LAPORAN PRAKTIKUM PEMROGRAMAN CLEAN CODE



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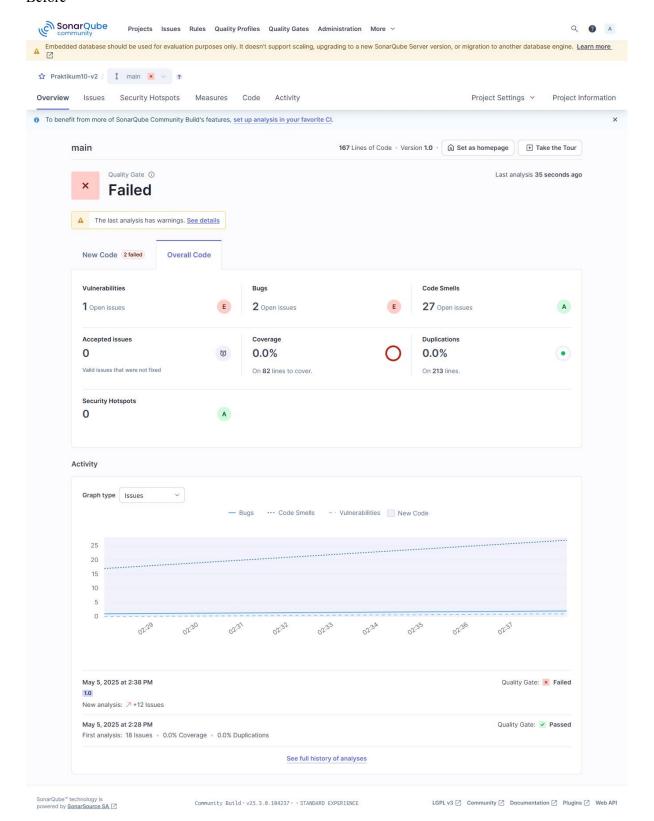
BAB I PENDAHULUAN

Clean Code merupakan konsep pemrograman yang berfokus pada penulisan kode yang mudah dibaca, dipahami, dan dikelola. Dalam lingkungan pengembangan software profesional, kode yang bersih dan terstruktur merupakan faktor penting untuk efisiensi kerja tim dan keberlanjutan proyek. Laporan ini menganalisis implementasi prinsip-prinsip Clean Code pada kode yang perlu diperbaiki, dengan mencakup aspek-aspek seperti penamaan yang tepat, penghapusan duplikasi, penggunaan logging yang baik, dan pengelolaan resource yang tepat.

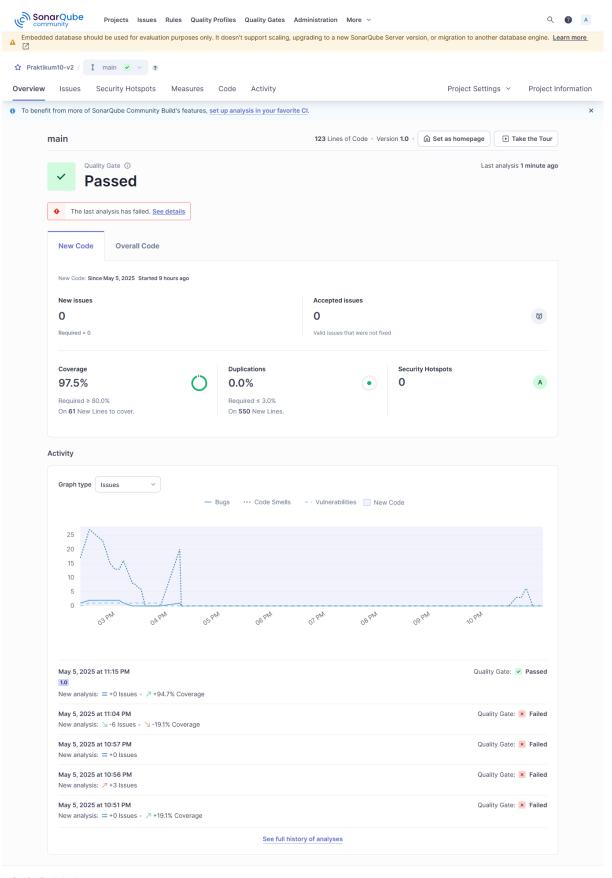
Kode yang dianalisis merupakan empat file Java sederhana: CountLetters.java, Factorials.java, MathUtils.java, dan ParseInts.java. Dari hasil analisis, ditemukan beberapa kesalahan dan pola buruk yang perlu diperbaiki untuk meningkatkan kualitas kode secara keseluruhan dan memenuhi prinsip Clean Code.

