

Inventory Tracker Phase 2.5

Refactoring

Now that you are half way through the HIT project, it is time to refactor. When you integrated your core object model with the GUI, you probably found things about your design that you did not like. In hindsight, you might wish that you had done some things differently. You probably now see that there are some “design smells” or other problems in your design that you would like to could get rid of - things that are inconvenient, hard to use, or just plain irritating. Rather than living with these problems through Phases 3 and 4, let’s fix them now.

As a group, meet and identify the problems in your current design that you would like to fix. Develop solutions for the identified problems. Then, refactor your code to conform to your new and improved design. Refactor your JUnit tests to match your new design, and run them frequently to make sure you are not introducing bugs into your code. Divide up the work so that everyone does their fair share.

When you are done, write a group report that lists the design problems you identified, and specifically describes how each problem was fixed. Where applicable, refer to the design smells and refactorings found in the Refactoring book.

Submit a PDF file containing your report on the course web site.