# **Assignment 2**

# Introduction

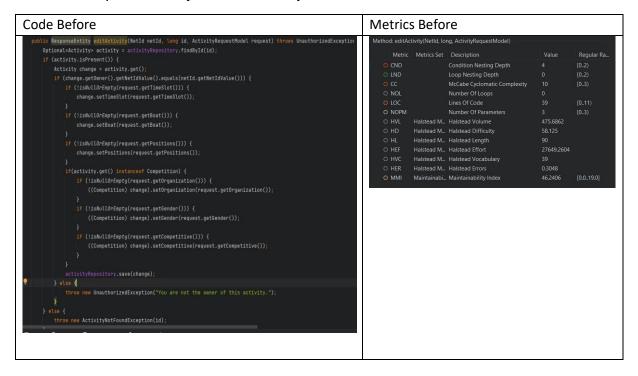
To improve our code we had to refactor some methods and classes. To do so, we used the MetricsTree Intellij plugin, which shows metrics on a class- and method-level. This way, scanning through classes and methods, we could find the most problematic ones. The MetricsTree plugin uses a color system, where green = great, yellow = ok, orange = bad, red = terrible. We looked for orange and red metrics and improved the ones that needed to be improved.

We left some of them as they were because it would not make sense to change anything, e.g. we did not change **Number Of Parameters** in any method because we needed all of them, and the parameters were not general enough to create one object and pass it instead.

# Method-level refactoring

We noticed that our methods mainly had a problem with Lines of Code and Cyclomatic Complexity. To improve both metrics we used Extract Method Refactoring, as moving some code to different methods decreases lines of code and also makes the method less complex.

 Activity-microservice/src/main/java/nl/tudelft/sem/template/example/domain/ ActivityServiceEdit.java - editActivity





There were a few red and orange metrics which needed to be improved. Specifically:

- Condition Nesting Depth = 4
- Cyclomatic Complexity = 10
- Lines of code = 39

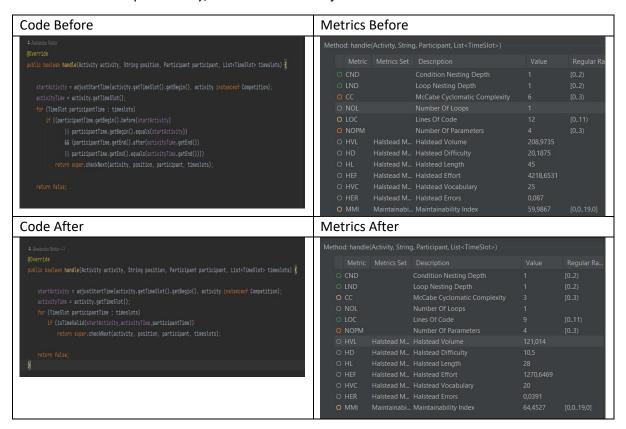
To improve **Condition Nesting Depth**, we moved the "if" statements and first checked expressions that could throw exceptions. Then, if no exceptions were thrown, the method was allowed to change the edited fields. To remove nesting when checking if the activity is a Competition, we created a separate method for editing competitions' fields.

To improve **Cyclomatic Complexity**, instead of using if statements for editing each field, we created separate methods to do that.

The above actions also improved **Lines of code**. New values are as follows:

- Condition Nesting Depth = 1
- Cyclomatic Complexity = 4
- Lines of code = 18

2. matcher-microservice/src/main/java/nl/tudelft/sem/template/example/domain/chainOfResponsability/TimeSlotValidator.java - handle



There were a few orange metrics which needed to be improved. Specifically:

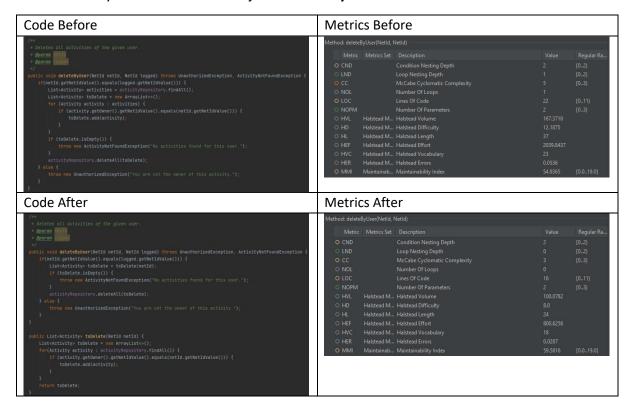
- Cyclomatic Complexity = 6
- Lines of code = 12

To improve the Cyclomatic Complexity, instead of verifying if the user is available to participate in the activity in a specific timeslot, we created a new method **isTimeValid** that checks this.

