COSC 603

Software Maintenance & Testing

Spring 2016

**Project #2 – Refactoring and Design Smells**

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**Task 13 – Detecting Design Smells. - *For this task, briefly describe the refactorings you made (if any) as a result of using JDeodorant.***

Answer:

Using JDeodorant allowed me to do Feature Envy detection. From Bad Smells -> Feature Envy:

I was able to:

move GameMaster.complete Trade method to TradeDeal

move Player. purchase method to Cell

move GameMAster:btnDrawCardClicked to GameBoard

move GameMaster:movePlayer to GameBoard

move gui.PlayerPanel:displayInfo to Player

From Bad Smells -> Type Checking, JDeodorant allowed me to detect Type checking for

Replacing Type Code with State/Strategy

Replacing Conditional with Polimorphism: GameMaster:player

Replacing conditional with Polimorphism: GameBoard:addCard

However, the last modification caused Junit Break and I could not fix the seven errors caused. I checked-in my code with this Junit problems.