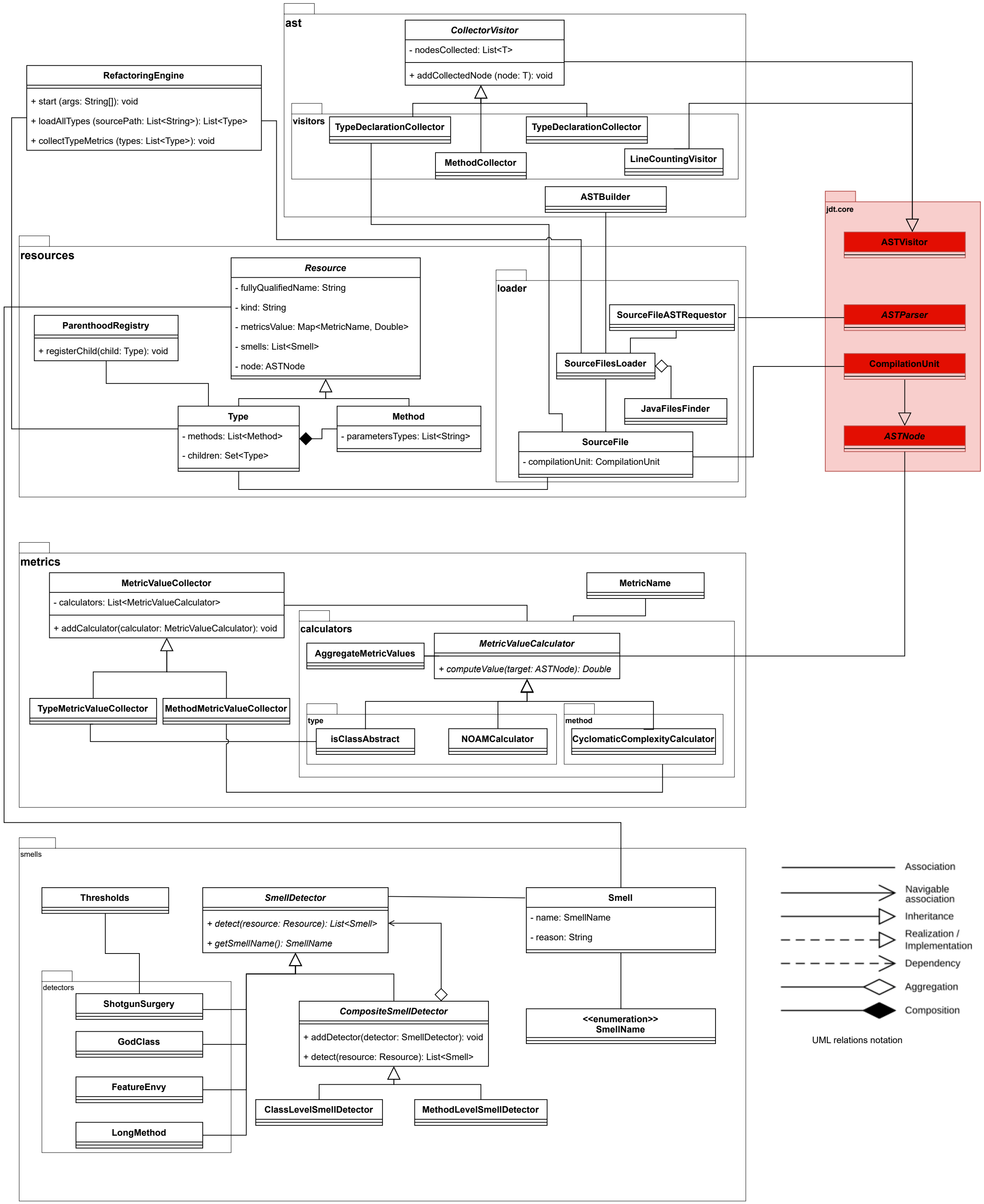
ast
CollectorVisitor
- nodesCollected: List<T>
+ addCollectedNode (node: T): void
RefactoringEngine
+ start (args: String[]): void
+ loadAllTypes (sourcePath: List<String>): List<Type>
+ collectTypeMetrics (types: List<Type>): void
visitors
TypeDeclarationCollector
TypeDeclarationCollector
MethodCollector
LineCountingVisitor
ASTBuilder
jdt.core
ASTVisitor
ASTParser
CompilationUnit
ASTNode
resources
Resource
- fullyQualifiedName: String
- kind: String
- metricsValue: Map<MetricName, Double>
- smells: List<Smell>
- node: ASTNode
ParenthoodRegistry
+ registerChild(child: Type): void
Type
- methods: List<Method>
- children: Set<Type>
Method
- parametersTypes: List<String>
loader
SourceFileASTRequestor
SourceFilesLoader
JavaFilesFinder
SourceFile
- compilationUnit: CompilationUnit
metrics
MetricValueCollector
- calculators: List<MetricValueCalculator>
+ addCalculator(calculator: MetricValueCalculator): void
MetricName
calculators
AggregateMetricValues
MetricValueCalculator
+ computeValue(target: ASTNode): Double
TypeMetricValueCollector
MethodMetricValueCollector
type
isClassAbstract
NOAMCalculator
method
CyclomaticComplexityCalculator
smells
Thresholds
SmellDetector
+ detect(resource: Resource): List<Smell>
+ getSmellName(): SmellName
Smell
- name: SmellName
- reason: String
detectors
ShotgunSurgery
GodClass
FeatureEnvy
LongMethod
CompositeSmellDetector
+ addDetector(detector: SmellDetector): void
+ detect(resource: Resource): List<Smell>
<<enumeration>>
SmellName
ClassLevelSmellDetector
MethodLevelSmellDetector
Association
Navigable association
Inheritance
Realization / Implementation
Dependency
Aggregation
Composition
UML relations notation