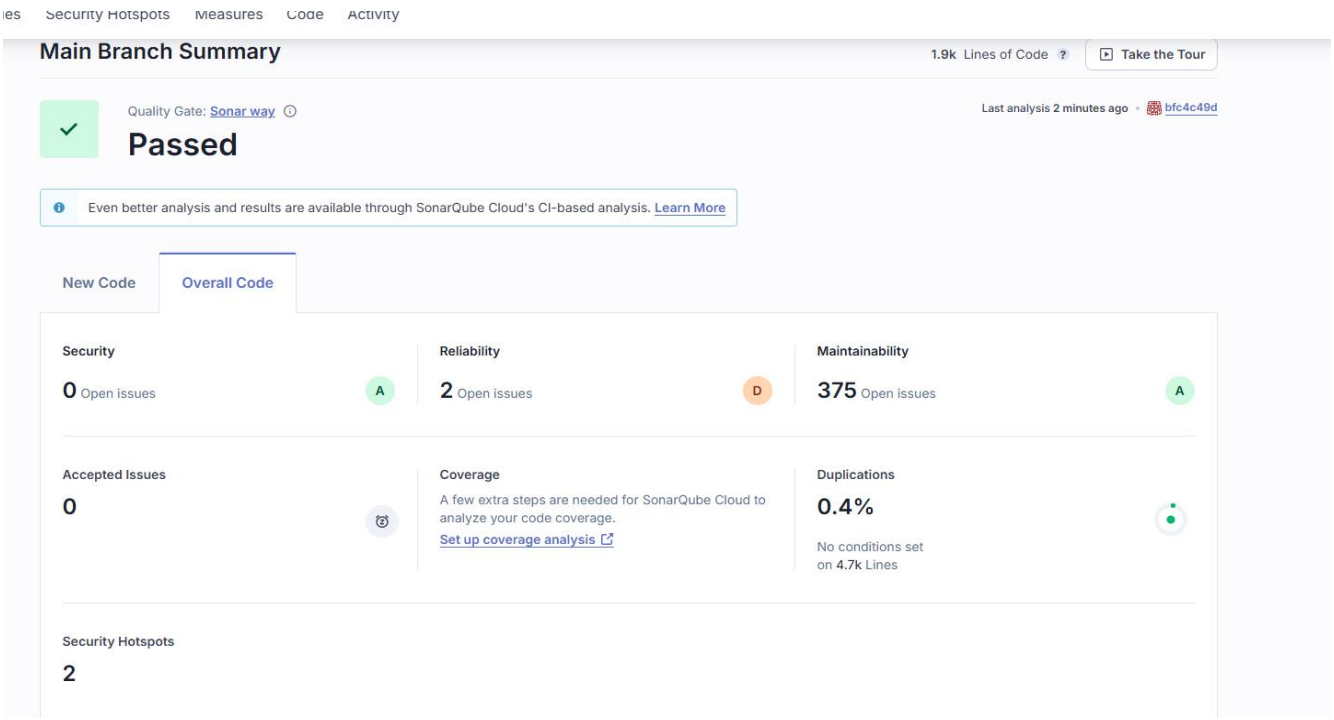
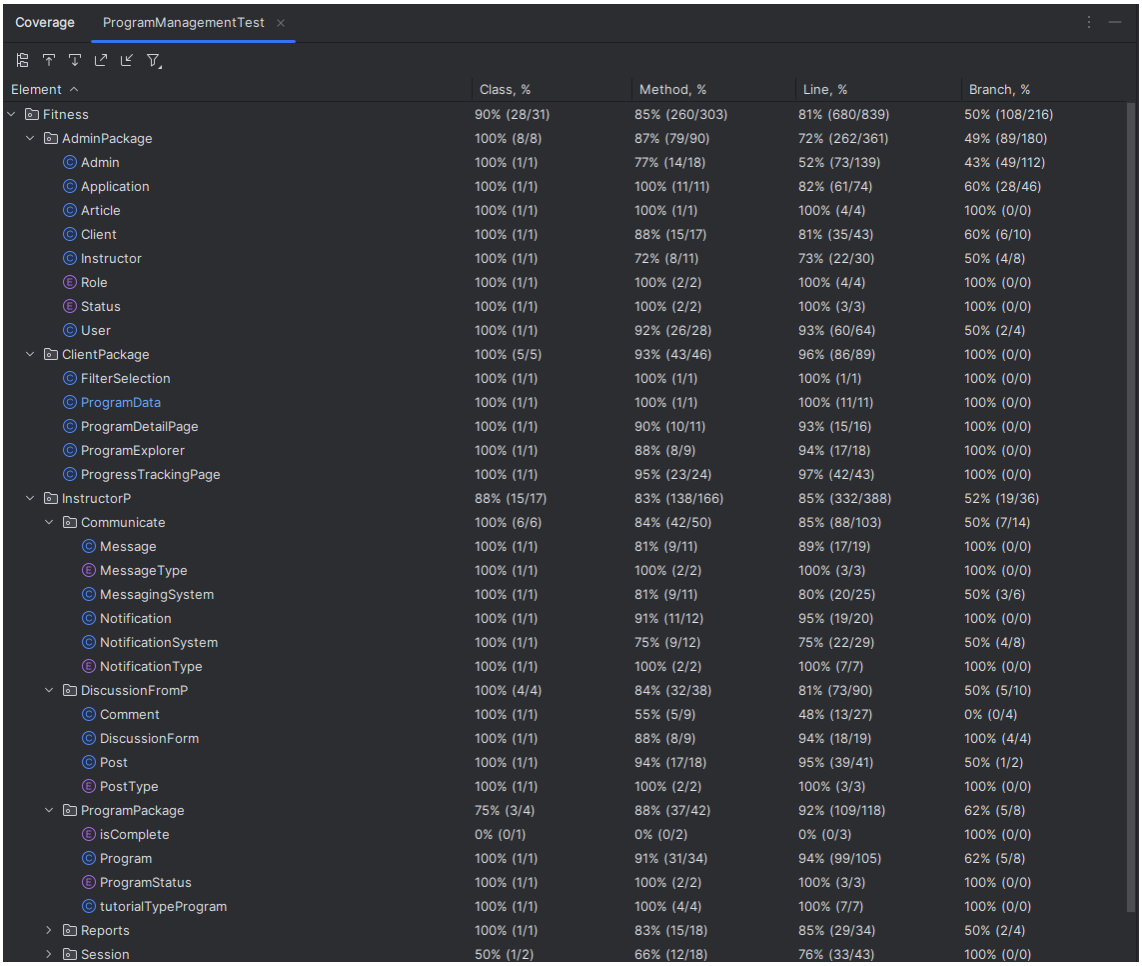
Software Project Report

- Quality Gate & Coverage Before Refactoring:

1. Quality Gate:



2. Coverage:

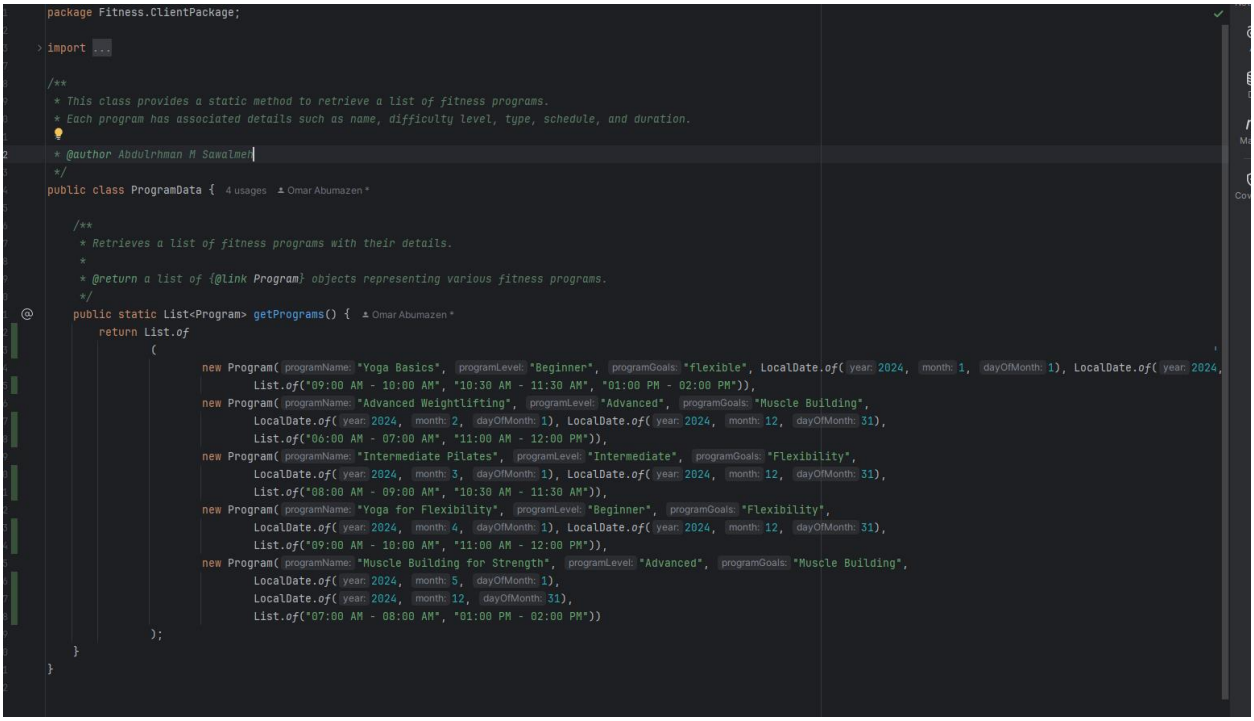


Element	Class, %	Method, %	Line, %	Branch, %
Fitness	90% (28/31)	85% (260/303)	81% (680/839)	50% (108/216)
AdminPackage	100% (8/8)	87% (79/90)	72% (262/361)	49% (89/180)
Admin	100% (1/1)	77% (14/18)	52% (73/139)	43% (49/112)
Application	100% (1/1)	100% (11/11)	82% (61/74)	60% (28/46)
Article	100% (1/1)	100% (1/1)	100% (4/4)	100% (0/0)
Client	100% (1/1)	88% (15/17)	81% (35/43)	60% (6/10)
Instructor	100% (1/1)	72% (8/11)	73% (22/30)	50% (4/8)
Role	100% (1/1)	100% (2/2)	100% (4/4)	100% (0/0)
Status	100% (1/1)	100% (2/2)	100% (3/3)	100% (0/0)
User	100% (1/1)	92% (26/28)	93% (60/64)	50% (2/4)
ClientPackage	100% (5/5)	93% (43/46)	96% (86/89)	100% (0/0)
FilterSelection	100% (1/1)	100% (1/1)	100% (1/1)	100% (0/0)
ProgramData	100% (1/1)	100% (1/1)	100% (11/11)	100% (0/0)
ProgramDetailPage	100% (1/1)	90% (10/11)	93% (15/16)	100% (0/0)
ProgramExplorer	100% (1/1)	88% (8/9)	94% (17/18)	100% (0/0)
ProgressTrackingPage	100% (1/1)	95% (23/24)	97% (42/43)	100% (0/0)
InstructorP	88% (15/17)	83% (138/166)	85% (332/388)	52% (19/36)
Communicate	100% (6/6)	84% (42/50)	85% (88/103)	50% (7/14)
Message	100% (1/1)	81% (9/11)	89% (17/19)	100% (0/0)
MessageType	100% (1/1)	100% (2/2)	100% (3/3)	100% (0/0)
MessagingSystem	100% (1/1)	81% (9/11)	80% (20/25)	50% (3/6)
Notification	100% (1/1)	91% (11/12)	95% (19/20)	100% (0/0)
NotificationSystem	100% (1/1)	75% (9/12)	75% (22/29)	50% (4/8)
NotificationType	100% (1/1)	100% (2/2)	100% (7/7)	100% (0/0)
DiscussionFromP	100% (4/4)	84% (32/38)	81% (73/90)	50% (5/10)
Comment	100% (1/1)	55% (5/9)	48% (13/27)	0% (0/4)
DiscussionForm	100% (1/1)	88% (8/9)	94% (18/19)	100% (4/4)
Post	100% (1/1)	94% (17/18)	95% (39/41)	50% (1/2)
PostType	100% (1/1)	100% (2/2)	100% (3/3)	100% (0/0)
ProgramPackage	75% (3/4)	88% (37/42)	92% (109/118)	62% (5/8)
isComplete	0% (0/1)	0% (0/2)	0% (0/3)	100% (0/0)
Program	100% (1/1)	91% (31/34)	94% (99/105)	62% (5/8)
ProgramStatus	100% (1/1)	100% (2/2)	100% (3/3)	100% (0/0)
tutorialTypeProgram	100% (1/1)	100% (4/4)	100% (7/7)	100% (0/0)
Reports	100% (1/1)	83% (15/18)	85% (29/34)	50% (2/4)
Session	50% (1/2)	66% (12/18)	76% (33/43)	100% (0/0)

- Refactoring 4 bad smell.

