DELFT UNIVERSITY OF TECHNOLOGY

SOFTWARE ENGINEERING METHODS

Assignment 2: Refactoring

CSE2115 GROUP 31B

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Task 1: Software Analytics

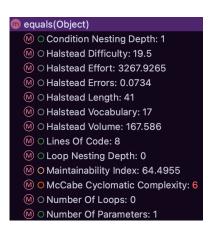
For this assignment, we first had a look over the code, in order to identify methods and classes that presented code smells (mainly, long/complex methods and classes, as well as long parameter lists). To improve our code, we decided to use two metric tools: CodeMR and MetricsTree, since we thought they complement each other very well and provide valuable insights into the state of our code. We used CodeMR for documenting class-level metrics, focusing mainly on cohesion and coupling. The MetricsTree was very helpful in analyzing method-level metrics, such as lines of code and cyclomatic complexity, as well as some more detailed class-level metrics.

1.1 Methods

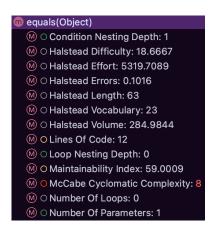
As stated above, for investigating the methods that presented code smells, we have solely based on the MetricsTree tool.

1.1.1 User microservice

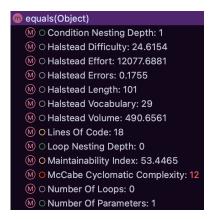
- **EventIdModel**: equals(Object) - We have identified that this particular method has a high cyclomatic complexity of 6, whereas the regular range is [0,3).



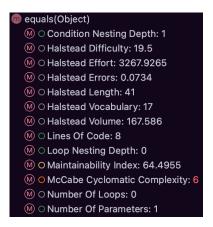
- **CustomPair**: equals(Object) - We have identified that this particular method has a high cyclomatic complexity of 8, whereas the regular range is [0,3).



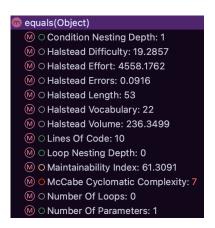
- **EventModel**: equals(Object) - We have identified that this particular method has a high cyclomatic complexity of 12, whereas the regular range is [0,3).



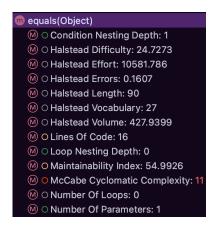
- **UserApprovalModel**: equals(Object) - We have identified that this particular method has a high cyclomatic complexity of 6, whereas the regular range is [0,3).



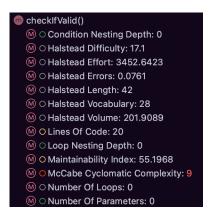
- **UserInformationModel**: equals(Object) - We have identified that this particular method has a high cyclomatic complexity of 7, whereas the regular range is [0,3).



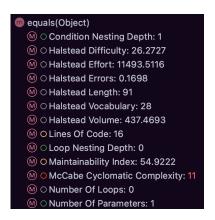
- **UserPersonalInformationSetUpModel**: equals(Object) - We have identified that this particular method has a high cyclomatic complexity of 11, whereas the regular range is [0,3).



- UserRequest: equals(Object) - We have identified that this particular method has a high cyclomatic complexity of 11, whereas the regular range is [0,3).

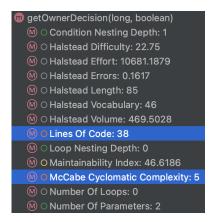


- UserRequest: checkIfValid() - We have identified that this particular method has a high cyclomatic complexity of 9, whereas the regular range is [0,3). Here, we decided not to change the code in order to preserve its functionality, since it is one of the most important parts of this microservice.



1.1.2 Scheduler Microservice

- **SchedulerController**: getOwnerDecision() - We have identified that this method has a high cyclomatic complexity of 5, whereas the regular range is [0, 3). Also, this method has too many lines of code, 38, while the regular range is [0, 11).



- **SchedulerController**: getUserChoice() - We have identified that this method has too many lines of code, 33, whereas the regular range is [0, 11).