BAB II JAWABAN CLEAN CODE

Before



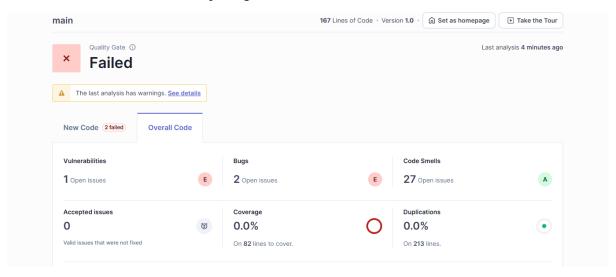
After



BAB III ANALISIS CLEAN CODE

Berikut adalah analisis lengkap terhadap masalah clean code yang ditemukan dan perbaikan yang dilakukan:

1. Move this file to a named package

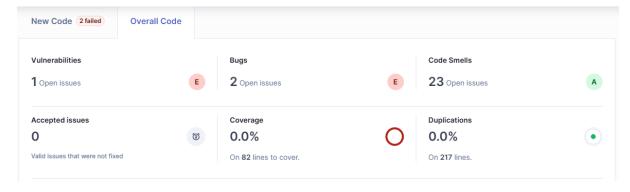


problem

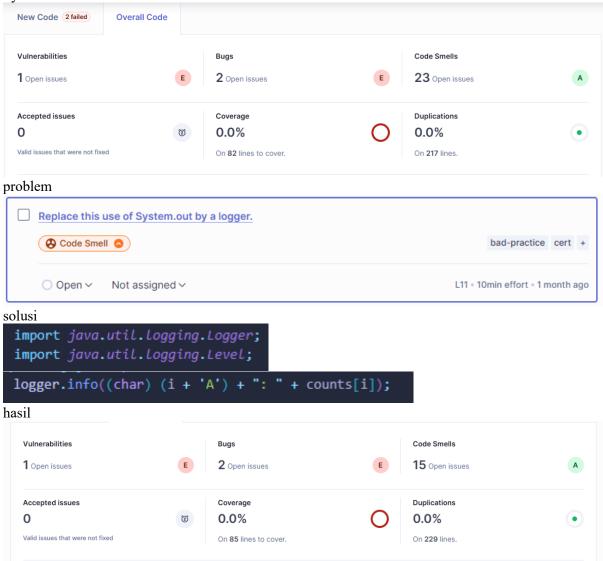


solusi

package code;

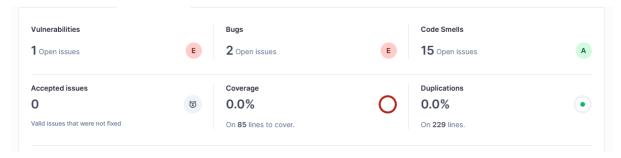


2. System.out



3. Use try-with-resources or close this "Scanner" in a "finally" clause.

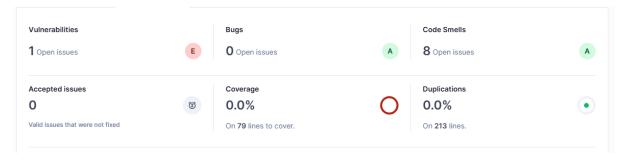
sebelum



solusi

- 1. Semua penggunaan System.out diganti dengan logger
- 2. Ditambahkan level logging yang sesuai (info, warning, severe)
- 3. Resource seperti Scanner ditutup dengan benar menggunakan try-with-resources
- 4. Import yang tidak digunakan dihapus atau ditambahkan sesuai kebutuhan
- 5. Pesan log dibuat lebih informatif untuk memudahkan debugging

