
<FINAL VERSION>

FINAL REFACTOR OF THE CODE

VERSION <1.0>

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INTRODUCTION

Under Construction

You can find the source code of the project in GitHub at:

<https://github.com/JordanRaphael/l1-software-data-evolution>

REFACTORING

REFACTORING

Final Changes

Populated GlobalDataManager with logic methods, removed DataManipulator, now everything goes through GlobalDataManager.

<TBD> Created Interface/Factory at DataKeeper

We followed these ideas as we moved on with the refactoring of the code:

The project needs tests to verify the integrity of the code.

There is a lot of code duplication, some factory classes would help.

The Gui class is a god class and does a lot of things, logic needs to be moved out.

The GlobalDataKeeper class has no logic, the logic needs to move closer to Data.

The code has unnecessary coupling and complicated logic, it needs to be fixed.

The refactorings applied to the different stages of the project involved:

- Moving the `gui.treeElements` package to the data hyper-package, renaming it to `data.treeElements`.
- Moving the `gui.tableElements.tableConstructors` package to the data hyper-package, renaming it to `data.tableConstructors`.
- Moving all listeners related to the General Table to a separate class called `GeneralTableListenerHandler` that handles Action Listeners initialization.
- Moving all listeners related to the Zoom Table to a separate class called `ZoomTableListenerHandler` that handles Action Listeners initialization.
- Moving data logic from `BusinessLogic infoAction()` to `GlobalDataKeeper printInfo()`.
- Moving data logic from `BusinessLogic showClusterSelectionZoomArea()` to `GlobalDataKeeper showClusterSelectionZoomArea()`.
- Moving Constructors of tableConstruction inside `GlobalDataKeeper` (e.g. `TableConstruction-Phases`).
- Moving two population methods (`populateWithPhases`, `populateWithClusters`) inside `GlobalDataKeeper`.
- Extracted the Action Listeners to separate classes
- Added class `JItemsCreator` which is responsible for the creation and initialization of `JItems`
- The methods that were handling the functionality Create Project, Edit Project, Load Project, Show PLD, Show Phases PLD, Show Phases PLD with Clusters, Show Full Detailed Lifetime Table, Zoom In, Zoom out, Set Data
- Extracted code from the forementioned methods which depended on `GlobalDataKeeper` e.g. `populateWithPhases`, `populatewithClusters`
- Moved `TableConstructors` inside the `GlobalDataKeeper` to avoid passing the `GlobalDataKeeper` object every time as a parameter to these constructors
- Renamed the `BusinessLogic` class to `GuiController`

- Broke the Cycles at the Data Package Diagram and Gui Class Diagram
- Split GlobalDataKeeper to 6 classes. 4 classes that store data, 1 class that handles the processing of the data and 1 GlobalDataManager.

PATTERNS USED

A variation of Factor out state at Gui Package

Facade at GlobalDataManager for the data container methods

TESTING

TESTS

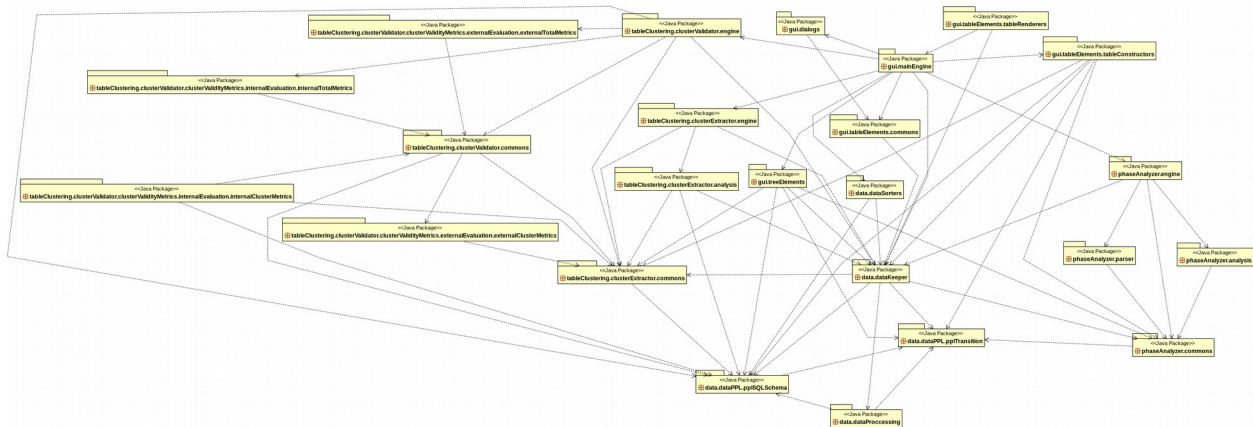
Tests were developed in order to test that changes to the project, won't affect it's functionality. The logic behind the tests were, find out the expected result in a specific scenario and try to recreate it with the new code changes. If it matches the functionality was intact, else something needs to be checked over.

