**Aluno**

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Code Smells:

1. Dead Code

In the ArtefactAction Class shown below, there is a variable that receives a value to save it but it’s not used and cant be accessed by other classes, so there is no point in saving this information as it has no purpose in this class.

This is easily fixed by just deleting this variable.

Path: main\java\net\sourceforge\ganttproject\roles\RolePersistentID.java

Uma imagem com texto

Descrição gerada automaticamente

1. Speculative Generality

The RolePresidentID Class has method shown below that is never used, probably the author though that it would be needed in the future, but it never did.

Again, the solution is easy, as the deletion of this method has no impact on the App overall.

Path: main\java\net\sourceforge\ganttproject\roles\RolePersistentID.java

Uma imagem com texto, dispositivo

Descrição gerada automaticamente

1. Primitive Obsession

The ChartUIConfiguration class can be seen as a long class (another code smell) and in this particular case it’s mainly because of the extensive number of variables that this class has, most of them even being useless at some point due to lack of usage. This code smell, in this case, can be solved in a couple of ways, as by deleting all the useless primitives, as grouping primitives that are make sense to be used together and don’t have a big meaning by their own in a new class englobing all of them so this class only has to have the new class as it’s primitive.

Path: main\java\net\sourceforge\ganttproject\chart\ChartUIConfiguration.java

Uma imagem com texto

Descrição gerada automaticamente

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