Errefaktorizazio Laborategia

Egileak: Iker Galarraga, Ibai Oñatibia eta Jon Olea

"Write short units of code"

bookRide (Jon Olea)

Hasiera Kodea:

```
public boolean bookRide(String username, Ride ride, int seats, double desk) {
    try {
        db.getTransaction().begin();

        Traveler traveler = getTraveler(username);
        if (traveler == null) {
            return false;
        }

        if (ride.getnPlaces() < seats) {
            return false;
        }

        double ridePriceDesk = (ride.getPrice() - desk) * seats;
        double availableBalance = traveler.getMoney();
        if (availableBalance < ridePriceDesk) {
            return false;
        }

        Booking booking = new Booking(ride, traveler, seats);
        booking.setTraveler(traveler);
        booking.setTraveler(traveler);
        booking.setTraveler(desk);
        db.persist(booking);

        ride.setnPlaces(ride.getnPlaces() - seats);
        traveler.addBookedRide(booking);
        traveler.setMoney(availableBalance - ridePriceDesk);
        db.merge(traveler);
        return true;
    } catch (Exception e) {
        e.printStackTrace();
        db.getTransaction().rollback();
        return false;
    }
     }
     inally {
        db.getTransaction().commit();
    }
}</pre>
```

```
public boolean bookRide(String username, Ride ride, int seats, double desk) {
    try {
        db.getTransaction().begin();
        Traveler traveler = getTraveler(username);
        if (traveler == null) {
            return false;
        }
        if (ride.getnPlaces() < seats) {
            return bookingGestion(ride, seats, desk, traveler);
    } catch (Exception e) {
        e.printStackTrace();
        db.getTransaction().rollback();
        return false;
    }
    finally {
        db.getTransaction().commit();
    }
}</pre>
```

```
public boolean bookingGestion(Ride ride, int seats, double desk, Traveler traveler){
    double ridePriceDesk = (ride.getPrice() - desk) * seats;
    double availableBalance = traveler.getMoney();
    if (availableBalance < ridePriceDesk) {
        return false;
    }
    Booking booking = new Booking(ride, traveler, seats);
    booking.setTraveler(traveler);
    booking.setDeskontua(desk);
    db.persist(booking);
    ride.setnPlaces(ride.getnPlaces() - seats);
    traveler.addBookedRide(booking);
    traveler.setMoney(availableBalance - ridePriceDesk);
    traveler.setIzoztatutakoDirua(traveler.getIzoztatutakoDirua() + ridePriceDesk);
    db.merge(ride);
    db.merge(traveler);
    return true;
}</pre>
```

Deskribapena:

bookRide metodoak 15 lerro baina gehiago zituenez, bi metodotan banatu dut; bookRide metodoa (nagusia), eta bookingGestion, erreserba egitean dirua gestionatzeko metodoa. Horrela, metodo bakoitzak ez ditu 15 lerro baina gehiago.

createRide(Iker)

Hasiera Kodea:

```
public Ride createRide(String from, String to, Date date, int nPlaces, float price, String driverName)
               throws RideAlreadyExistException, RideMustBeLaterThanTodayException {
                       ">> DataAccess: createRide=> from= " + from + " to= " + to + " driver=" + driverName + " date " + date);
        if (driverName==null || from==null || to==null || date==null || nPlaces<0 || price<0.0 || from.equals(to)) return null;
       try {
                if (new Date().compareTo(date) > 0) {
                       System.out.println("ppppp");
                       {\color{blue} \textbf{throw new RideMustBeLaterThanTodayException(}}
                                       ResourceBundle.getBundle("Etiquetas").getString("CreateRideGUI.ErrorRideMustBeLaterThanToday"));
               db.getTransaction().begin();
               Driver driver = db.find(Driver.class, driverName);
                if (driver.doesRideExists(from, to, date)) {
                       db.getTransaction().commit();
                        throw new RideAlreadyExistException(
                                       ResourceBundle.getBundle("Etiquetas").getString("DataAccess.RideAlreadyExist"));
               Ride ride = driver.addRide(from, to, date, nPlaces, price);
               db.persist(driver);
               db.getTransaction().commit();
               return ride;
       } catch (NullPointerException e) {
   e.printStackTrace();
```

createRide metodoak 15 kode lerro baina gehiago zituen, errefaktorizazioa gauzatzeko beste metodo bat inplementatu dut, manageRide izenekoa. Metodo berriari esker createRide metodoak orain ez dauzka 15 kode lerro baina gehiago.