List of tests implemented for the project:

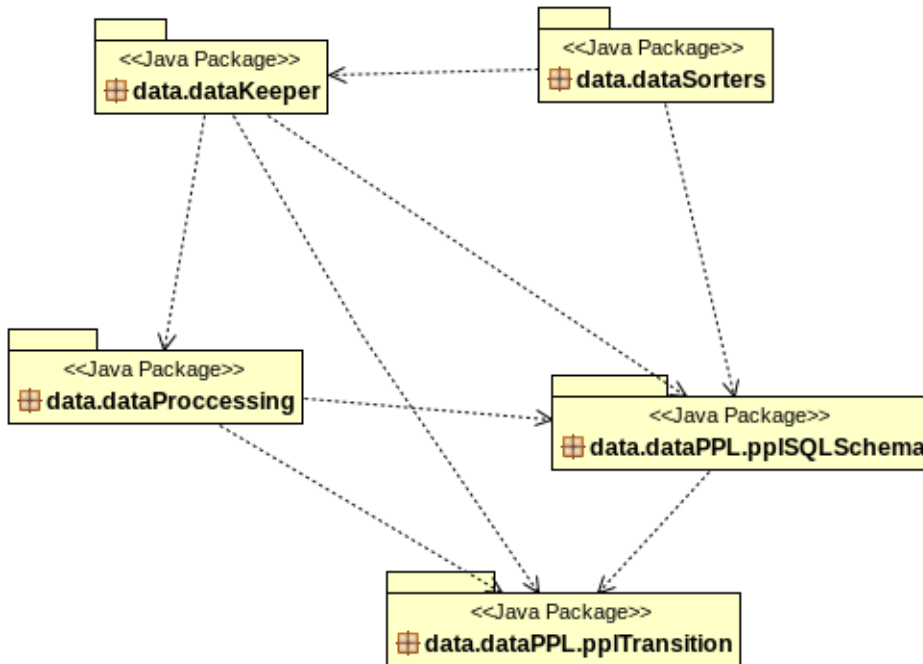
- testCreateProject
- testEditProject
- testLoadProject
- testZoomIn
- testZoomOut
- testSetData
- testShowPLD
- testShowPhasesPLD
- testShowPhasesWithClusters
- testShowFullDetailedLifetimeTable