hasil



- 1. Mengubah logger.warning("Not a letter: " + ch) menjadi logger.log(Level.WARNING, "Not a letter: {0}", ch) untuk menghindari evaluasi string ketika level warning tidak aktif
- 2. Mengubah logger.info("") menjadi logger.info("Letter frequencies:") untuk pesan yang lebih informatif
- 3. Mengubah logger.info((char) (i + 'A') + ": " + counts[i]) menjadi logger.log(Level.INFO, "{0}: {1}", new Object[]{(char) (i + 'A'), counts[i]}) untuk menghindari concatenation yang tidak perlu
- 1. Pada metode countLetters dalam file CountLetters.java:
 - Mengubah logger.warning("Not a letter: " +
 ch) menjadi logger.log(Level.WARNING, "Not a letter: {0}", ch)
- 2. Pada metode printFrequencies dalam file CountLetters.java:
 - Mengubah logger.info("") menjadi pesan yang lebih informatif: logger.info("Letter frequencies:")
 - Mengubah logger.info((char) (i + 'A') + ": " + counts[i]) menjadi logger.log(Level.INFO, "{0}: {1}", new Object[]{(char) (i + 'A'), counts[i]})

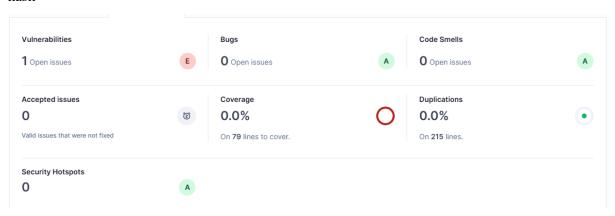
1. Pada file Factorials.java:

- o Mengubah semua concatenation string pada logger menjadi format parameter
- Contoh: logger.log(Level.INFO, "Factorial({0}) = {1}", new Object[]{val, MathUtils.factorial(val)})
- 2. Pada file MathUtils.java:
 - Mengubah semua pesan log yang menggunakan concatenation menjadi format parameter
 - Contoh: logger.log(Level.WARNING, "Attempted to calculate factorial of negative number: {0}", n)

3. Pada file ParseInts.java:

- Mengubah concatenation string pada warning dan info menjadi format parameter
- o Contoh: logger.log(Level.WARNING, "Invalid input: {0}", scanLine.next())