gauzatuEragiketa (Ibai Oñatibia)

Hasierako kodea:

```
public boolean gauzatuEragiketa(String username, double amount, boolean deposit) {
    try {
        db.getTransaction().begin();
        User user = getUser(username);
        return manageGauzatu(user, amount, deposit);
    } catch (Exception e) {
        e.printStackTrace();
        db.getTransaction().rollback();
        return false;
    }
}
```

gauzatuEragiketa metodoa 15 lerrokoa baina handiagoa zenez , manageGauzatu metodoa erabiliz bi zatitan banatu dut, horrela bi metodoak ez dauzkate 15 lerro bainan gehiago.

"Write simple units of code"

updateAlertaAurkituak (Jon Olea)

Hasiera Kodea:

```
public boolean updateAlertaAurkituak(String username) {
    try {
        db.getTransaction().begin();
        boolean alertFound = false;

        TypedQuery<Alert> alertQuery = db.createQuery(
            "SELECT a FROM Alert a WHERE a.traveler.username = :username", Alert.class);
        alertQuery.setParameter("username", username);
        List<Alert> alerts = alertQuery.getResultList();

        TypedQuery<Ride> rideQuery = db.createQuery(
            "SELECT r FROM Ride r WHERE r.date > CURRENT_DATE AND r.active = true", Ride.class);
        List<Ride> rides = rideQuery.getResultList();

        alertFound = processAlerts(alerts, rides);
        db.getTransaction().commit();
        return alertFound;

    } catch (Exception e) {
        e.printStackTrace();
        db.getTransaction().rollback();
        return false;
    }
}
```

Deskribapena:

updateAlertaAurkituak metodoak hasiera 2 for eta 3 if zituen, beraz 4 "branch point" zituen. Hori konpontzeko, kodean aldaketak egin ditut, eta hasieran alarma guztiei setFound(false) jarri dizkiet, ondoren if bat kendu ahal izateko. Gainera, metodoa 2 metodotan banatu dut, alde batetik nagusia, query guztiak egiteko, eta bestetik alarmak kudeatzeko metodoa (bertan branch point guztiak).

deleteUser(Iker)

Hasierako kodea:

```
for (Ride ri : rl) {
    cancelRide(ri);
 Driver d = getDriver(us.getUsername());
List<Car> cl = d.getCars();
    if (cl != null) {
    for (int i = cl.size() - 1; i >= 0; i--) {
        Car ci = cl.get(i);
        deleteCar(ci);
}
}
List<Alert> la = getAlero
if (la != null) {
    for (Alert lx : la) {
        deleteAlert(lx.getAlertNumber());
}
```

Deskribapena:

deleteUser metodoaren 'branch' kopurua 10ekoa zen (try + 2 if + for + if + for + if + for + if + for) = 10. 'Branch' kopurua 4ean mantentzeko bi metodo laguntzaile inplementatu ditut, hauek manageDriver eta manageTraveler izanik. Orain bi metodo berrien konplexutasun ziklomatikoa 5ekoa da, 4 'branch' + 1 eta deleteUser metodoarena 3 (try + if) + 1.

