Ren

Victor

TP6 C#

Exercice 1 :

1. Clean code is code that is easy to read, understandable and maintainable with minimum functions and tests that passes all tests. Refactoring one's code will help reduce the mess and provide a cleaner code through a step-by-step method test.
2. I think it is possible to over refactor as we can always improve code cleaning. How ? For example, we can do multiples functions for each if loop to be "really really clean" and that can be useless and too much.
3. Code smell is code that can create problems in the source code and may be useless. For example, it can be comments, duplicate code, useless codes that does nothing and just run in the back …
4. In the original GildedRose Kata, code smells can be the "Conjured Mana Cake" that is useless and can bring confusion in the code.
5. For example, I could have used the extract method to create a new method of function.

Exercice 2 :

1. Design patterns are pre-made solutions of typical common problems in programming. It is not an algorithm but a way of solving a type of problem. You should use this to solve a common problem.
   We shouldn't use design pattern when a code have many solutions and one solution is better than the design pattern which will take many lines fewer of code than the design pattern.
2. This is a good idea for clean code and do several addings to a system than can be really complex at first.
3. I think one of the limitation here is to when adding a layer you will struggle to remove it after.