- **SchedulerController**: matchUserWithEvent() - We have identified that this method has a high cyclomatic complexity of 5, whereas the regular range is [0, 3)



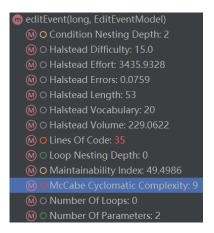
- Validator interface: handle() We have identified that this method from the interface has a high number of parameters 4, while the regular range is [0, 3). As a consequence, all the classes that implement this interface have a high number of parameters in this method. They are CompetitionValidator, CertificateValidator, and AvailabilityValidator.
- **BaseValidator**: checkNext() We have identified that this method has a high number of parameters, 4, while the regular range is [0, 3).
- CompetitionValidator: superWrapper() We have identified that this method has a high number of parameters, 4, while the regular range is [0, 3)

- **CertificateValidator**: superWrapper() We have identified that this method has a high number of parameters, 4, while the regular range is [0, 3)
- **Availability**: superWrapper() We have identified that this method has a high number of parameters, 4, while the regular range is [0, 3)
- Availability: handle() We have identified that this method has a high cyclomatic complexity of 13, while the regular range is [0, 3). Also, the number of lines of code is too high, 32, while the regular range is [0, 11)

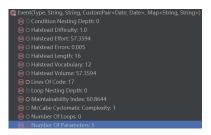


1.1.3 Event Microservice

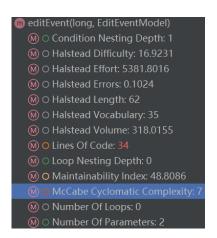
- **EventService**: editEvent() - We have identified that this particular method has a high cyclomatic complexity of 9, whereas the regular range is [0, 3).



- **Event**: constructor - We have identified that this constructor has a high number of parameters of 5, whereas the regular range is [0, 3).



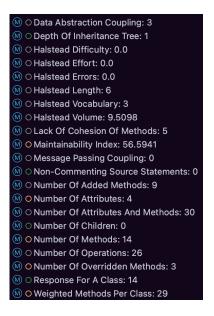
- EventController: editEvent() - We have identified that this particular method has a high cyclomatic complexity of 7, whereas the regular range is [0, 3).



1.2 Classes

1.2.1 User Microservice

- **EventModel**: The event model class has a larger number of attributes (4) and number of methods (14). The number of methods will be fixed through refactoring, but we decided to stick with the same number of attributes since that is also one of the core components in our project and is needed in all microservices.



- **InvalidModelException**: The InvalidModelException class has a high 16 attributes, which is not within the regular range of [0,4). Regardless, that is because the class extends the RunTime-Exception class and it inherits its attributes, so we decided to keep it as it is.



- **UserRequest**: The UserRequest class has many attributes (4), too many methods (16), and high weighted methods per class value (39). The last two issues will be fixed through refactoring, whereas the first one will remain present in our code since the attributes of the UserRequest are all maintaining our project's functionality.



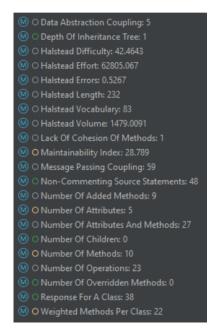
- User: The User class has a high number of methods (15) which does not fall into the regular range of [0,15). Refactoring does not help in this case, since all 15 methods are used inside the project, so we also decided to stick to our initial structure.



- **UserController**: The UserController class was the only one labeled as high (red) LCOM (Lack of Cohesion of Methods) in the initial CodeMR report. Therefore, it was of the utmost importance to refactor this class. Upon a more in-depth analysis using TreeMetrics, we noticed that the following metrics were also too high:
 - NOA (Number of Attributes) = 5, while the regular range is [0, 4)
 - NOM (Number of Methods) = 10, while the regular range is [0, 7)
 - WMC (Weighted Method Count) = 22, while the regular range is [0, 12)

Although the NOA is not far from the limits, the number of methods seems to be quite out of bounds, as well as the WMC.





- UserService/UserServiceImpl: The UserService and the respective UserServiceImpl had been labeled as medium-high (yellow) coupling in the initial CodeMR report. When analyzing the class further via TreeMetrics, we also found another metric to be high: the RFAC (Response for a Class) was identified with a value of 48, while a normal range would be [0, 45).

By O Data Abstraction Coupling: 0
By O Depth Of Inheritance Tree: 1
By O Halstead Difficulty: 60.9783
By O Halstead Effort: 57174.8917
By O Halstead Length: 151
Cy O Halstead Volume: 937.6275
Cy O Lack Of Cohesion Of Methods: 4
Cy O Maintainability Index: 39.3495
Cy O Message Passing Coupling: 61
Cy O Number Of Adtributes: 0
Cy O Number Of Attributes: 0
Cy O Number Of Attributes: 0
Cy O Number Of Children: 0
Cy O Number Of Children: 0
Cy O Number Of Operations: 23
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1.2.2 Scheduler Microservice

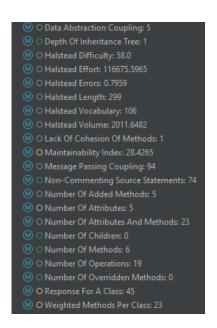
- SchedulerController: According to CodeMR, the SchedulerController class was considered to have a medium-high (yellow) LCOM. Although this metric was not necessarily worrying, since this controller manages a crucial part of our functionality, we decided to improve its maintainability by refactoring it. After we had refactored and improved the LOCM, as shown in task 2, we took notice of the fact that we also had medium-high (yellow) coupling for this class. We, therefore, decided to refactor the class even more, which is also described in task 2, to further improve the metrics.