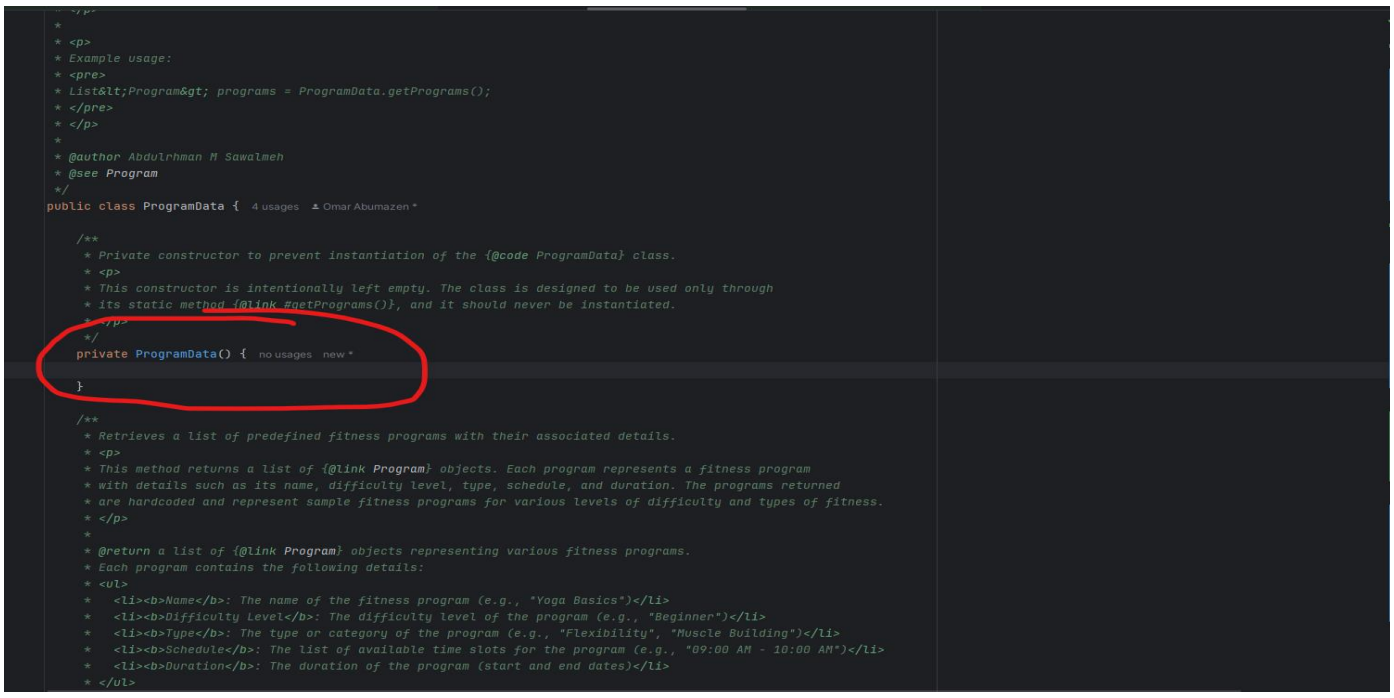
1. In *ClientPackage.ProgramData* Class, we add a private Constructor to the class.

- Before Refactoring:



```
package Fitness.ClientPackage;

import ...

/**
 * This class provides a static method to retrieve a list of fitness programs.
 * Each program has associated details such as name, difficulty level, type, schedule, and duration.
 * @author Abdulrhman M Sawalmeh
 */
public class ProgramData {  4 usages  Omar Abumazen *

    /**
     * Retrieves a list of fitness programs with their details.
     *
     * @return a list of {@link Program} objects representing various fitness programs.
     */
    public static List<Program> getPrograms() {  Omar Abumazen *
        return List.of
                (
                        new Program( programName: "Yoga Basics", programLevel: "Beginner", programGoals: "flexible", LocalDate.of( year: 2024, month: 1, dayOfMonth: 1), LocalDate.of( year: 2024,
                                List.of("09:00 AM - 10:00 AM", "10:30 AM - 11:30 AM", "01:00 PM - 02:00 PM")),
                        new Program( programName: "Advanced Weightlifting", programLevel: "Advanced", programGoals: "Muscle Building",
                                LocalDate.of( year: 2024, month: 2, dayOfMonth: 1), LocalDate.of( year: 2024, month: 12, dayOfMonth: 31),
                                List.of("06:00 AM - 07:00 AM", "11:00 AM - 12:00 PM")),
                        new Program( programName: "Intermediate Pilates", programLevel: "Intermediate", programGoals: "Flexibility",
                                LocalDate.of( year: 2024, month: 3, dayOfMonth: 1), LocalDate.of( year: 2024, month: 12, dayOfMonth: 31),
                                List.of("08:00 AM - 09:00 AM", "10:30 AM - 11:30 AM")),
                        new Program( programName: "Yoga for Flexibility", programLevel: "Beginner", programGoals: "Flexibility",
                                LocalDate.of( year: 2024, month: 4, dayOfMonth: 1), LocalDate.of( year: 2024, month: 12, dayOfMonth: 31),
                                List.of("09:00 AM - 10:00 AM", "11:00 AM - 12:00 PM")),
                        new Program( programName: "Muscle Building for Strength", programLevel: "Advanced", programGoals: "Muscle Building",
                                LocalDate.of( year: 2024, month: 5, dayOfMonth: 1),
                                LocalDate.of( year: 2024, month: 12, dayOfMonth: 31),
                                List.of("07:00 AM - 08:00 AM", "01:00 PM - 02:00 PM"))
                );
    }
}
```