UML DIAGRAMS

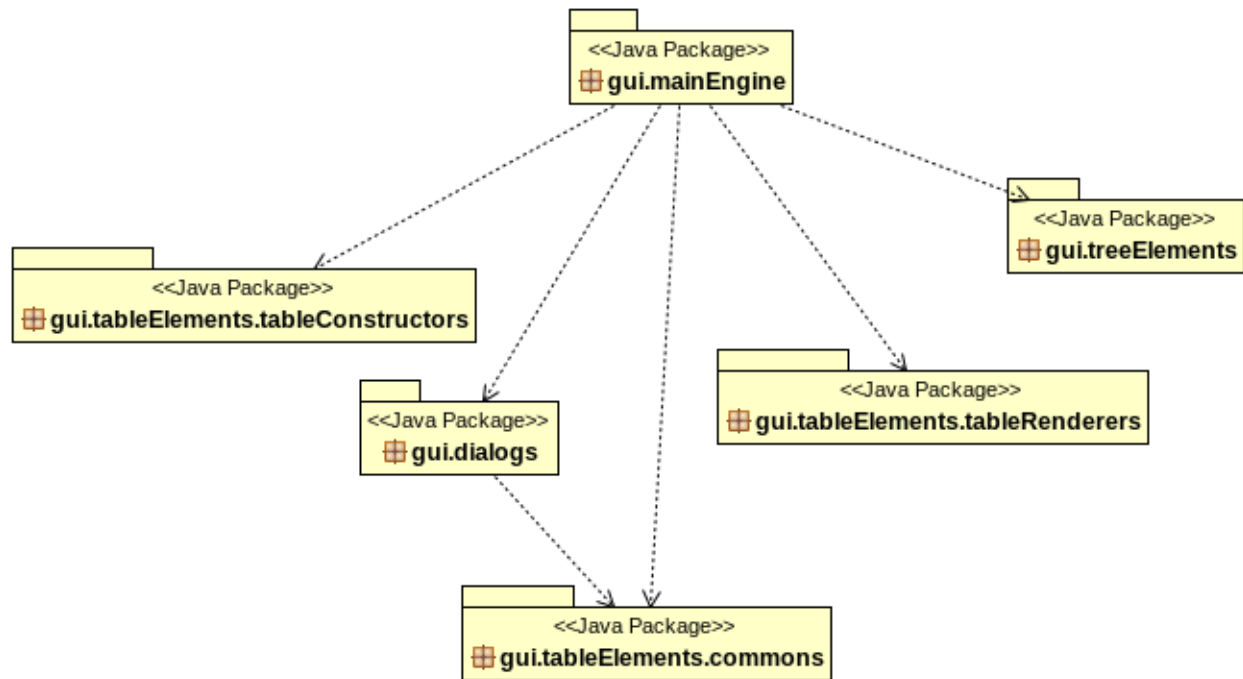
Project hyperpackages



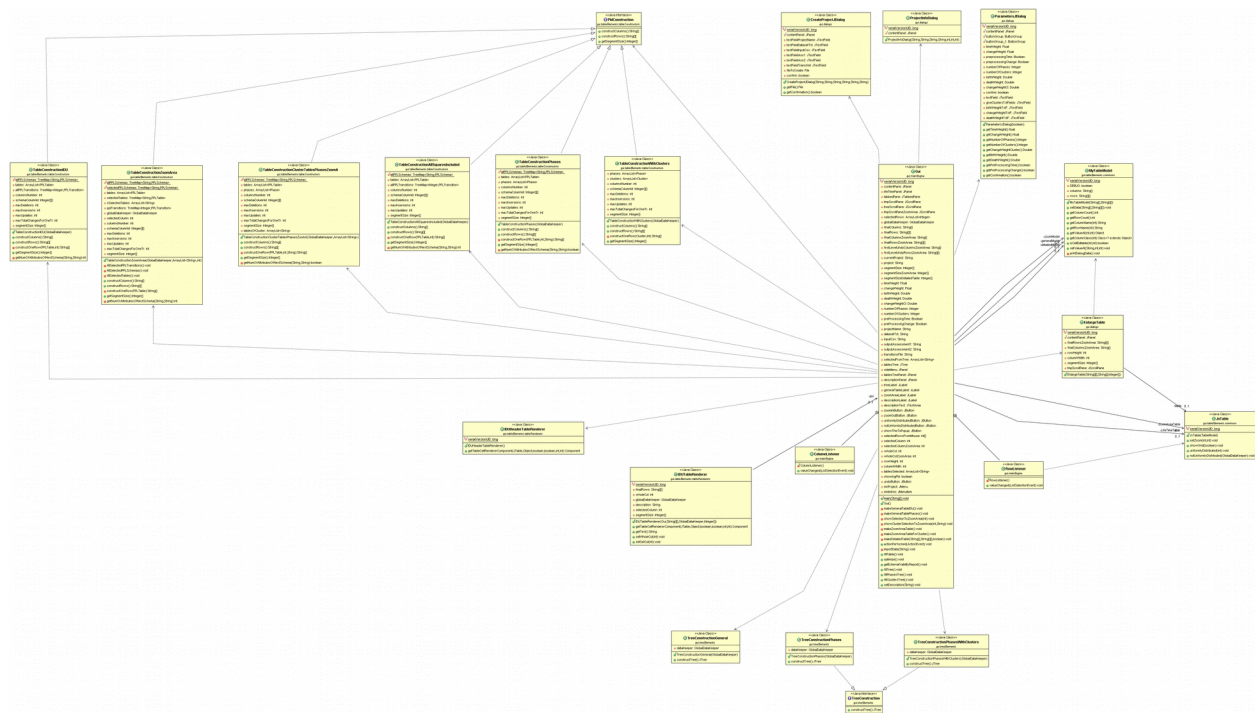
Data Hyperpackage (moved 2 more packages)



