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# Jabberpoint Issues

## MenuController

Constructor is really long, solved it by making many shorter methods which are used in the constructor. Makes it easier to read, and the constructor much shorter, and easier to understand.

Many protected static final variables, which is a data clump code smell, made it into its own class called ControllerButton. Makes class less cluttered and easier to read.

Removed SerialVersionUID due to not being used, is also defined exactly the same in SlideViewerComponent which will also be removed. Dead code removed for better readability and performance.

## Accessor

Final strings not used can be deleted variables because it’s dead code, code smell. Increased Readability and performance.

## SlideViewerComponent

Many protected static final variables, which is a data clump code smell, made it into its own class called SlideViewerDefault. Makes class less cluttered and easier to read.

Removed SerialVersionUID, was not used dead code. Better readability and performance.

Made Update function slightly cleaner and easier to understand.

getPrefferedSize not used. Dead code. Removed for increased performance.

## BitmapItem

Got rid of two useless static fields FILE and NOTFOUND because they are only used once, and their names are the same text and is unnecessary. Uses more time to understand then time saved implementing, therefore useless.

Removed an empty bitmap item, unused. Is a dispensable code smell. Improved readability and performance.

Draw and getBoundingBox have large parameters code smell, I made a new class with all their fields called ImageData. This introduced a new smell with Message chains which I reduced by hiding delegates of style.indent and style.leading by making two methods which got these values. I also added more lines for better readability.

## SlideItem

Due to bitmapItem changed it that draw and getboundingbox also use ImageData as a single parameter, for improved visibility and readability.

## Slide

Changed draw to have ImageData as parameter as well and added rectangle to ImageData to support this change. Changed formatting of the method to support ImageData.

## TextItem

Changed draw and getBoundingBox parameters for ImageData.

Replaced while loop and iterator in getBoundingBox for a for each loop. To save two lines of code for better readability.

Removed the empty constructor. For better readability and performance.

## XMLAccessor

Many protected static final variables, which is a data clump code smell, made it into its own class called XMLAccessorType, for cleaner class/readability.

Made first int in loadfile all equal 0 at once for more efficiency