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Swap1

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CM266

FacePamphlet

The main issue with the this class is the `actionPerformed()` method. Not only does it have the long method smell, but also that method is composed of a bunch of else-if blocks that do different things. This is the same as the switch body smell. You see some duplicated code with the checks in each if conditional. Since this method is so long, it is necessary to have a bunch of comments everywhere so that someone can make sense of the whole thing.

To fix this class, I would probably opt to making a strategy out the functionality of the `actionPerformed` function so that we can easily get to the specific code that we are looking for without getting overwhelmed and it would be much easier to add new functionality to this method without modifying the current class.

FacePamphletConstants

This class has many smells coming from the same thing. It is just a bunch of constants. This makes it a Lazy class since it does no real computation, it has primitive obsession, it is just a data class, and it has the divergent change smell since you will need to change this class if you make any changes to any of the other classes that use these fields.

The way to fix this would be to just remove this class altogether and put the constants in the classes that actually use them. This will make it easier to modify in the future since you will not have to go to another file to change a constant. In addition, it is a lot harder to get confused and change the wrong constant if there are two with a similar name.

FacePamphletDatabase

I cannot really put any smells to this code, but I would say that there is some refactoring to do. In the `getProfile()` and `containsProfile()` methods, the code is much longer than it needs to be. They could instead just be one-liners that are easily understood at a quick glance. I suppose that you could say that the constructor is a case of speculative generality. That default constructor should be removed since it does nothing other than take up space in the code.