Upon a more in-depth analysis using TreeMetrics, we found that there are some more metrics that are too high:

- NOA = 5, while the regular range is [0,4)
- RFC = 45, while the regular range is [0,45)
- WMC = 23, while the regular range is [0,12)

Although the NOA and RFC are not far from the limits, the WMC seems to be an issue.



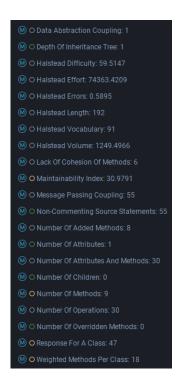
- **EventService/EventServiceImpl**: The EventService and the respective EventServiceImpl had been labeled with medium-high (yellow) LCOM in the initial CodeMR report.



When running TreeMetrics on this service, we also found a multitude of other too-high metrics:

- NOM = 9, while the regular range is [0, 7)

- RFAC = 47, while the regular range is [0, 45)
- WMC = 18, while the regular range is [0, 12)

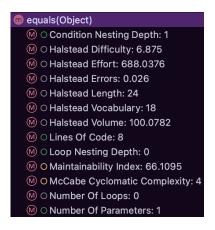


Task 2: Code Refactoring

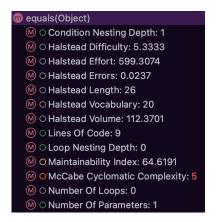
2.1 Methods

2.1.1 User Microservice

- **EventIdModel**: equals(Object) Since there was no use of the equals() method, we decided to remove it from the code.
- **CustomPair**: equals(Object) We removed a part of the equals method that was unnecessary in order to lower the cyclomatic complexity.



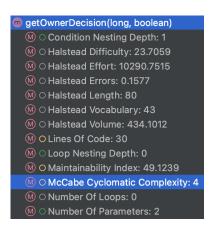
- **EventModel**: equals(Object) - We removed a part of the equals method that was unnecessary in order to lower the cyclomatic complexity.



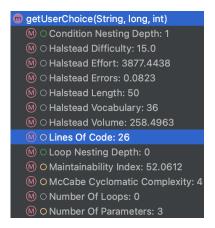
- **UserApprovalModel**: equals(Object) Since there was no use of the equals() method, we decided to remove it from the code.
- **UserInformationModel**: equals(Object) Since there was no use of the equals() method, we decided to remove it from the code.
- **UserPersonalInformationSetUpModel**: equals(Object) Since there was no use of the equals() method, we decided to remove it from the code.
- **UserRequest**: equals(Object) Since there was no use of the equals() method, we decided to remove it from the code.

2.1.2 Scheduler Microservice

- Scheduler Database Controller: get Owner Decision() - This method had a high cyclomatic complexity of 5 and a high number of lines of code, 38. After the refactoring, the new cyclomatic complexity is 4 and it has 30 lines of code. Also, this method was moved from Scheduler Controller to Scheduler Database Controller.



- Scheduler Database Controller: get User Choice() - This method had a high number of lines of code, 33. After refactoring, we decreased this to 26. Also, this method was moved from Scheduler Controller to Scheduler Database Controller.



- **SchedulerController**: matchUserWithEvent() - This method had a high cyclomatic complexity of 5. After refactoring, this number decreased to 3.



- Validator interface: handle() This method from the interface had a high number of parameters, 4. After the refactoring, this number decreased to 2. As a consequence, in all the classes that implement this interface(CompetitionValidator, CertificateValidator and AvailabilityValidator), the number of parameters from this method decreases.
- **BaseValidator**: checkNext() This method had a high number of parameters, 4. After refactoring, this number decreased to 2.
- **CompetitionValidator**: superWrapper() This method had a high number of parameters, 4. After refactoring, this number decreased to 2.
- **CertificateValidator**: superWrapper() This method had a high number of parameters, 4. After refactoring, this number decreased to 2.
- **Availability**: superWrapper() This method had a high number of parameters, 4. After refactoring, this number decreased to 2.
- Availability: handle() This method had a high cyclomatic complexity of 13 and 32 lines of code. After refactoring cyclomatic complexity decreased to 4 and the lines of code decreased to 26.