New values are as follows:

- Cyclomatic Complexity = 3
- Lines of code = 9

3. Activity-microservice/src/main/java/nl/tudelft/sem/template/example/domain/ ActivityServiceCreateDelete.java - **deleteByUser** 



These are the metric statistics before extracting the method:

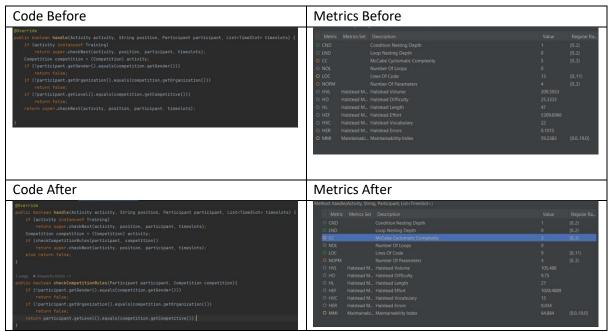
- Cyclomatic Complexity = 5
- Lines of Code = 22

Method **deleteByUser** had a for loop that filters the Activity by user NetId. We created a new method **toDelete** and copied the filtering part. The extracted method has a parameter netId that needs to be filtered out according to and it returns the list of filtered activites. The source method calls **toDelete** whichs gets the returned list of activities and throws an exception if the list is empty. If it's not empty, the list of activities are deleted from the repository.

# Improved:

- Cyclomatic Complexity = 3
- Lines of Code = 16

4. matcher-microservice/src/main/java/nl/tudelft/sem/template/example/domain/chainOfResponsability/CompetitionValidator.java - handle



These are the metric statistics before extracting the method:

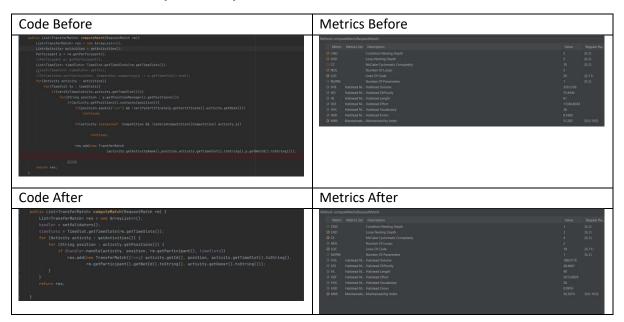
- Cyclomatic Complexity = 5
- Lines of Code = 13

We extracted the method **checkCompetitionRules** that has parameter of participant and competition that checks if the participant meets the requirement of the given competition. In the source method, if an activity is an a competition, it calls **checkCompetitionRules**. If the condition is met, it forwards to the next validator.

# **Improved**

- Cyclomatic Complexity = 3
- Lines of Code = 9

5. matcher-microservice/src/main/java/nl/tudelft/sem/template/example/domain/ MatcherService.java - computeMatch



These are the metric statistics before extracting the method:

- Cyclomatic Complexity = 10
- Lines of Code = 26
- Condition Nesting Depth = 3

Method **computeMatch** filtered the Activities, Timeslots and Positions using 3 for loops and 4 if statements, 2 of which had a double condition. The former cyclomatic complexity was 10 and we decided that this can be reduced by refactoring using the Chain of Responsibility design pattern. Hence, the dataflow will go through the following chain: TimeValidator, PositionValidator, CompetitionValidator and CertificateValidator. This resulted in having a complexity of 4, using only 2 for loops and 1 if statement. The procedure also improved some other software metrics such as **Lines of code** and **Condition Nesting Depth**.

These are the metric statistics after refactoring:

- Cyclomatic Complexity = 4
- Lines of Code = 18
- Condition Nesting Depth = 1

# **Class-level refactoring**

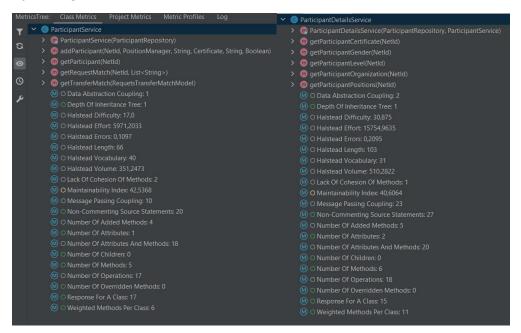
Our classes main problems were the **Number of Methods** and the **Weighted Methods Per Class.** To improve both metrics we used **Extract Class Refactoring**. For each class we wanted to improve, we thought about how to divide the responsibilities of the class to make two or more classes out of it.

# 1. ParticipantService class

Output of the metrics tool for the ParticipantService class before the refactoring:



Output of the metrics tool for the ParticipantService and ParticipantDetailsService classes after the refactoring:



Before the refactoring, the metric statistics were the following:

- Number of Methods = 10
- Weighted Methods Per Class = 16

To decrease the Number of Methods (10) and Weighted Methods per Class (16) for the ParticipantService class, it was split into two classes: ParticipantService and ParticipantDetailsService. Participant service manages the addition of the participant in the database, getter of the participant and also getters for transfer objects(Transfer Match and RequestMatch). In the ParticipantDetailsService, there are getters for level, gender, certificate, organization and positions.