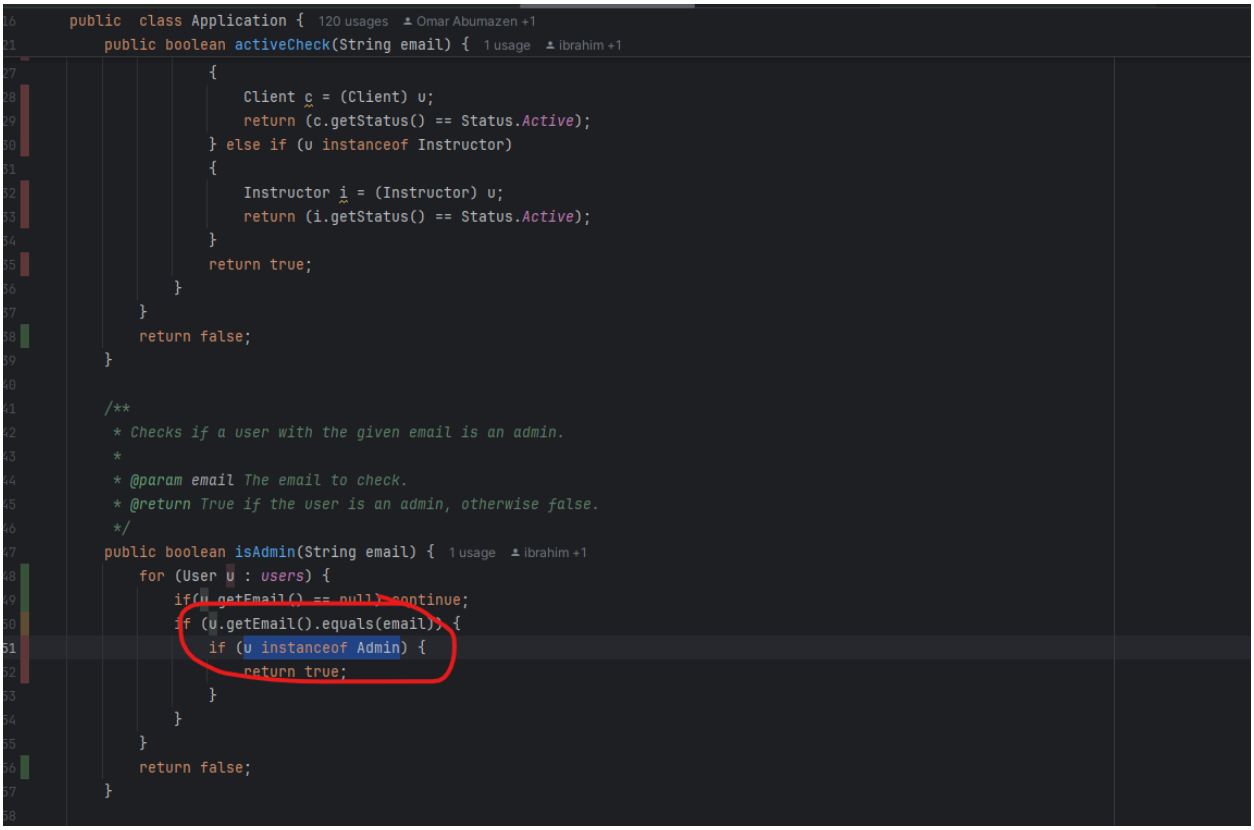
- After Refactoring:



```
 *
 * <p>
 * Example usage:
 * <pre>
 * List&lt;Program&gt; programs = ProgramData.getPrograms();
 * </pre>
 * </p>
 *
 * @author Abdulrhman M Sawalmeh
 * @see Program
 */
public class ProgramData {  4 usages  Omar Abumazen *

    /**
     * Private constructor to prevent instantiation of the {@code ProgramData} class.
     * <p>
     * This constructor is intentionally left empty. The class is designed to be used only through
     * its static method {@link #getPrograms()}, and it should never be instantiated.
     * </p>
     */
    private ProgramData() {  no usages  new *

    }

    /**
     * Retrieves a list of predefined fitness programs with their associated details.
     * <p>
     * This method returns a list of {@link Program} objects. Each program represents a fitness program
     * with details such as its name, difficulty level, type, schedule, and duration. The programs returned
     * are hardcoded and represent sample fitness programs for various levels of difficulty and types of fitness.
     * </p>
     *
     * @return a list of {@link Program} objects representing various fitness programs.
     * Each program contains the following details:
     * <ul>
     *   <li><b>Name</b>: The name of the fitness program (e.g., "Yoga Basics")</li>
     *   <li><b>Difficulty Level</b>: The difficulty level of the program (e.g., "Beginner")</li>
     *   <li><b>Type</b>: The type or category of the program (e.g., "Flexibility", "Muscle Building")</li>
     *   <li><b>Schedule</b>: The list of available time slots for the program (e.g., "09:00 AM - 10:00 AM")</li>
     *   <li><b>Duration</b>: The duration of the program (start and end dates)</li>
     * </ul>
```

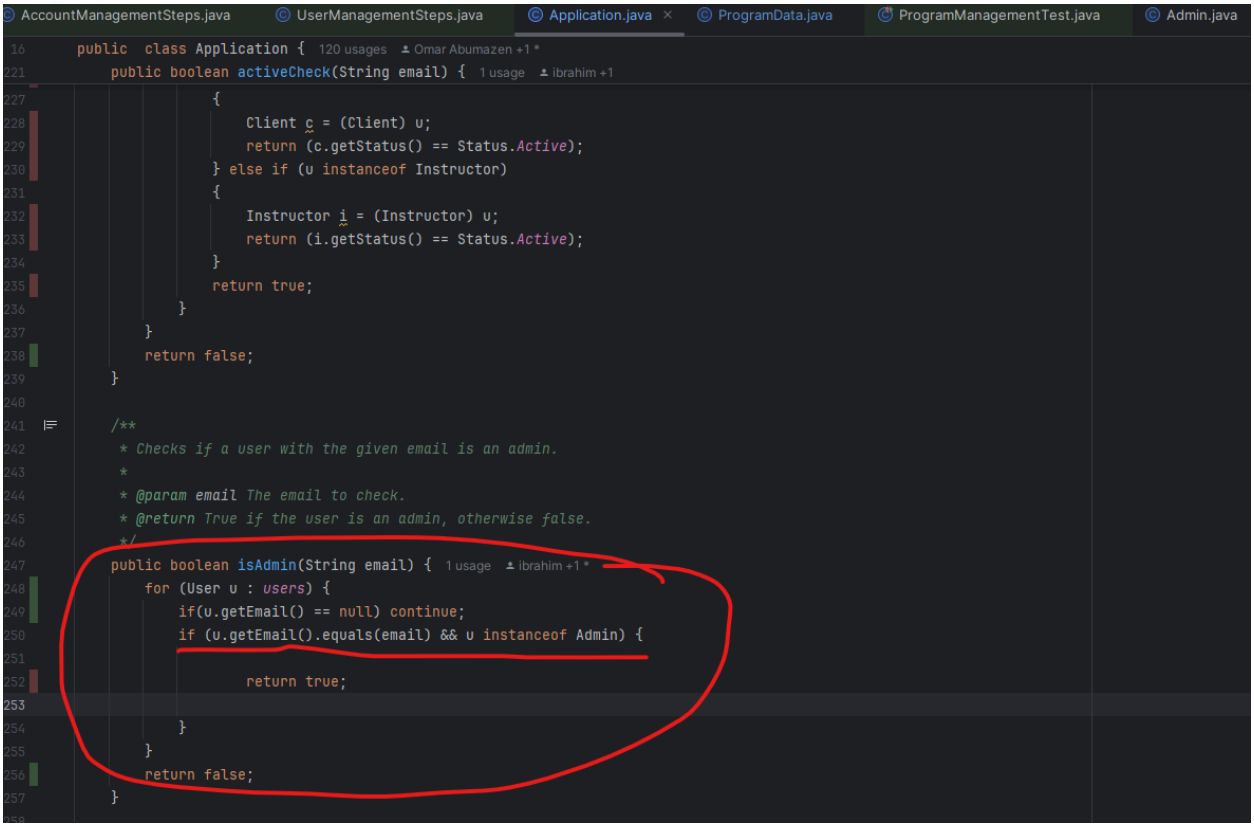
2. In *AdminPackage.Application* Class, we merge an if statement:

- Before Refactoring:



```
public  class Application {  120 usages  Omar Abumazen +1
    public boolean activeCheck(String email) {  1 usage  ibrahim +1
                {
                    Client c = (Client) u;
                    return (c.getStatus() == Status.Active);
                } else if (u instanceof Instructor)
                {
                    Instructor i = (Instructor) u;
                    return (i.getStatus() == Status.Active);
                }
                return true;
            }
        }
        return false;
    }

    /**
     * Checks if a user with the given email is an admin.
     *
     * @param email The email to check.
     * @return True if the user is an admin, otherwise false.
     */
    public boolean isAdmin(String email) {  1 usage  ibrahim +1
        for (User u : users) {
            if(u.getEmail() == null) continue;
            if (u.getEmail().equals(email)) {
                if (u instanceof Admin) {
                    return true;
                }
            }
        }
        return false;
    }
```

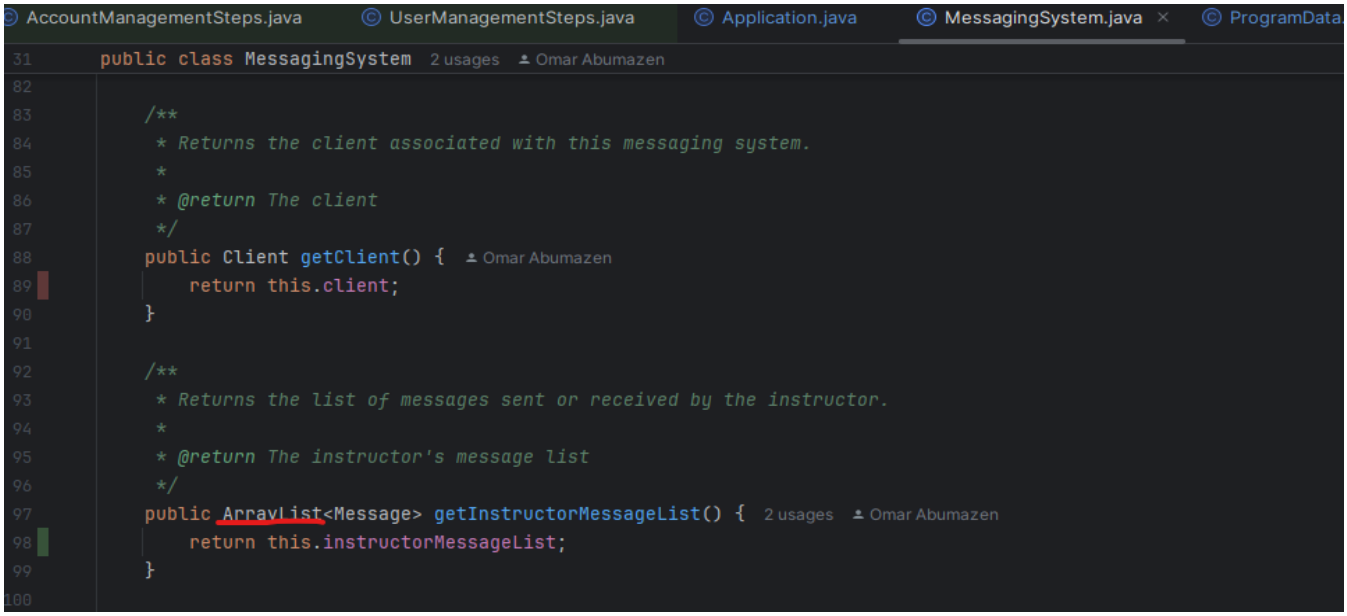
- After Refactoring:



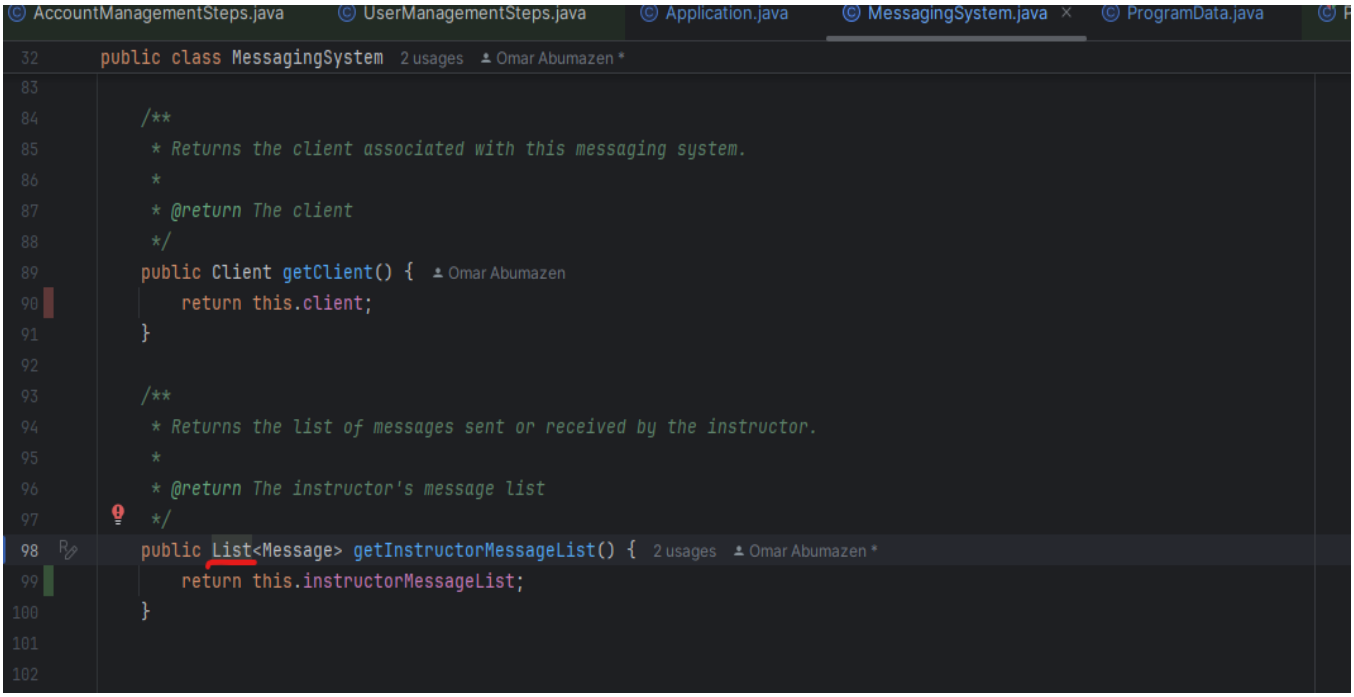
```
AccountManagementSteps.java  UserManagementSteps.java  Application.java  ProgramData.java  ProgramManagementTest.java  Admin.java
public  class Application {  120 usages  Omar Abumazen +1 *
    public boolean activeCheck(String email) {  1 usage  ibrahim +1
                {
                    Client c = (Client) u;
                    return (c.getStatus() == Status.Active);
                } else if (u instanceof Instructor)
                {
                    Instructor i = (Instructor) u;
                    return (i.getStatus() == Status.Active);
                }
                return true;
            }
        }
        return false;
    }

    /**
     * Checks if a user with the given email is an admin.
     *
     * @param email The email to check.
     * @return True if the user is an admin, otherwise false.
     */
    public boolean isAdmin(String email) {  1 usage  ibrahim +1 *
        for (User u : users) {
            if(u.getEmail() == null) continue;
            if (u.getEmail().equals(email) && u instanceof Admin) {

                    return true;

            }
        }
        return false;
    }
```

3.In *InstructorP.Communicate.MessagingSystem* Class we change the type of the return type of a getter method.

