

## CloneRefactor representation

## Corresponding code fragments

**ExpressionStmt**  
Fruit.java, line 8-8, col 4-21

**VariableDeclarator**  
Fruit.java, line 10-10, col 4-32

**VariableDeclarator**  
Fruit.java, line 11-11, col 4-42

**ExpressionStmt**  
Game.java, line 21-21, col 4-26

**MethodDeclaration**  
Game.java, line 24-25, col 0-42

**VariableDeclarator**  
Game.java, line 27-27, col 4-42

**VariableDeclarator**  
Game.java, line 204-204, col 0-38

**MethodDeclaration**  
Game.java, line 205-205, col 0-40

**VariableDeclarator**  
Game.java, line 206-206, col 4-42

### Fruit.java

```
8   collectFruit(fruit);  
9   // Get the name of the collected fruit  
10  String fruitName = fruit.getName();  
11  GameState status = game.getCurrentStatus();
```

### Game.java

```
21  collectFruit(fruit);  
22  }  
23  
24  public void winGame(Game game /*won game*/  
25      , Player player /*winning player*/){  
26      // Get the status of the current running game.  
27      GameState status = game.getCurrentStatus();
```

### Game.java

```
204 private static final int POINTS_TO_WIN = 15;  
205 public void winGame(Game game, Player player){  
206     GameState status = game.getCurrentStatus();
```