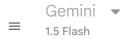
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fix the code smell Feature envy using the move method

file LeitnerSystem.java:...



Similarly, we can move the logic of building the response string

to a new method called buildResponse.

```
print("2. Move the logic of building the response string to a new method called buildResponse:")
print("```java")
class LeitnerSystem extends StudyMethod{
// ... existing code ...
  private String buildResponse(Integer randomCard, Card card) {
      String response = "[" + randomCard + "] ";
      response += "The random question was: " + card.getQuestion() + " | ";
      response += "The answer is: " + card.getAnswer();
      return response;
  3
  // ... other methods ...
  # By applying these changes, we can improve the code readability and
  # maintainability of the LeitnerSystem class. The getRandomCard method
  # becomes more focused on its core responsibility of retrieving a random
  # card from the provided boxes, and the responsibility of fetching cards
  # from CardManager and building the response string is delegated to
  # separate methods.
```

There seems to be

Você interrompeu esta resposta

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fix the code smell Feature envy using the move method

file LeitnerSystem.java:...



The buildResponse method constructs the response message based on the card information. While it currently resides in the LeitnerSystem class, it does not inherently rely on any functionalities specific to LeitnerSystem. This suggests that buildResponse can be a method within the Card class itself.

However, directly moving the method to Card.java would break the current functionality. The LeitnerSystem class retrieves the card information (question and answer) from the CardManager class.

Here's how we can refactor the code to achieve the desired outcome:

Move the logic of building the response string to a new method named buildResponseString within the Card class:

```
Java
file Card.java
package org.example.studycards;
public class Card {
   private String question;
   private String answer;
    public Card(String question, String answer) {
        this.question = question;
        this.answer = answer;
    public String getQuestion() {
        return question;
    public void setQuestion(String question) {
        this.question = question;
    public String getAnswer() {
        return answer;
    public void setAnswer(String answer) {
        this.answer = answer;
    public void edit(String question, String answer) {
        setQuestion(question);
        setAnswer(answer);
    // New method to build the response string
    public String buildResponseString(int cardId) {
        return "[" + cardId + "] " + "The random question was: " + question + " | " + "The answ
```

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Modify the LeitnerSystem class to use the buildResponseString method of the Card object it retrieves from the CardManager :

By following these steps, the buildResponseString method resides within the Card class, and the LeitnerSystem class can access it through the retrieved card object, improving code maintainability.

△ ♥ ♥ ♥ :

Java

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