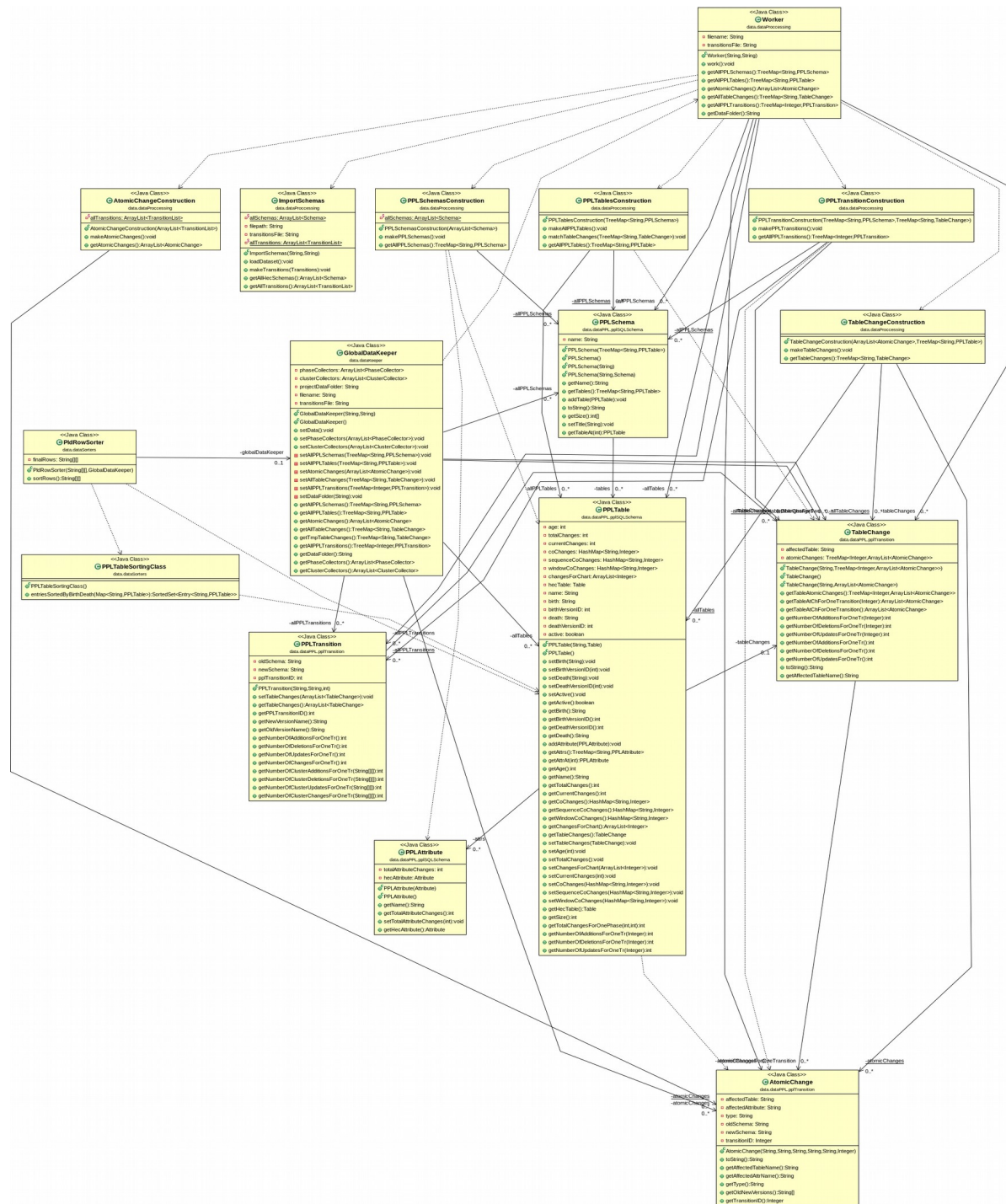
Gui Hyperpackage



Gui class diagram



Data class diagram



CODE QUALITY

The code had complicated if statements which was extracted to methods.

The indentation of the code was refactored.

Many variables and class names were misleading or just bad, they was name refactoring as well.

Also, some methods was extremely long, they were split into smaller methods or even classes.

Some methods could be moved to another class or package, so there was method extraction.

A LOT of code was duplicate, so quite some time was given to removing duplication code. (some of the duplications were hard to locate)