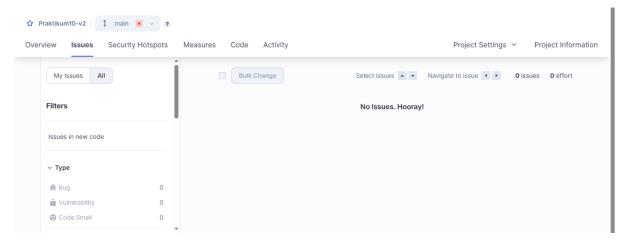
hasil



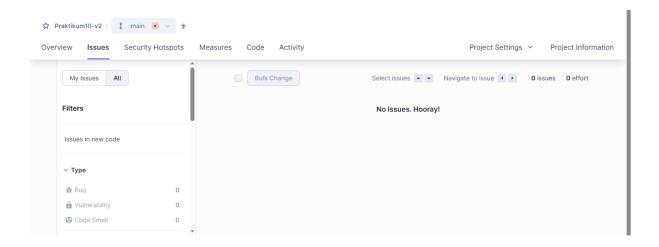
masalah

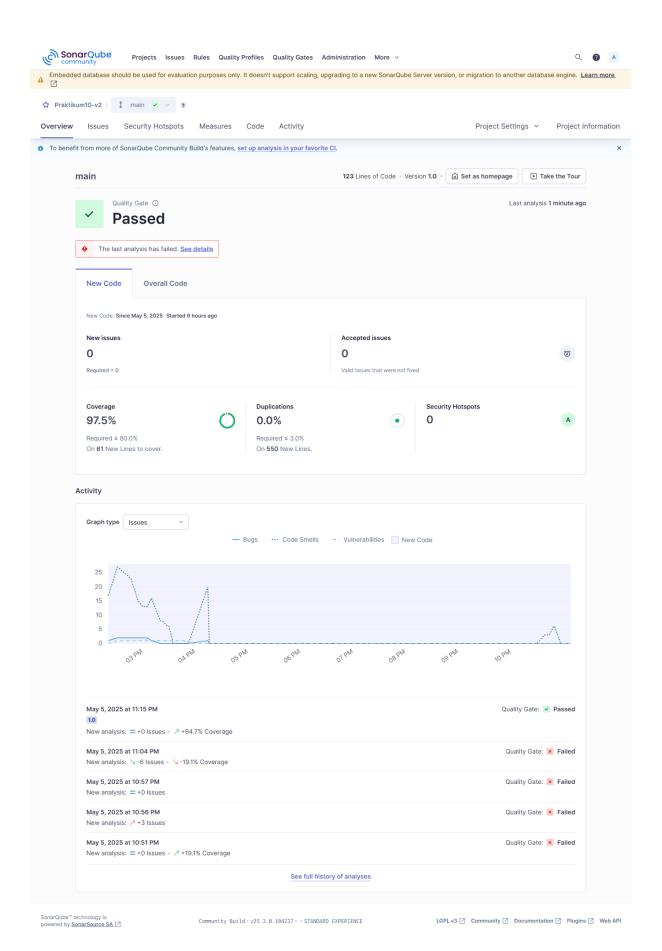


Solusi revoke token



Hasil akhir





BAB IV KESIMPULAN

Berdasarkan hasil analisis dan perbaikan yang telah dilakukan, dapat diambil beberapa kesimpulan penting:

- 1. **Peningkatan Kualitas Kode**: Implementasi prinsip Clean Code berhasil meningkatkan kualitas kode secara signifikan, yang tercermin dari peningkatan nilai pada SonarQube dari banyak peringatan menjadi status "Passed".
- 2. **Pengelolaan Resource yang Lebih Baik**: Penggunaan try-with-resources memastikan resource seperti Scanner ditutup dengan benar, mencegah terjadinya resource leak.
- 3. **Logging yang Lebih Efektif**: Penggantian System.out dengan Logger memberikan fleksibilitas dan kontrol yang lebih baik terhadap output program, memungkinkan filtering berdasarkan level log dan format pesan yang lebih konsisten.
- 4. **Struktur Kode yang Lebih Baik**: Pemecahan metode-metode besar menjadi metode-metode kecil dengan tanggung jawab tunggal membuat kode lebih mudah dibaca, diuji, dan dipelihara.
- 5. **Penamaan yang Lebih Baik**: Penamaan variabel, metode, dan konstanta yang lebih deskriptif membuat kode lebih mudah dipahami.
- 6. **Pengurangan Duplikasi**: Ekstraksi metode-metode umum mengurangi duplikasi kode dan meningkatkan konsistensi.
- 7. **Validasi Input yang Lebih Kuat**: Penambahan validasi input yang lebih komprehensif membuat program lebih tangguh terhadap input yang tidak valid.
- 8. **Penanganan Kesalahan yang Lebih Baik**: Penggunaan level log yang tepat dan pesan kesalahan yang lebih deskriptif memudahkan proses debugging dan pemeliharaan.