- Before Refactoring:

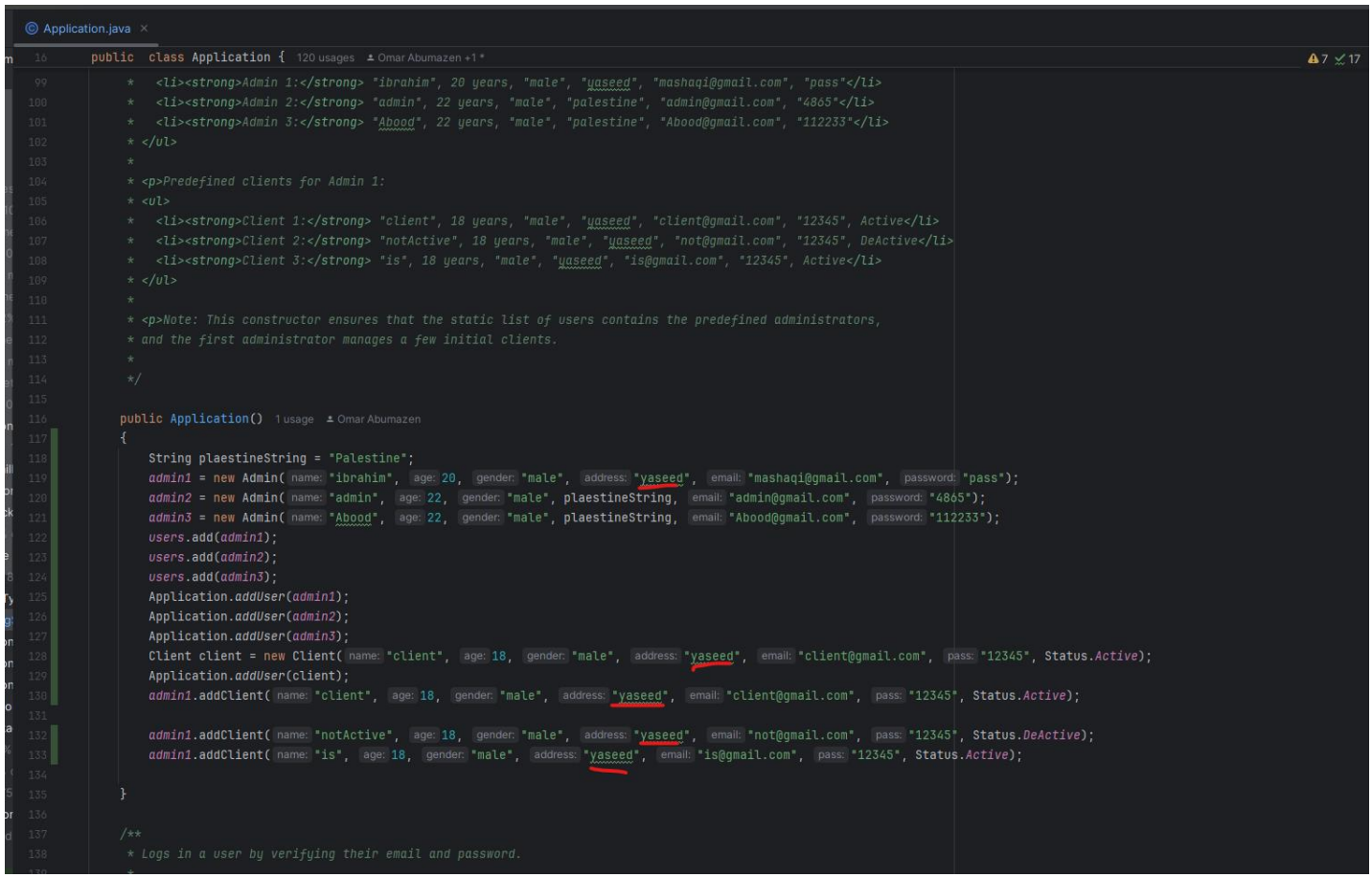


- After Refactoring:



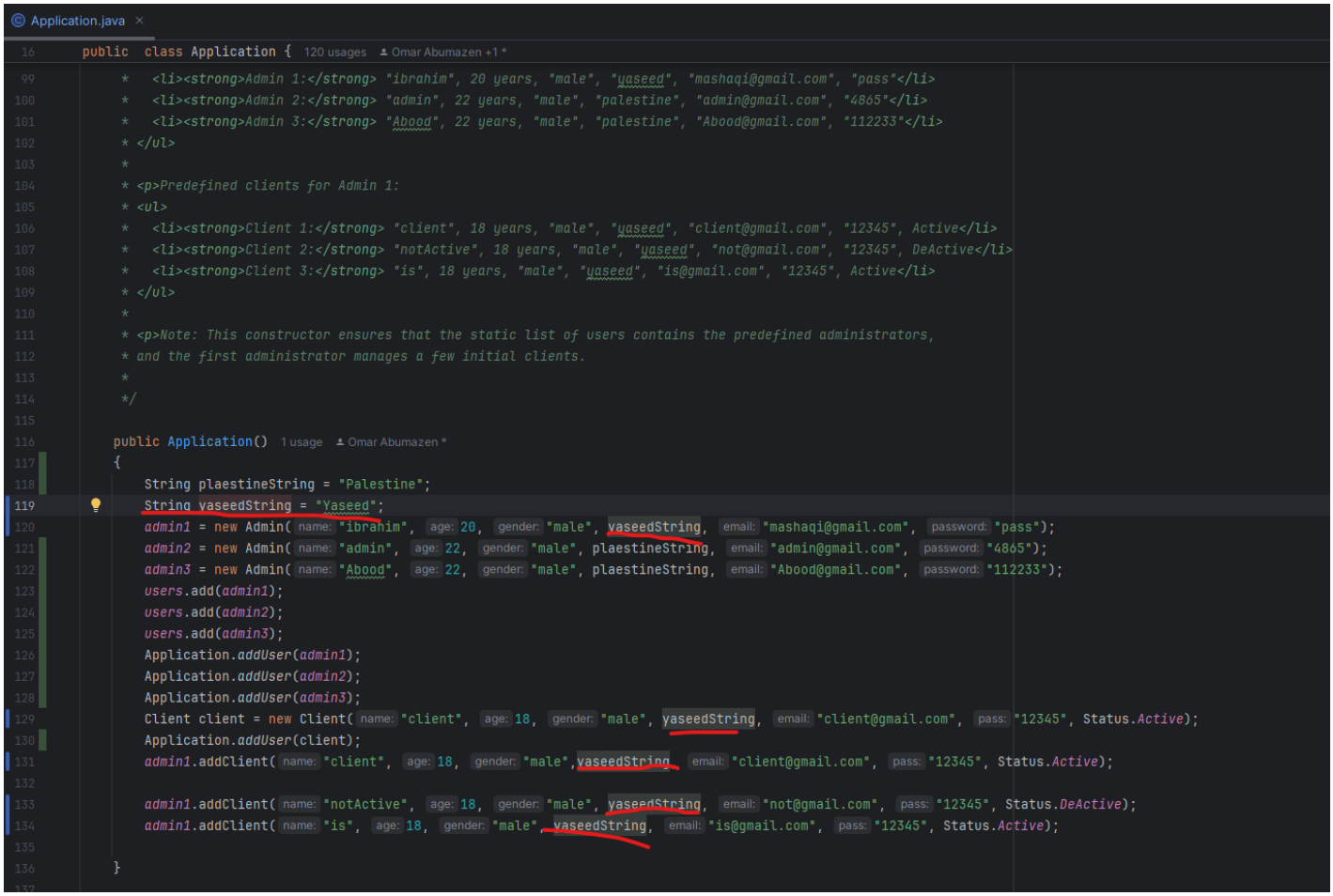
4. In *AdminPackage.Application* Class, we change the duplicate string values:

