

Refactoring

1. The major refactoring that was done was to the Gui files and folder,

First There was a large method called Gui Builder, which contained all the initialization of all the text fields labels, and buttons, the problem was that the method was too long and had too many responsibilities;

Solution: we put labels and textfields in methods of their own depending on what they were doing then, we called these methods from the guiBuilder method significantly reducing the size of the method;

2. Another major refactoring was done on the controller class, The class got too big and was becoming a god class, it was also getting difficult to test and had too many responsibilities.

Solution: we extracted methods that were similar and created more controller classes that had a single responsibility

3. We also realized that the frames and controllers were contained in a single folder and was difficult to navigate at times

Solution. We created separate folders for frames and controllers