Ferdinand Tembo

**CS 410 Software Engineering - Spring 2018**

**Assignment I**

1. **SMELLS**

* Line #28: changed the variable from mb to barMenu, because of the variable naming convention.
* Line #29: changed the variable from fm to fileMenu, because of the variable naming convention.
* Line #30: changed the variable from em to editMenu, because of the variable naming convention.
* Line #31: changed the variable from d to noteArea, because of the variable naming convention.
* Line #32: changed the variable from nf to newFIleMenu, because of the variable naming convention.
* Line #33: changed the variable from sf to saveFIleMenu, because of the variable naming convention.
* Line #34: changed the variable from pf to printFIleMenu, of the variable naming convention.
* Line #36: changed the variable from u to undoMenu, because of the variable naming convention. // This undo method does nothing, I don’t know if I’m allowed to remove it or not.
* Line #37: changed the variable from c to copyMenu, because of the variable naming convention.
* Line #38: changed the variable from p to pasteMenu, because of the variable naming convention.
* I created a new class pasteImplementation , because I wanted to avoid duplicate since the paste and simple-replace are pretty similar.
* Line # 1-24 : removed many import(Too many Bloaters)
* I aslo made some of my class private for security reasons
* The code missed some comments