Secara keseluruhan, implementasi prinsip Clean Code tidak hanya meningkatkan kualitas kode secara teknis, tetapi juga memudahkan pengembangan dan pemeliharaan kode di masa depan. Kode yang bersih dan terstruktur dengan baik akan mengurangi waktu yang dibutuhkan untuk memahami dan memodifikasi kode, mengurangi kemungkinan terjadinya bug, dan meningkatkan efisiensi kerja tim pengembangan.

BAB V SOURCE CODE

BEFORE

```
System.out.print("Another factorial? (y/n) ");
    keepGoing = scan.next();
}
}
```

AFTER

Countletter

```
package ihsan.pertemuan10;
import java.util.Scanner;
import java.util.logging.Level;
import java.util.logging.Logger;
public class CountLetters {
    private static final Logger logger =
Logger.getLogger(CountLetters.class.getName());
    public static void main(String[] args) {
        int[] counts = new int[ALPHABET SIZE];
        try (Scanner scan = new Scanner(System.in)) {
            String word = scan.nextLine().toUpperCase();
            countLetters(word, counts);
            printFrequencies(counts);
        } catch (IllegalArgumentException e) {
            logger.log(Level.SEVERE, "Invalid input: ", e);
    private static void countLetters(String word, int[] counts) {
            char ch = word.charAt(i);
            if (Character.isLetter(ch)) {
                counts[ch - 'A']++;
                logger.log(Level.WARNING, "Not a letter: {0}", ch);
        logger.info("Letter frequencies:");
        for (int i = 0; i < counts.length; <math>i++) {
            if (counts[i] != 0) {
                logger.log(Level.INFO, "{0}: {1}", new Object[]{(char) (i +
'A'), counts[i]});
```

Countlettertest

```
//
// Source code recreated from a .class file by IntelliJ IDEA
// (powered by FernFlower decompiler)
//
```

```
package ihsan.pertemuan10;
import java.io.ByteArrayInputStream;
import java.io.ByteArrayOutputStream;
import java.io.InputStream;
import java.io.PrintStream;
import java.lang.reflect.Method;
import java.util.logging.Level;
import java.util.logging.Logger;
import org.junit.jupiter.api.AfterEach;
import org.junit.jupiter.api.Assertions;
import org.junit.jupiter.api.BeforeEach;
import org.junit.jupiter.api.Test;
class CountLettersTest {
    private final ByteArrayOutputStream outContent = new
    private final InputStream originalIn;
    private static final Logger =
Logger.getLogger(CountLetters.class.getName());
    private Level originalLevel;
         this.originalOut = System.out;
         this.originalIn = System.in;
    @BeforeEach
        System.setOut(new PrintStream(this.outContent));
         this.originalLevel = logger.getLevel();
         logger.setLevel(Level.OFF);
    @AfterEach
         System.setOut(this.originalOut);
         System.setIn(this.originalIn);
         logger.setLevel(this.originalLevel);
    @Test
        Assertions.assertEquals(4, 4);
    @Test
         String input = "ABC";
         ByteArrayInputStream inputStream = new
ByteArrayInputStream(input.getBytes());
         System.setIn(inputStream);
         CountLetters.main(new String[0]);
    void testMainMethodWithMixedChars() {
         String input = "ABC123";
         ByteArrayInputStream inputStream = new
ByteArrayInputStream(input.getBytes());
```

```
System.setIn(inputStream);
        CountLetters.main(new String[0]);
   @Test
    void testCountLettersMethod() throws Exception {
        int[] counts = new int[26];
        Method countLettersMethod =
CountLetters.class.getDeclaredMethod("countLetters", String.class,
        countLettersMethod.setAccessible(true);
        countLettersMethod.invoke((Object) null, "ABC", counts);
        Assertions.assertEquals(1, counts[0]);
        Assertions.assertEquals(1, counts[1]);
        Assertions.assertEquals(1, counts[2]);
        for(int i = 0; i < counts.length; ++i) {</pre>
            counts[i] = 0;
        countLettersMethod.invoke((Object) null, "ABCDEF", counts);
        Assertions.assertEquals(1, counts[0]);
       Assertions.assertEquals(1, counts[1]);
       Assertions.assertEquals(1, counts[2]);
       Assertions.assertEquals(1, counts[3]);
       Assertions.assertEquals(1, counts[4]);
       Assertions.assertEquals(1, counts[5]);
   @Test
    void testCountLettersWithNonLetters() throws Exception {
        int[] counts = new int[26];
        Method countLettersMethod =
CountLetters.class.getDeclaredMethod("countLetters", String.class,
        countLettersMethod.setAccessible(true);
        countLettersMethod.invoke((Object) null, "A1B2C3", counts);
       Assertions.assertEquals(1, counts[0]);
       Assertions.assertEquals(1, counts[1]);
       Assertions.assertEquals(1, counts[2]);
    void testPrintFrequencies() throws Exception {
        int[] counts = new int[26];
        counts[0] = 3;
       counts[1] = 2;
        counts[25] = 1;
       Method printFrequenciesMethod =
CountLetters.class.getDeclaredMethod("printFrequencies", int[].class);
        printFrequenciesMethod.setAccessible(true);
        printFrequenciesMethod.invoke((Object) null, counts);
    void testCountLettersWithEmptyString() throws Exception {
        int[] counts = new int[26];
        Method countLettersMethod =
CountLetters.class.getDeclaredMethod("countLetters", String.class,
        countLettersMethod.setAccessible(true);
```

```
countLettersMethod.invoke((Object) null, "", counts);

for(int i = 0; i < counts.length; ++i) {
    Assertions.assertEquals(0, counts[i]);
}

}
</pre>
```