2.2 Classes

2.2.1 User Microservice

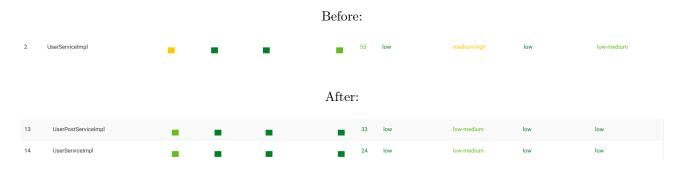
We have refactored two separate issues inside the user microservice using the CodeMR data:

- UserController: The UserController had a high lack of cohesion, as stated in the first task. We have resolved this by splitting the UserController into three separate controllers: UserAccountController, UserOwnerController, and UserNotificationsController. This split was based on

the different responsibilities each endpoint had and on the services they interact with. First, we have created a UserAccountController, which handles all the functionality related to managing a normal user account and interacts with all user services. Second, we have created a UserOwnerController, which manages the account of a user when it is an owner event and solely interacts with the OwnerService. Finally, we have created a UserNotificationsController which manages the receiving of notifications and communicates only with the NotificationService. This ensures that each of the controllers only performs one functionality, by also accessing only one service. Below, we have added how the metrics look before and after the refactoring.



- UserService/UserServiceImpl: The second issue we identified is related to medium-high coupling inside the UserService/UserServiceImpl class. We identified this to be the case because of methods calling each other among other things. We have solved this coupling by creating a new UserPostService and UserPostServiceImpl class. In combination with the already existing service, we have been able to successfully split up the logic between the two classes, which has improved the coupling significantly. Below, we have shown how the metrics look before and after the refactoring.

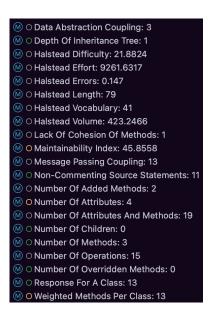


We have also refactored two classes inside the user microservice using the MetricsTree data:

- **EventModel**: Within this class, we decided to quit Lombok annotations because they were automatically generating more redundant methods. Afterwards, we added only the necessary methods.

M ○ Depth Of Inheritance Tree: 1 M ○ Halstead Difficulty: 15.9375 M ○ Halstead Effort: 5842.8553 M ○ Halstead Errors: 0.1081 M ○ Halstead Length: 74 M ○ Halstead Vocabulary: 31 M O Halstead Volume: 366.6105 M ○ Lack Of Cohesion Of Methods: 4 M O Maintainability Index: 45.6424 M ○ Message Passing Coupling: 5 M ○ Non-Commenting Source Statements: 15 M O Number Of Attributes: 4 M ○ Number Of Attributes And Methods: 25 M ○ Number Of Children: 0 M O Number Of Methods: 9 M O Number Of Overridden Methods: 2 M ○ Response For A Class: 13 M O Weighted Methods Per Class: 13

- **UserRequest**: Within this class, we again decided to quit Lombok annotations because they were automatically generating more redundant methods. Afterwards, we added only the necessary methods.



2.2.2 Scheduler Microservice

We have refactored three separate issues within the scheduler microservice:

- EventService/EventServiceImpl: First, we identified that the EventService and EventServiceImpl classes inside the Scheduler microservice had a medium-high lack of cohesion. We have found this to be the case because a 'certificates' field is only used in one method. We have moved this field into the CertificateValidator class and the addCertificate() method, making them static in the process. This ensures that the EventServiceImpl does not serve multiple functions. Below, we have shown how the metrics changed before and after the refactoring. Before:

Before:



- SchedulerController: The second issue we solved is with the SchedulerController. This class also had a medium-high lack of cohesion, as stated before. We have resolved this by splitting the controller into two parts: the previous SchedulerController and a new SchedulerDatabaseController. As the name might suggest, the SchedulerDatabaseController mainly handles the function of endpoints that have to interact with the database, while the existing SchedulerController handles interaction with the EventService. Finally, we have added a CommunicationHandler for the SchedulerDatabaseController, which we use to perform the communication between microservices. This improves cohesion by splitting up functionality and moving methods into a new class. Below, we have shown how the metrics changed before and after the refactoring.

Before: 2 SchedulerController After: 4 SchedulerController 5 SchedulerController 6 Jow medium-high medium-high low low-medium 6 Jow low-medium 7 SchedulerDatabase... 8 Jow low-medium low low-medium 8 Jow low-medium 8 J

Finally, we improved the medium-high coupling and further improved the low-medium cohesion of the SchedulerController. We have done this by further splitting up the functionality, and adding a new handler that handles the authentication checking: if someone is an admin or not. We have also added two new controllers, a SchedulerCertificateController and a SchedulerNotificationController, which respectively handle the addition of certificates, and the retrieval of notifications. We made sure that the EventService is solely used inside the SchedulerController. With the notification service only being used inside the SchedulerNotificationController.

Before:

