses polymorphism. Two switch cases evaluated without any code being executed.

Reviewed by Jaime Russo.

#### 3. Comments

#### Location:

ganttproject\ganttproject\src\main\java\net\sourceforge\ganttproject\chart\ChartM odelImpl.java

#### **Explanation:**

This section of code shows several lines of comments that take on a reminder nature, showing that something needs to be done or this code needs to be updated later.

Reviewed by Carolina Simonet.

```
public List<Task> getVisibleTasks() {
 return myVisibleTasks == null ? Collections.<Task> emptyList() : myVisibleTasks;
```

# **Design Patterns**

## Carolina Simonet, 59748

#### 1. Facade Pattern

#### Location:

ganttproject/src/main/java/net/sourceforge/ganttproject/task/dependency/TaskDe pendencyCollectionImpl.java

#### **Explanation:**

This class works with a subsystem of other classes to be easier to access all of them through this TaskDependencyCollectionImpl class.

Reviewed by Filipe Santo.

```
☐ TaskDependencyCollection
☐ TaskDependencyCollection
☐ TaskDependencyCollectionImpl
☐ TaskDependencyCollectionMutator
☐ TaskDependencyCollectionMutator
☐ TaskDependencyCollectionMutator
☐ TaskDependencyCollectionMutator
☐ TaskDependencyCollectionMutator
☐ TaskDependencyCollectionMutator
☐ TaskDependencySicce
☐ TaskDependencySi
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  SearchKey fromKey = new SearchKey(SearchKey.DEPENDANT, dependant.getTaskID(), secondTaskID(-1);
SearchKey toKey = new SearchKey(SearchKey.DEPENDEE, dependant.getTaskID(), secondTaskID(-1);
SortedMap<SearchKey, TaskDependency> submap = mySearchKey2dependency.subMap(fromKey, toKey);
                                                          | SearchKey | TaskDependency[] getDependenciesAsDependee(Task dependee) {
| SearchKey | Dependency | SearchKey | Dependee | Dependee | Se
```

#### 2. Command Pattern

#### Location:

ganttproject/src/main/java/net/sourceforge/ganttproject/undo/UndoManagerImpl.j ava

#### Explanation:

Commands are being manipulated as objects, allows to do and undo operations.

Reviewed by Rui Capareira.

#### 3. Singleton Pattern

#### Location:

ganttproject/src/main/java/net/sourceforge/ganttproject/gui/ListAndFieldsPanel.java

#### Explanation:

Creates an object, the class has only one instance that generates a new box and returns it.

Reviewed by Jaime Russo.

### Filipe Santo, 64859

#### 1. Prototype Pattern

Location:

ganttproject/src/main/java/net/sourceforge/ganttproject/ChartComponentBase.jav

#### Explanation:

This class lets us create copies of objects without depending on the concrete class.

Reviewed by Jaime Russo.

#### 2. Singleton Pattern

Location:

ganttproject/src/main/java/net/sourceforge/ganttproject/gui/GanttLookAndFeels.java

#### **Explanation:**

This singleton class provides us global access to the info about the installed LookAndFeels.

Reviewed by Carolina Simonet.

```
public class GanttLookAndFeels {

protected Map<String, GanttLookAndFeelInfo> infoByClass;

protected Map<String, GanttLookAndFeelInfo> infoByName;

protected static GanttLookAndFeels singleton;

static {

UIManager.put("ClassLoader", LookUtils.class.getClassLoader());

UIManager.installLookAndFeel("Plastic", "com.jgoodies.looks.plastic.PlasticLookAndFeel");
}

protected GanttLookAndFeels() {
```

#### 3. Proxy Pattern

#### Location:

ganttproject/src/main/java/net/sourceforge/ganttproject/document/ReadOnlyProx yDocument.java

#### Explanation:

This class has the same interface as the original service object, and when it's updated it passes from this class to the original documents object. Delegating it all the work to it.

Reviewed by Margarida Carvalho.

```
public class ReadOnlyProxyDocument implements Document {
   private final Document myDelegate;
   public ReadOnlyProxyDocument(Document delegate) {
      myDelegate = delegate;
   }
   @Override
   public String getFileName() {
      return myDelegate.getFileName();
   }
   @Override
   public boolean canRead() {
      return myDelegate.canRead();
   }
}
```

#### Jaime Russo, 60062

#### 1. Memento Pattern

Location:

ganttproject/src/main/java/net/sourceforge/ganttproject/undo/UndoManagerImpl

Explanation: In this algorithm, there is a class that saves the last state of the object, so we can undo and redo whenever we need.