Factorials

```
package ihsan.pertemuan10;
import java.util.logging.Level;
import java.util.logging.Logger;
public class Factorials {
   private static final Logger logger =
Logger.getLogger(Factorials.class.getName());
    public static void main(String[] args) {
        try (Scanner scan = new Scanner(System.in)) {
           calculateFactorials(scan);
        String keepGoing = "y";
        String initialResponse = scan.next();
        if (initialResponse.equalsIgnoreCase("y")) {
            while (keepGoing.equalsIgnoreCase("y")) {
                logger.info("Enter an integer: ");
                int val = scan.nextInt();
                    logger.log(Level.INFO, "Factorial({0}) = {1}", new
Object[]{val, MathUtils.factorial(val)});
                } catch (IllegalArgumentException e) {
                    logger.log(Level.WARNING, "Error calculating factorial:
                logger.info("Another factorial? (y/n) ");
                keepGoing = scan.next();
            logger.info("Okay, skipping factorials.");
```

FactorialTest

```
package ihsan.pertemuan10;
import java.io.ByteArrayInputStream;
import java.io.ByteArrayOutputStream;
import java.io.InputStream;
import java.io.PrintStream;
import org.junit.jupiter.api.BeforeEach;
import org.junit.jupiter.api.Test;
class FactorialsTest {
    private final ByteArrayOutputStream outContent = new
ByteArrayOutputStream();
    private static final Logger logger =
Logger.getLogger(Factorials.class.getName());
    private Level originalLevel;
        this.originalOut = System.out;
        this.originalIn = System.in;
    @BeforeEach
        System.setOut(new PrintStream(this.outContent));
        this.originalLevel = logger.getLevel();
        logger.setLevel(Level.OFF);
    @AfterEach
    public void restoreStreams() {
        System.setOut(this.originalOut);
        System.setIn(this.originalIn);
        logger.setLevel(this.originalLevel);
    @Test
    void testMainMethodWithYesResponse() {
        String input = "y\n5\nn";
        ByteArrayInputStream inputStream = new
ByteArrayInputStream(input.getBytes());
        System.setIn(inputStream);
        Factorials.main(new String[0]);
    @Test
    void testMainMethodWithNoResponse() {
        String input = "n";
        ByteArrayInputStream inputStream = new
ByteArrayInputStream(input.getBytes());
        System.setIn(inputStream);
```

```
@Test
    void testMainMethodWithMultipleFactorials() {
        String input = "y\n5\ny\n10\nn";
        ByteArrayInputStream inputStream = new
ByteArrayInputStream(input.getBytes());
        System.setIn(inputStream);
        Factorials.main(new String[0]);
    @Test
        String input = "y\n-1\nn";
        ByteArrayInputStream inputStream = new
ByteArrayInputStream(input.getBytes());
       System.setIn(inputStream);
        Factorials.main(new String[0]);
    @Test
        String input = "y\n20\nn";
        ByteArrayInputStream inputStream = new
