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Software Process Management CS-348-01

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Intermediate Assignment #4

Issue #	Location		Issue Description	Clean Code Chapter # and Practice
	File Name	Line #		
1	GameOfNim.java Project5.java These are codes written in the early days of my Coding. There can be much work done to this code.	Many lines in both classes	I have a large code here, and a beautiful code. But there are some things that need to be fixed for sure. Aside from following cleaner code practices in the book. I have some errors when it comes to my feature of calculating the game Records. The best way I figured I can attack the solution is by cleaning up the spacing and making my code cleaner to follow.	Ch.4 Informative Comments. I have added some informative comments and will be adding more as I progress through the code. Not only to reeducate myself on what the code is doing, but so it is easier to follow along for anybody reading it that did not code it themselves. Which is everyone not including me. I as well modified some of the spacing to follow the Conventional Java ways.
2	GameOfNim.java	Multiple lines	I did many changes to it, amongst spacing and changing the variable of gamesPlayed to gameTotalCount	Ch. 2 "Use Intention Revealing Names" Although it wasn't a drastic change, it actually helped

				me find an error in my code. This code was having an issue of actually correctly recording the records. It would increment gamesTotalCount twice just after one game. It wouldn't correctly calculate wins and losses. But once I went back and changed the gamesTotalCount variable. I was able to find where the errors lied and fixed them.
3	GameOfNim.java	Multiple Lines	I added many Position Marker comments to archive what these segments of code are doing. This does a lot for my hectic code. Not only does it structure it more. But it shows what the if else branches are doing.	Ch.4 Position Marker comments
4	GameOfNim.java	Multiple Lines	Worked on the vertical formatting. Of my separators to make the game feel more like a game.	Ch. 5. Horizontal Formatting.
5	GameOfNim.java Project5.java	Method name of getPlayerRecords	I changed the name of the method of getPlayerRecords to printGameRecords	Ch.2 Avoid Disinformation Ch. 2. Method Names

				I made this change because it is not a get method. It is a print method that returns a string. Therefore, it was giving disinformation.
6	GameOfNim.java	Instance Variable Comments	I added more comments to the instance variables to explain their purpose	Ch. 2 "Clarification" I clarified the purposes of these instance variables
7	GameOfNim.java	pileSize to startingPileSize	I made this change to make the variable name more meaningful. And that way if someone is reading my code they understand it's the starting pile size that is getting manipulated.	Ch 2. "Meaningful Names"