Reviewed by Rui Capareira.

```
dbarashev

@Override

public void undo() throws CannotUndoException {

mySwingUndoManager.undo();

fireUndoOrRedoHappened();

}
```

#### 2. Singleton Pattern

Location:

ganttproject/src/main/java/net/sourceforge/ganttproject/task/event/TaskDepende ncyEvent

Explanation: This class only have one instance and that instance can be accessed through a method.

Reviewed by Margarida Carvalho.

```
28 usages  dbarashev

29  public class TaskDependencyEvent extends EventObject {

20  private final TaskDependency myDependency;

21  3 usages  dbarashev

22  public TaskDependencyEvent(TaskDependencyCollection source, TaskDependency dependency super(source);

25  myDependency = dependency;

26  dbarashev

27  public TaskDependency getDependency() { return myDependency; }

28  dbarashev

29  public TaskDependency getDependency() { return myDependency; }

29  public TaskDependency getDependency() { return myDependency; }
```

#### 3. Command Pattern

Location:

ganttproject/src/main/java/net/sourceforge/ganttproject/export/CommandLineExportApplication

Explanation: This class will export the command line text, other class will cal this one to do that job.

Reviewed by Carolina Simonet.

# Margarida Carvalho, 60437

#### 1. Memento Pattern

Location:

ganttproject/src/main/java/net/sourceforge/ganttproject/undo/UndoableEditImpl.java

#### Explanation:

With this method, we are able to access a previous state of an object and return it.

Reviewed by Carolina Simonet.

#### 2. Factory Method

#### Location:

ganttproject/src/main/java/net/sourceforge/ganttproject/chart/ChartModelBase.jav

#### Explanation:

It allows the creation of objects in a superclass.

Reviewed by Filipe Santo.

#### 3. Observer Pattern

Location:

org/apache/commons/io/input/ObservableInputStream.java

#### Explanation:

It is a mechanism that let us notify multiple objects about anything that happens to the observed object.

Reviewed by Rui Capareira.

```
protected void noteFinished() throws IOException {

for (final Observer observer : getObservers()) {

observer.finished();

}

249  private void notify(final byte[] buffer, final int offset, final int result, final IOException ioe) throws IOException {

if (ioe != null) {

noteError(ioe);

throw ioe;

}

if (result == EOF) {

noteFinished();

} else if (result > 0) {

noteDataBytes(buffer, offset, result);

}

259  }
```

# Rui Capareira, 57046

#### 1. Template Method Pattern

Location:

ganttproject\ganttproject\src\main\java\net\sourceforge\ganttproject\importer\Importer\ImporterBase.java

#### Explanation:

Defines a general implementation for import related features, deferring the implementation of more specific steps to subclasses.

Reviewed by Margarida Carvalho.

```
3 usages ♣ dbarashev +1

public abstract class ImporterBase implements Importer {

5 usages
```

```
1 usage  dbarashev +1

60  public class IcsFileImporter extends ImporterBase {
4 usages
```

```
4 usages ♣ dbarashev +3

public class ImporterFromGanttFile extends ImporterBase {
9 usages
```

```
2 usages  dbarashev

public class ImporterFromTxtFile extends ImporterBase {
26
```

#### 2. Singleton Pattern

#### Location:

ganttproject\biz.ganttproject.core\src\main\java\biz\ganttproject\core\chart\canvas \Canvas.java

#### Explanation:

The Singleton myStyles can only be accessed through its instance operation. The constructor is private and the public methods instantiate the singleton if it still doesn't exist.

Reviewed by Jaime Russo.

```
public void addStyle(String style) {
    getStyles().add(style);
}

public boolean hasStyle(String style) {
    return getStyles().contains(style);
}

// Page 194

// Page 295

// Page 296

// Pa
```

#### 3. Iterator Pattern

#### Location:

ganttproject\biz.ganttproject.core\src\main\java\biz\ganttproject\core\time\TimeUn itStack.java

#### Explanation:

The iterator is used to traverse a collection of elements and access them without exposing the underlying representation of the data structure.

Reviewed by Filipe Santo.

```
// Now compare lists to find a common unit

current = unit2;

while (current != null) {

Iterator<TimeUnit> ulIterator = units1.iterator();

while (ulIterator.hasNext()) {

TimeUnit nextU1 = ulIterator.next();

if (current.equals(nextU1)) {

return current;

}

current = current.getDirectAtomUnit();

return null;

return null;
```