Iteration 3: Refactoring Log

Issues with Code	Changes Applied	Current Code (Image)
The MovieMainMenu class was becoming too long and the movie page class needed its own class.	Moved the movie page class from MovieMainMenu to its own separate class. Created the constructor with movie chosen, Runnable on back to go back and username to process list additions and reviews.	The main menu just redirects the users to the movie page class and all the details are handled from this class.
Filter movies by keyword in MovieMainMenu class has Movie class functionality and can be confusing when reading the code.	Moved the filter functionality to Movie.java for better organization (should be in view layer instead of model layer) and allow for reusability for further implementations.	Movie filter functionality moved to Movie.java and returns the list of movies that contain the specified keyword.
The MovieMainMenu class had too many variables being initialized inside methods, making it difficult to make overall UI changes for the user	Assigned UI elements as private variables inside the class, this way when making UI preferences for the user, the entire UI changes depending on what they select, as opposed to only some elements changing before	All that is different is that they are initialized at the beginning of the class, making it much easier to make huge UI changes