BezeroGUI-ko ActionListenner-a (Ibai Oñatibia)

```
jButtonErreklamatu = new JButton(ResourceBundle.getBundle("Etiquetas").getString("BezeroGUI.Onartu")
        + " / " + ResourceBundle.getBundle("Etiquetas").getString("BezeroGUI.Erreklamatu"));
jButtonErreklamatu.addActionListener(new ActionListener() {
   public void actionPerformed(ActionEvent e) {
       int pos = taula.getSelectedRow();
        if (pos != -1) {
            Booking booking = bezeroLista.get(pos);
            if (!taula.getValueAt(pos, 4).equals("")) {
                double prez = booking.prezioaKalkulatu():
                if (taula.getValueAt(pos, 4).equals("Erreklamazioa")) {
                    Traveler traveler = booking.getTraveler();
                    booking.setStatus("Complained");
                    appFacadeInterface.updateBooking(booking);
                    traveler.setIzoztatutakoDirua(traveler.getIzoztatutakoDirua() - prez);
                    appFacadeInterface.updateTraveler(traveler);
                    appFacadeInterface.gauzatuEragiketa(traveler.getUsername(), prez, true);
                    appFacadeInterface.addMovement(traveler, "UnfreezeNotComplete", prez);
                    Driver driver = appFacadeInterface.getDriver(username);
                    driver_setErreklamaKop(driver_getErreklamaKop() + 1);
                    lblErrorea.setText(
                             \textbf{ResourceBundle.getBundle} (\texttt{"Etiquetas"}). \textbf{getString} (\texttt{"BezeroGUI.ComplaintAccepted"})); \\
                    lblErrorea.setForeground(Color.BLACK);
                    model.setValueAt(ResourceBundle.getBundle("Etiquetas").getString("Complained"), pos, 3);
                    model.setValueAt("", pos, 4);
                } else if (taula.getValueAt(pos, 4).equals("Ez aurkeztua")) {
                    Driver driver = booking.getRide().getDriver();
                    Traveler traveler = booking.getTraveler();
                    booking.setStatus("Complained");
                    appFacadeInterface.updateBooking(booking);
                    traveler.setIzoztatutakoDirua(traveler.getIzoztatutakoDirua() - prez);
                    traveler.setErreklamaKop(traveler.getErreklamaKop() + 1);
                    appFacadeInterface.updateTraveler(traveler);
                    appFacadeInterface.gauzatuEragiketa(driver.getUsername(), prez, true);
                    appFacadeInterface.addMovement(traveler, "UnfreezeCompleteI", 0); appFacadeInterface.addMovement(driver, "UnfreezeCompleteD", prez);
                             ResourceBundle.getBundle("Etiquetas").getString("BezeroGUI.ComplaintComplete"));
                    lblErrorea.setForeground(Color.BLACK);
                    model.setValueAt(ResourceBundle.getBundle("Etiquetas").getString("Complained"), pos, 3);
                    model.setValueAt("", pos, 4);
                } else {
                    lblErrorea.setForeground(Color.RED);
                    lblErrorea.setText(ResourceBundle.getBundle("Etiquetas")
                             .getString("BezeroGUI.AukeratuEzOsatutakoBidaia"));
            } else if (booking.getStatus()
                     .equals(ResourceBundle.getBundle("Etiquetas").getString("Complained"))) {
                lblErrorea.setForeground(Color.RED);
                lblErrorea.setText(
                        ResourceBundle.getBundle("Etiquetas").getString("BezeroGUI.BezeroaErreklamazioa"));
            } else {
                lblErrorea.setForeground(Color.RED);
                lblErrorea.setText(
                        \textbf{ResourceBundle.getBundle} ("\texttt{Etiquetas}"). \textbf{getString} ("\texttt{BezeroGUI}. \texttt{AukeratuEzOsatutakoBidaia}")); \\
        } else {
            lblErrorea.setForeground(Color.RED);
            lblErrorea.setText(ResourceBundle.getBundle("Etiquetas").getString("BezeroGUI.Erroraukera"));
```

Deskribapena:

Metodo honek 8 branch point izanik metodo desberdinetan banatu dut eta "write short unit codes" errespetatzeko ere beste bi metodo sortu ditut Erreklamazio eta Ezaurkeztua izenekoak.

"Duplicated code"

MovementsGUI klaseko atal bat (Jon Olea)

