For this assignment I made an Environment interface that both my Supermarket and Bank classes implements. There are several methods in the constructor I would like to either separate the code into functions to make their purpose more clear. There are some variables from my Event class that are only used in the Supermarket simulation but not the Bank simulation. A similar situation occurs for my EventQueue class which is very useful for the Supermarket simulation; however, none of its essential features are used when implemented in my Bank class and I would like to check and see if I can either A: reduce/remove some of its member variables/getters and setters or B: use its member variables in places as extra assertions in the code so that at least the code will be doing some error checking.

My Supermarket and Bank classes both have a very large while loop within its simulation method. And it would definitely take some to extract these methods and see if I can just write one implementation in the interface instead of 2 separate instances for both Supermarket and Bank. That would mean I need to first extract the “arrival” and “departure” code to its own function before attempting to make a common method out of the two.

I’ll probably have a script or text file with a set of predetermined input and output before the refactoring so that with each refactoring step I can run the script and check if the outputs match with the original code. I will also make sure to commit each major change before moving onto the next step.