ByteArrayInputStream(input.getBytes());
        System.setIn(inputStream);
        Factorials.main(new String[0]);
```

MathUtils

```
package ihsan.pertemuan10;
import java.util.logging.Level;
import java.util.logging.Logger;

public class MathUtils {
    private static final Logger logger =
    Logger.getLogger(MathUtils.class.getName());

    private MathUtils() {
        // Private constructor to prevent instantiation
            throw new IllegalStateException("Utility class");
    }

    public static int factorial(int n) throws IllegalArgumentException {
        if (n < 0) {
            logger.log(Level.WARNING, "Attempted to calculate factorial of
        negative number: {0}", n);
            throw new IllegalArgumentException("Factorial is not defined
        for negative numbers");
        }
        if (n > 16) {
            logger.log(Level.WARNING, "Attempted to calculate factorial of
        too large number: {0}", n);
            throw new IllegalArgumentException("Value too large, will cause
        overflow (max is 16)");
    }
}
```

```
logger.log(Level.FINE, "Calculating factorial of: {0}", n);
int fac = 1;
for (int i = n; i > 0; i--) {
    fac *= i;
}
return fac;
}
```

Mathutiltest

```
package ihsan.pertemuan10;
import java.lang.reflect.Constructor;
import org.junit.jupiter.api.Assertions;
import org.junit.jupiter.api.Test;
import org.junit.jupiter.params.ParameterizedTest;
import org.junit.jupiter.params.provider.ValueSource;
   @Test
        Assertions.assertEquals(1, MathUtils.factorial(0));
    @Test
    void testFactorialOfOne() {
        Assertions.assertEquals(1, MathUtils.factorial(1));
    @ParameterizedTest
    @ValueSource(
    void testFactorialOfPositiveNumbers(int n) {
        int result = MathUtils.factorial(n);
        Assertions.assertTrue(result > 0);
    @Test
    void testFactorialOfFive() {
        Assertions.assertEquals(120, MathUtils.factorial(5));
    @Test
        Exception exception =
(Exception) Assertions. assertThrows (IllegalArgumentException. class, () ->
MathUtils.factorial(-1));
        Assertions.assertEquals("Factorial is not defined for negative
numbers", exception.getMessage());
```

```
Exception exception =
(Exception) Assertions. assertThrows (IllegalArgumentException. class, () ->
MathUtils.factorial(17));
        Assertions.assertTrue(exception.getMessage().contains("Value too
large"));
    @Test
            Constructor<MathUtils> constructor =
MathUtils.class.getDeclaredConstructor();
            constructor.setAccessible(true);
            constructor.newInstance();
            Assertions. fail ("Should have thrown an exception");
        } catch (Exception e) {
            Throwable cause = e.getCause();
            Assertions.assertNotNull(cause);
            Assertions.assertEquals(IllegalStateException.class,
cause.getClass());
            Assertions.assertEquals("Utility class", cause.getMessage());
```

