

Object Oriented Programming

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Evaluated team:

contains in classes override unnecessary

- use of unnecessary libraries

```
package ec.edu.espe.bookstore.view;

| import com.google.gson.Gson; import com.google.gson.GsonBuilder; import ec.edu.espe.bookstore.model.Book; import ec.edu.espe.bookstore.model.Folder; import ec.edu.espe.bookstore.utils.Archive; import ec.edu.espe.bookstore.utils.Archive; import ec.edu.espe.bookstore.utils.DBManager; import java.util.ArrayList; import javax.swing.JOptionPane;
```

empty method, it is not encapsulated



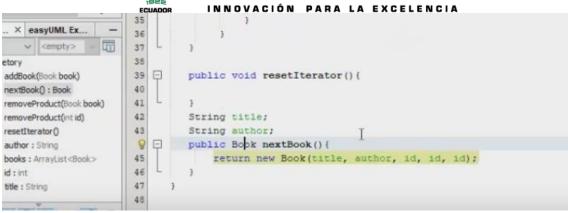
```
Start Page X BrmBook,java X BrmAccess,java X Book,java X Book,java
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      ( → ▼ □
19 = 20 = 21
                                   public void addBook(Book book) {
                                                    books.add(book);
 23 =
24
25
26
                                public void removeProduct(Book book) {
                                          books.remove(book);
  26
27
28
29
30
31
32
33
                                   //sobrecarga de funciones -> overloading
public void removeProduct(int id) {
                                                        Iterator iterator = books.iterator();
                                                       33
34
35
36
37
38
39
                                                                                         iterator.remove();
                                   public void resetIterator() {
 41 - 42 43 44 - 45 46 47 48
                                       String title:
                                 String author;
public Book nextBook(){
                                                    return new Book(title, author, id, id, id);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             1
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                INS
```

about unnecessary writing

```
private int in;
8
          private ArrayList<Book> books = new ArrayList<>();
18
19 -
         public void addBook (Book book) {
20
            books.add(book);
21
22
23 -
         public void removeProduct (Book book) {
24
            //int id = chicken.getId();
25
              books.remove(book);
26
         3
27
28
         //sobrecarga de funciones -> overloading
29
         public void removeProduct(int id) {
30
              Iterator iterator = books.iterator();
31
              while (iterator .hasNext()) {
                  Book book = (Book)iterator.next();
32
33
                  if (id == book.getId()) {
34
                      iterator.remove();
35
36
              }
37
38
39
   日
         public void resetIterator() {
```

- unnecessary methods





repeating code in classes can create a function

```
144 private void btnSaveMouseClicked(java.awt.event.MouseEvent evt) {
145
146
147
                      String tipType = txtTipType.getText();
String color = txtColor.getText();
float price = Float.parseFloat(txtPrice.getText());
 148
                      Integer amount = Integer.parseInt(txtAmount.getText());
 150
                      if(color.isEmptv() || tipTvpe.isEmptv()){
151
152
                     JOptionPane.showMessageDialog(rootPane, "Debe llenar todos los campos");
}else(
                           for( int id=1; id <= amount; id++) {
    Pen pens = new Pen(color,tipType,id,price,amount);
    listPen.add(pens);</pre>
 153
 155
                                itsernadu(pens);
jsonProduct = gson.toJson(pens);
Archive.writeArchive(jsonProduct, "Pens.json");
dbManager = new DBManager("pens");
156
157
 158
                                dbManager.insert(jsonProduct);
 160
161
162
                           FrmPrincipal principal = new FrmPrincipal();
 163
                           principal.setVisible(true);
                           dispose();
 165
```