

Department of Engineering and Computer Science

# **Refactoring**

**Advanced Programming Practices  
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For the build 2 we did several refactor operations. We chose the refactor targets (described below), so that the code would be more understandable, readable and maintainable (easier to make changes, fixes and add new functionality). Some of the applied refactoring operations (renaming, empty lines) are done so that the code follows the chosen code convention.

1. Implemented the Observer pattern. All Views are implemented as an Observer and the main game logic (game.java) is implemented as an Observable.
2. Separated the information panel from the main game file to the separate View.
3. Moved the phase logic methods from the main game class to the Player model.
4. Renamed some of the methods so that their names follow the chosen code convention (e.g. `init_data_structures` was renamed to `initDataStructures`).
5. Renamed some of the methods and variables so that their names are more understandable and describe the purpose of these variables and methods.
6. Added empty lines to wrap methods and important part of the code, so it is easier to read and understand.
7. Created the Test Suite to run Unit tests (instead of running them separately as it was done for the build 1).
8. Deleted the blocks of code that were not used (commented lines or excessive code).
9. Added the comments to the blocks of code to describe the processes in these blocks.