Hasierako kodea:

```
for (Movement movement : movementsList) {
           String eragiketaMota;
           if (movement.getEragiketa().equals("Deposit"))
               eragiketaMota = ResourceBundle.getBundle("Etiquetas").getString("MoneyGUI.Deposit");
           else if (movement.getEragiketa().equals("Withdrawal"))
               eragiketaMota = ResourceBundle.getBundle("Etiquetas").getString("MoneyGUI.Withdraw");
           else if (movement.getEragiketa().equals("BookFreeze"))
               eragiketaMota = ResourceBundle.getBundle("Etiquetas").getString("MoneyGUI.Freeze");
           else if (movement.getEragiketa().equals("BookDeny"))
               eragiketaMota = ResourceBundle.getBundle("Etiquetas").getString("MoneyGUI.UnfreezeDeny");
           else if (movement.getEragiketa().equals("UnfreezeCompleteT"))
              eragiketaMota = ResourceBundle.getBundle("Etiquetas").getString("MoneyGUI.UnfreezeCompleteT");
           else if (movement.getEragiketa().equals("UnfreezeCompleteD"))
Duplicated block. Click for details. sourceBundle.getBundle("Etiquetas").getString("MoneyGUI.UnfreezeCompleteD");
           else if (movement.getEragiketa().equals("UnfreezeNotComplete"))
               eragiketaMota = ResourceBundle.getBundle("Etiquetas").getString("MoneyGUI.UnfreezeNotComplete");
              eragiketaMota = ResourceBundle.getBundle("Etiquetas").getString("MoneyGUI.Unknown");
           Object[] rowData = { eragiketaMota, movement.getKopurua() };
           model.addRow(rowData);
```

Errefaktorizatutako kodea:

Deskribapena:

Klase barruko atal batea, String baten balio baten arabera aldagai batean balio bat edo beste gordetzen zen if-else asko erabilita, horrek "duplicated code" adierazten zuen. Konpontzeko, hashmap bat sortu dut, String-aren arabera balio ezberdina itzultzeko.

if-else-ak ordez, metodo bat sortu dut, parametro bezala String-a pasaz, eta map-aren arabera balioa itzultzeko.

BezeroGUI/EgoeraGUI/ErreserbaOnartuGUI(Iker)

Hasierako kodea:

```
if (travelList != null) {
                                  for (Booking bo : travelList ) {
                                      String status;
                                      switch (bo.getStatus()) {
                                      case "Completed":
     status = ResourceBundle.getBundle("Etiquetas").getString(
             •
                     "Completed");
                                          break;
                     Duplicated block. Click for details.
                                           status = ResourceBundle.getBundle("Etiquetas").getString("Accepted"
                                      case "Rejected":
                                           status = ResourceBundle.getBundle("Etiquetas").getString("Rejected"
                                      case "NotCompleted":
    status = ResourceBundle.getBundle("Etiquetas").getString(
             •
                     "NotCompleted");
                                          break;
                                      case "Complained":
    status = ResourceBundle.getBundle("Etiquetas").getString(
             •
                     'Complained");
                                          break:
                                      case "Valued":
status = R
             •
90
                                                    ResourceBundle.getBundle("Etiquetas").getString("Valued");
                                           break;
                                      default:
                                           status = ResourceBundle.getBundle("Etiquetas").getString(
                     "NotDefined");
                                           break;
```

Errefaktorizatutako kodea:

```
public String checkStatus(Booking booking) {
    switch (booking.getStatus()) {
        case "Completed":
            return ResourceBundle.getBundle("Etiquetas").getString("Completed");
        case "Accepted":
            return ResourceBundle.getBundle("Etiquetas").getString("Accepted");
        case "Rejected":
            return ResourceBundle.getBundle("Etiquetas").getString("Rejected");
        case "NotCompleted":
            return ResourceBundle.getBundle("Etiquetas").getString("NotCompleted");
        case "Complained":
            return ResourceBundle.getBundle("Etiquetas").getString("Complained");
        case "Valued":
            return ResourceBundle.getBundle("Etiquetas").getString("Valued");
        default:
            return ResourceBundle.getBundle("Etiquetas").getString("NotDefined");
    }
}
```

BezeroGUI:

```
String status=checkStatus(bo);
```

EgoeraGUI:

```
String status=bezGUI.checkStatus(booking);
ErreserbaOnartuGUI:
String status=bezGUI.checkStatus(booking);
```

Deskribapena:

Hasierako kodearen irudian ikusi dezakegunez, etiketen esleipenaren kode bloke hori errepikatuta agertzen da, kasu honetan hiru klase ezberdinetan: BezeroGUI, EgoeraGUI eta ErreserbaOnartuGUI klaseetan hurrenez hurren. Kode duplikatuaren arazoa konpontzeko checkStatus metodoa inplementatu dut, bertan gauzatzeko status atributuaren esleipena, beste klaseetan berrerabili ahal izateko.