- Before Refactoring:



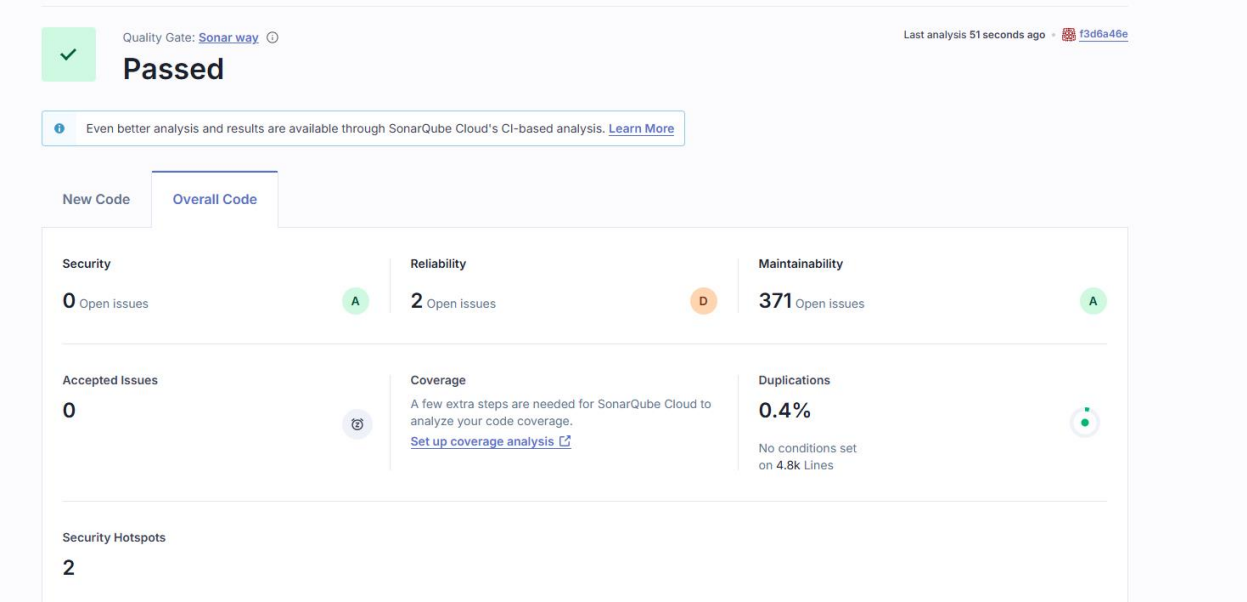
```
Application.java
16  public class Application {  120 usages  Omar Abumazen +1 *
99      *   <li><strong>Admin 1:</strong> "ibrahim", 20 years, "male", "yaseed", "mashaqi@gmail.com", "pass"</li>
100     *   <li><strong>Admin 2:</strong> "admin", 22 years, "male", "palestine", "admin@gmail.com", "4865"</li>
101     *   <li><strong>Admin 3:</strong> "Abood", 22 years, "male", "palestine", "Abood@gmail.com", "112233"</li>
102     * </ul>
103     *
104     * <p>Predefined clients for Admin 1:
105     * <ul>
106     *   <li><strong>Client 1:</strong> "client", 18 years, "male", "yaseed", "client@gmail.com", "12345", Active</li>
107     *   <li><strong>Client 2:</strong> "notActive", 18 years, "male", "yaseed", "not@gmail.com", "12345", DeActive</li>
108     *   <li><strong>Client 3:</strong> "is", 18 years, "male", "yaseed", "is@gmail.com", "12345", Active</li>
109     * </ul>
110     *
111     * <p>Note: This constructor ensures that the static list of users contains the predefined administrators,
112     * and the first administrator manages a few initial clients.
113     *
114     */
115
116     public Application()  1 usage  Omar Abumazen
117     {
118         String plaestineString = "Palestine";
119         admin1 = new Admin( name: "ibrahim",  age: 20,  gender: "male",  address: "yaseed",  email: "mashaqi@gmail.com",  password: "pass");
120         admin2 = new Admin( name: "admin",  age: 22,  gender: "male", plaestineString,  email: "admin@gmail.com",  password: "4865");
121         admin3 = new Admin( name: "Abood",  age: 22,  gender: "male", plaestineString,  email: "Abood@gmail.com",  password: "112233");
122         users.add(admin1);
123         users.add(admin2);
124         users.add(admin3);
125         Application.addUser(admin1);
126         Application.addUser(admin2);
127         Application.addUser(admin3);
128         Client client = new Client( name: "client",  age: 18,  gender: "male",  address: "yaseed",  email: "client@gmail.com",  pass: "12345", Status.Active);
129         Application.addUser(client);
130         admin1.addClient( name: "client",  age: 18,  gender: "male",  address: "yaseed",  email: "client@gmail.com",  pass: "12345", Status.Active);
131
132         admin1.addClient( name: "notActive",  age: 18,  gender: "male",  address: "yaseed",  email: "not@gmail.com",  pass: "12345", Status.DeActive);
133         admin1.addClient( name: "is",  age: 18,  gender: "male",  address: "yaseed",  email: "is@gmail.com",  pass: "12345", Status.Active);
134
135     }
136
137     /**
138      * Logs in a user by verifying their email and password.
```

- After Refactoring:

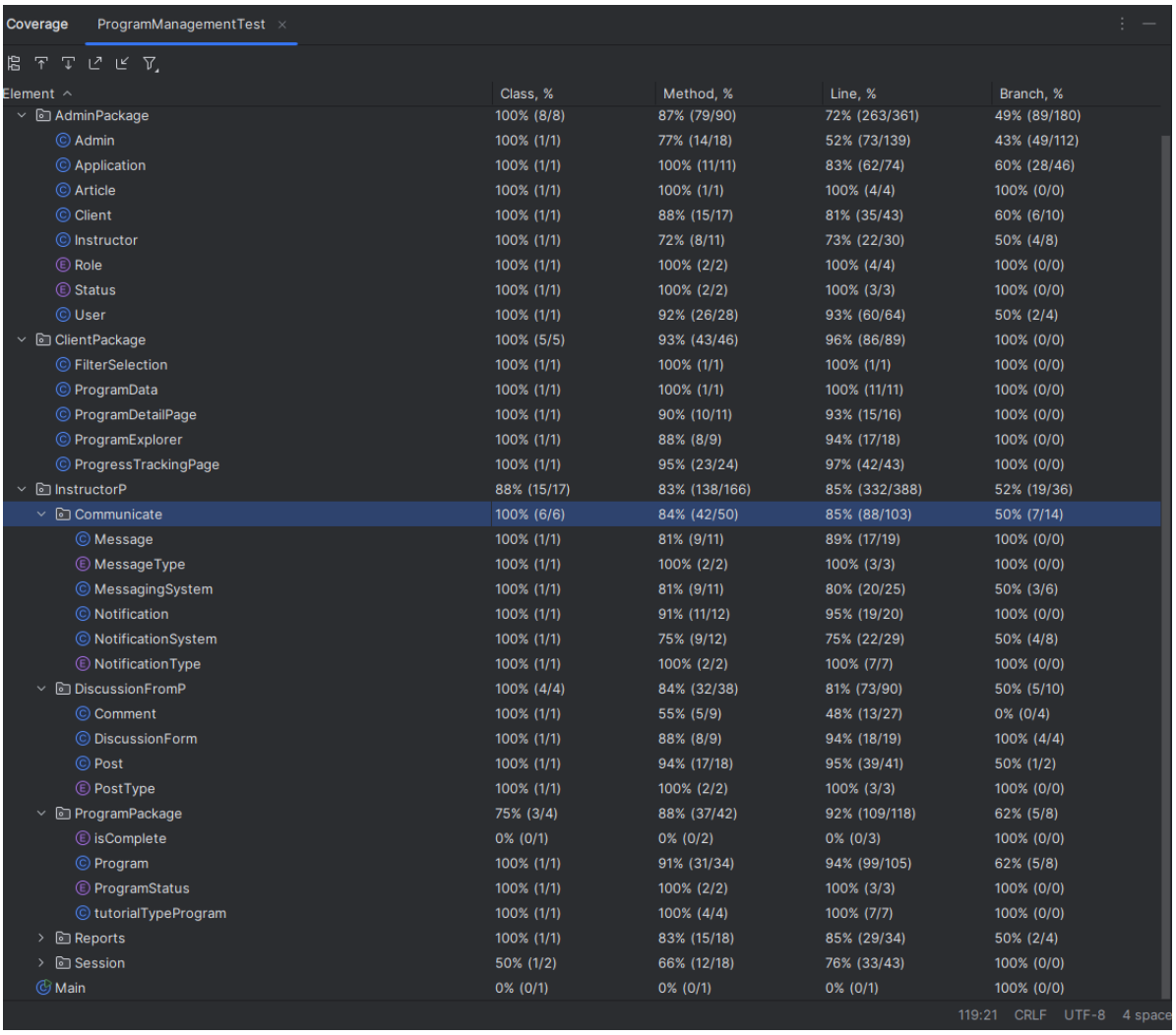


- Quality Gate & Coverage After Refactoring:

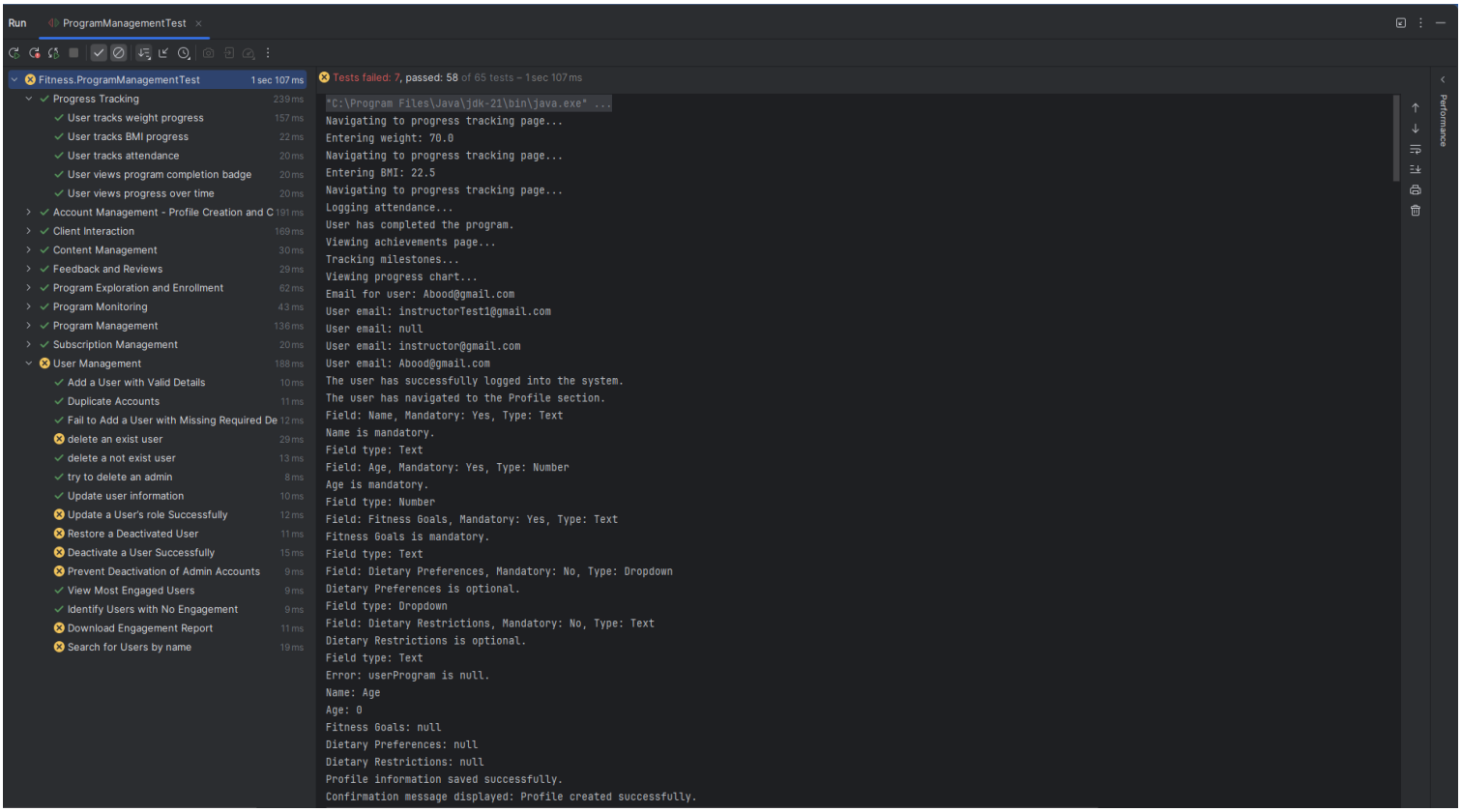
1. Quality Gate:



2. Coverage:



- Last Result of Building Steps:



- UML class Diagram (there's an image with project folder more clear):