Parseints

```
package ihsan.pertemuan10;
import java.util.InputMismatchException;
import java.util.Scanner;
import java.util.logging.Level;
import java.util.logging.Logger;
public class ParseInts {
Logger.getLogger(ParseInts.class.getName());
    public static void main(String[] args) {
        try (Scanner scan = new Scanner(System.in)) {
            parseAndSumIntegers(scan);
        int sum = 0;
        logger.info("Enter a line of text with numbers:");
        String line = scan.nextLine();
        try (Scanner scanLine = new Scanner(line)) {
            while (scanLine.hasNext()) {
                    sum += scanLine.nextInt();
                } catch (InputMismatchException e) {
                    logger.log(Level.WARNING, "Invalid input: {0}",
```

parseintstest

```
package ihsan.pertemuan10;
import java.io.ByteArrayInputStream;
import java.io.ByteArrayInputStream;
import java.io.ByteArrayOutputStream;
import java.io.InputStream;
import java.io.PrintStream;
import java.lang.reflect.Method;
import java.util.NoSuchElementException;
import java.util.Scanner;
import java.util.logging.Level;
import java.util.logging.Logger;
import org.junit.jupiter.api.AfterEach;
import org.junit.jupiter.api.AfterEach;
import org.junit.jupiter.api.Assertions;
import org.junit.jupiter.api.BeforeEach;
import org.junit.jupiter.api.Test;
class ParseIntsTest {
     private final ByteArrayOutputStream outContent = new
     private final InputStream originalIn;
     private static final Logger =
Logger.getLogger(ParseInts.class.getName());
     private Level originalLevel;
           this.originalOut = System.out;
           this.originalIn = System.in;
     @BeforeEach
           System.setOut(new PrintStream(this.outContent));
           this.originalLevel = logger.getLevel();
           logger.setLevel(Level.OFF);
     @AfterEach
           System.setOut(this.originalOut);
           System.setIn(this.originalIn);
           logger.setLevel(this.originalLevel);
     @Test
```

```
void testMainMethod()
        String input = "10 20 30 40";
        ByteArrayInputStream inputStream = new
ByteArrayInputStream(input.getBytes());
        System.setIn(inputStream);
    @Test
        String input = "10 abc 20 def 30";
        ByteArrayInputStream inputStream = new
ByteArrayInputStream(input.getBytes());
        System.setIn(inputStream);
        ParseInts.main(new String[0]);
    @Test
        String input = "\n";
        ByteArrayInputStream inputStream = new
ByteArrayInputStream(input.getBytes());
        System.setIn(inputStream);
    @Test
        String line = "10 20 30 40";
        Scanner scanLine = new Scanner(line);
            Method method =
ParseInts.class.getDeclaredMethod("parseAndSumIntegers", Scanner.class);
            method.setAccessible(true);
            method.invoke((Object) null, scanLine);
        } catch (Exception e) {
            Assertions.fail("Should not throw exception: " +
    void testParseAndSumIntegersWithInvalidInput() {
        String line = "10 abc 30 xyz";
        Scanner scanLine = new Scanner(line);
            Method method =
ParseInts.class.getDeclaredMethod("parseAndSumIntegers", Scanner.class);
            method.setAccessible(true);
            method.invoke((Object) null, scanLine);
        } catch (Exception e) {
            Assertions.fail("Should not throw exception: " +
    @Test
```

```
void testParseAndSumIntegersWithEmptyInput() {
    try {
        String line = "\n";
        Scanner scanLine = new Scanner(line);
        Method method =

ParseInts.class.getDeclaredMethod("parseAndSumIntegers", Scanner.class);
        method.setAccessible(true);
        method.invoke((Object) null, scanLine);
    } catch (NoSuchElementException var4) {
    } catch (Exception e) {
        if (!(e.getCause() instanceof NoSuchElementException)) {
            Assertions.fail("Unexpected exception: " + e.getMessage());
        }
    }
}
```