

Assignment 4: Code Review

1. **Methods that are too long** (commit 708c02e)
 - UI.java's credit state
 - Use a for loop instead of manually writing repeated code.
2. **Useless variable declares** (commit 0d862d5)
 - UI.java
 - Removed the second variables that have been declared to the same result already.
 - Ex. size for our button's rectangle
3. **Duplicated code/Long function** (commit 0d862d5)
 - UI.java
 - Extract duplicated code into another function
 - Ex. selecting buttons bright and dim.
4. **Poorly structured code** (commit 0d862d5)
 - UI.java's drawSmallText
 - Change the if-elif statement into switch cases, so that adding more features will be easier in the future.
5. **Imports Never Used** (commit d806341)
 - Too many classes to list
 - Deleted the code as it does nothing and creates mess
6. **Change variables to Final** (commit d517a61)
 - MapBuilderTest variables
 - Made variables final
7. **Change class name** (commit 558e83c)
 - Changed the class name from checkEnemy to printEnemyLocation, check is misleading and seems as if it is checking where the enemy is almost as if it should return a boolean value, it is now named as to what it does
8. **Parameter Never Used** (commit c7508f7)
 - Entity class, erased the entity parameter from the method as it was never used
 - So deleted the parameter from the method
 - Then deleted the parameter from all the usages of the parameter in other classes.