gui/CreateRideGUI (Ibai Oñatibia)

Errefaktorizazio kodea:

```
this.getContentPane().add(jLabelMsg, null);
this.getContentPane().add(jLabelError, null);
this.getContentPane().add(jButtonClose, null);
this.getContentPane().add(jButtonCreate, null);
this.getContentPane().add(comboBoxSeats, null);

this.getContentPane().add(jLabelSeats, null);
this.getContentPane().add(jLabelOrigin, null);

this.getContentPane().add(jCalendar, null);
this.getContentPane().add(jLabelPrice, null);
this.getContentPane().add(jTextFieldPrice, null);
```

```
jLabelError.setBounds(new Rectangle(10, 232, 320, 20));
jLabelError.setForeground(Color.red);

taula_null_ezarri();

datesWithEventsCurrentMonth = appFacadeInterface.getThisMonth[]
```

```
public void taula null exarri() {
    this.getContentPane().add(jLabelMsg, null);
    this.getContentPane().add(jLabelError, null);
    this.getContentPane().add(jButtonClose, null);
    this.getContentPane().add(jButtonCreate, null);
    this.getContentPane().add(comboBoxSeats, null);
    this.getContentPane().add(jLabelSeats, null);
    this.getContentPane().add(jLabelOrigin, null);
    this.getContentPane().add(jCalendar, null);
    this.getContentPane().add(jLabelPrice, null);
    this.getContentPane().add(jTextFieldPrice, null);
}
```

Kode zatian kodea errepikatzen zenez, bakarrik string-ak aldatuz, gauza bera egiteko metodo bat sortu dut. Ondoren gauza bera egin nahi bada beste leku batean, metodoa berrerabili ahal izateko.

"Keep unit interfaces small"

createRide(Iker)

Hasierako kodea:

```
package domain;
import java.util.Date;
public class OriginDestinationWhen {
    private String origin;
    private String destination;
    private Date date;
    public OriginDestinationWhen(String origin, String destination, Date date) {
        this.origin = origin;
        this.destination = destination;
        this.date = date;
    }
```

createRide metodoak 6 parametro erabiltzen ditu. Parametro kopurua 4 izan dadin OriginDestinationWhen klase berri bat sortu dut createRide metodoak erabiltzen dituen lehen hiru parametroak (from, to, date) jasotzeko.

erreklamazioaBidali (Jon Olea)

Hasierako kodea:

```
public boolean erreklamazioa8idali(String nor, String nori, Date gaur, Booking booking, String textua, boolean aurk) {
    try {
          db.getTransaction().begin();

          Complaint erreklamazioa = new Complaint(nor, nori, gaur, booking, textua, aurk);
          db.persist(erreklamazioa);
          db.getTransaction().commit();
          return true;
    } catch (Exception e) {
          e.printStackTrace();
          db.getTransaction().rollback();
          return false;
    }
}
```

```
package domain;
import java.util.Date;
public class ErreklamazioInfo {
    private String nor;
    private String nori;
    private Date gaur;
}
public ErreklamazioInfo(String nor, String nori, Date gaur) {
        this.nor = nor;
        this.nori = nori;
        this.gaur = gaur;
    }
}
```

```
public boolean erreklamazioaBidali(ErreklamazioInfo errekInfo, Booking booking, String textua, boolean aurk) {
    try {
        db.getTransaction().begin();
        Complaint erreklamazioa = new Complaint(errekInfo.getNor(), errekInfo.getNori(), errekInfo.getGaur(), booking, textua, aurk);
        db.persist(erreklamazioa);
        db.getTransaction().commit();
        return true;
    } catch (Exception e) {
        e.printStackTrace();
        db.getTransaction().rollback();
        return false;
    }
}
```

erreklamazioaBidali metodoak 6 parametro zituenez, klase berri bat sortu dut erreklamazio informazioa gordetzeko (nork sortu duen, norentzat den eta data). Metodoa, klase berria erabili dut, guztira 4 parametro erabiliz.

Beste metodorik ez dugu aurkitu "Keep unit interfaces small" egiteko.