# ParticipantService:

- Number of Methods = 5
- Weighted Methods Per Class = 6

### ParticipantDetailService

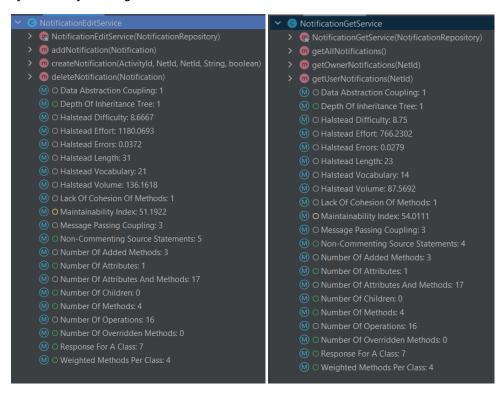
- Number of Methods = 6
- Weighted Methods Per Class = 11

#### 2. NotificationService class

Output of the metrics tool for the NotificationService class before the refactoring:



Output of the metrics tool for the split classes NotificationEditService and NotificationGetService after the refactoring:



Before the refactoring, the metric statistics were the following:

- Number of Methods = 7

- Weighted Methods Per Class = 7

To decrease the Number of Methods (7) NotificationService class, it was split into two classes: NotificationEditService and NotificationGetService. NotificationEditService manages editing of notifications and NotificationGetService is responsible for the retrieval of notifications

### NotificationEditService:

- Number of Methods = 4
- Weighted Methods Per Class = 4

#### NotificationGetService:

- Number of Methods = 4
- Weighted Methods Per Class = 4

# 3. ActivityService class

Output of the metrics tool for the ActivityService class before the refactoring:



Output of the metrics tool for the split classes ActivityServiceCreateDelete, AcitivityServiceGet and ActivityServiceEdit after the refactoring:



Before the refactoring, the metric statistics were the following:

- Number of Methods = 17
- Weighted Methods Per Class = 42

To decrease the Number of Methods (17) and Weighted Methods per Class (42) for the ActivityService class, it was split into three classes: ActivityServiceCreateDelete, AcitivityServiceGet and ActivityServiceEdit. ActivityServiceCreateDelete manages all the creation and deletion of activities, ActivityServiceEdit includes endpoints for editing activities and ActivityServiceGet is responsible for retrival of Activities.

### ActivityServiceCreateDelete:

- Number of Methods = 6
- Weighted Methods Per Class = 12

### ActivityServiceGet:

- Number of Methods = 6
- Weighted Methods Per Class = 14

# ActivityServiceGet:

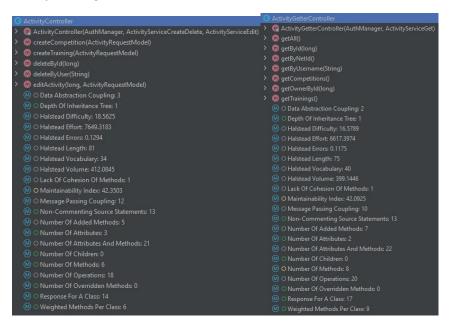
- Number of Methods = 7
- Weighted Methods Per Class = 18

# 4. ActivityController class

Output of the metrics tool for the ActivityControllerService class before the refactoring:



Output of the metrics tool for the split classes ActivityGetterController and ActivityController after the refactoring:



Before refactoring, the metric statistics were the following:

- Number of Methods = 13
- Weighted Methods Per Class = 14

To decrease the Number of Methods (13) and Weighted Methods per Class (14) for the ActivityControllerService class, it was split into two classes: ActivityController and ActivityGetterController based on their responsibilities. ActivityController manages all the creation, deletion, and editing of activities. Extracted class ActivityGetterController includes endpoints that retrieves the desired Activities.

# ActivityController:

- Number of Methods = 6
- Weighted Methods Per Class = 6

# ActivityGetterController:

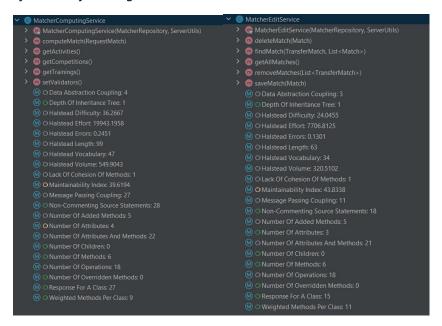
- Number of Methods = 8
- Weighted Methods Per Class = 9

### 5. MatcherService class

Output of the metrics tool for the MatcherService class before the refactoring:



Output of the metrics tool for the split classes MatcherComputingService and MatcherEditService after the refactoring:



Before refactoring, the metric statistics were the following:

- Number of Methods = 11
- Weighted Methods Per Class = 19

To decrease the Number of Methods and Weighted Methods per Class for the MatcherService class, it was split into two classes: MatcherComputingService and MatcherEditService. The former class contains the core functionality for computing a match and the latter wraps methods corcerning operations on the MatcherDatabase .

# MatcherComputingService:

- Number of Methods = 6
- Weighted Methods Per Class = 9

### MatcherEditService:

- Number of Methods = 6
- Weighted Methods Per Class = 11