Case Studies in Software Engineering (CSSE)

3rd Year – Semester 2

Coding Conventions and Refactoring

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➢ Download the Project **Hackerthon2015Input** in the course web and Refactor the project as follows and submit this for the given link in course web.

1) Refactor the Project with adding proper design patterns (Add Template method, Singleton Design Patterns for the project).

2) Modify project Classes, Methods and all implemented variables according to Java coding conventions.

3) Remove all unnecessarily created variables and use meaning full variables according to Java coding conventions.

4) Use enhanced for loops for iterations

5) Put all Xpaths, and resource file paths in the configuration file. (Remove all hard coded paths/Xpaths in the project.)

6) Modify each class with adding class-level, method-level, single-line comments and multi-line comments.

7) Modify Exception handling hierarchy with catching specific exception and each exception should be logged.

8) Add loggers for necessary places.

9) Remove all hard coded Strings and magic numbers with using proper constants.

10) Refactor whole project according Java coding conventions.