

# Template – Test Smells Refactoring Experiment

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Project: commons-io

I'm currently working on refactoring the following test smell:

Assertion Roulette (65-65), (71-71)

Duplicate Assertion (182,187), (436,440), (442,463)

My main difficulties in removing these anomalies were:

understand what the test is running and where to go to solve the problem

I'm using the following refactoring methods to remove test smells:

Assertion Roulette: A message has been added to help identify

Duplicate Assertion: deduplication was removed and another test was created for each case

From (0 to 10), how harmful is this test smell to the system? It's because ?

Assertion Roulette :6, because it makes it difficult to understand the test

Duplicate Assertion : 9, because it attributes many cases like this, which can make it difficult to understand what is being tested and for what purpose

