Zweifelhafte Namen -> Refactoring Rename

```
public Article(Bike b, int pa) {
   bike = b;
   purchaseAmount = pa;
}
```

Duplizierter Code in allen erbenden Klassen -> Refactoring Pull Up

```
2 usages

public int maxSpeed;
2 usages

public int rearGearsCount;
2 usages

public int frontGearsCount;
```

Fehlende Datenkapselung -> Refactoring Encapsulate Field

```
4 usages

public String productName;
8 usages

public double price;
2 usages

public Integer batteryCapacity;
```

duplizierter Code -> Refactoring Pull Up

```
public int getMaxSpeed() { return maxSpeed; }
```

Doppelter Code -> Refactoring Extract Method

```
Andre Matutat
@Override
public int getGearsCount() { return rearGearsCount * frontGearsCount; }
```

Integer zu int und final

Methode und Attribute werden nur in EBike Klasse benutzt -> Refactoring Pull Down

```
public Integer getBatteryCapacity() {
    return batteryCapacity;
}

private Integer batteryCapacity;
```

Langer Code -> Refactoring Extract Class

Methode zu groß, zu langer Code, tief verschachtelt -> Refactoring Extract Method