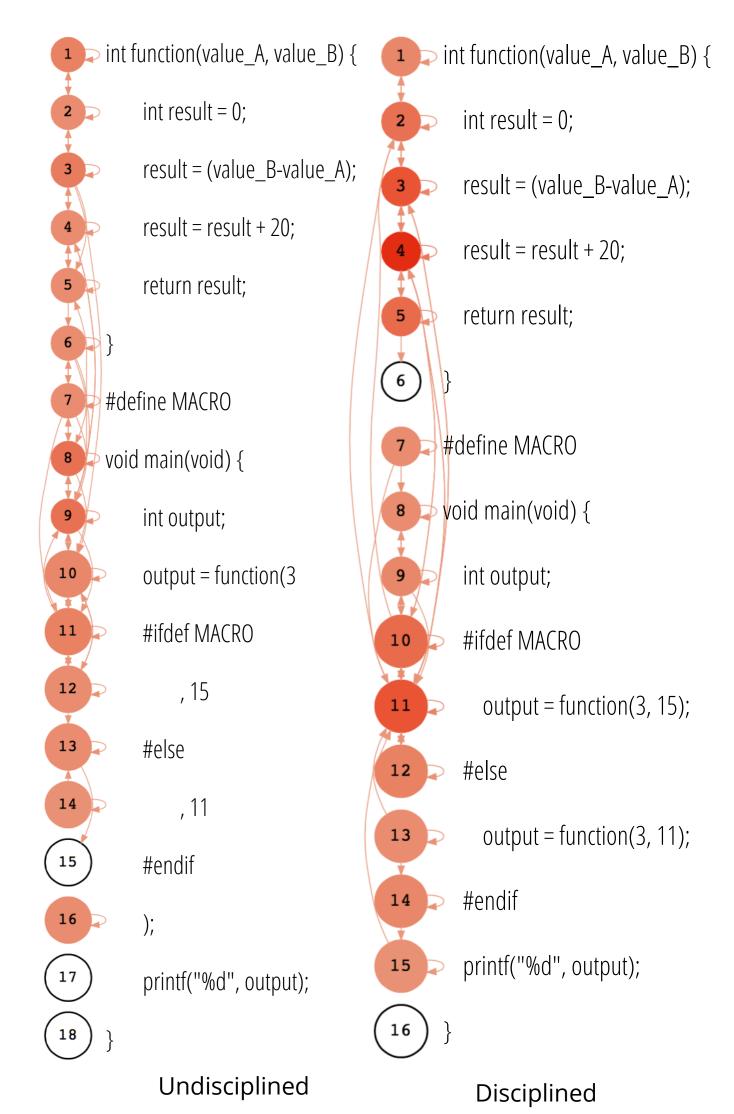
## **Refactoring 1 - Project 1**

#### int function(value\_A, value\_B) { int function(value\_A, value\_B) { int total = 0; int total = 0; total = (value\_A\*value\_B); total = (value\_A\*value\_B); total = total/2; total = total/2;return total; return total; (6) 6 7 #define MACRO #define MACRO void main(void) { int value; void main(void) { value = function(2) int value; #ifdef MACRO #ifdef MACRO , 10 12 value = function(2, 10); 11 13 #else 12 #else , 20 14 13 value = function(2, 20); #endif 15 14 #endif 16 15 printf("%d", value); printf("%d", value); 18 16

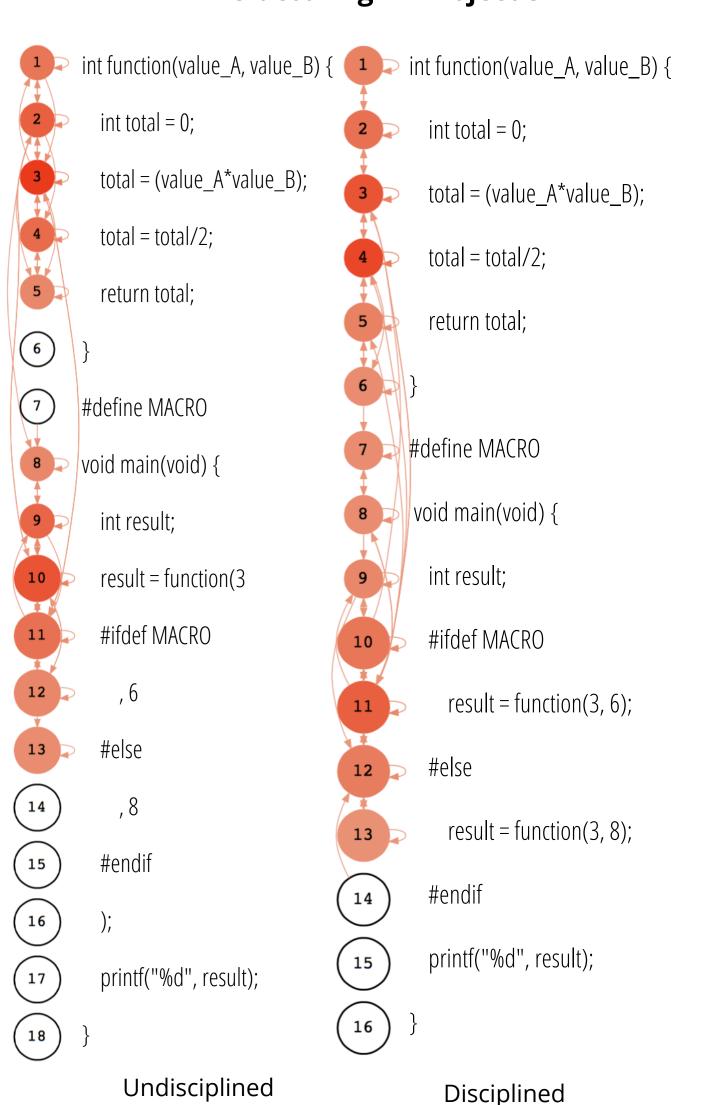
## Refactoring 1 - Project 2



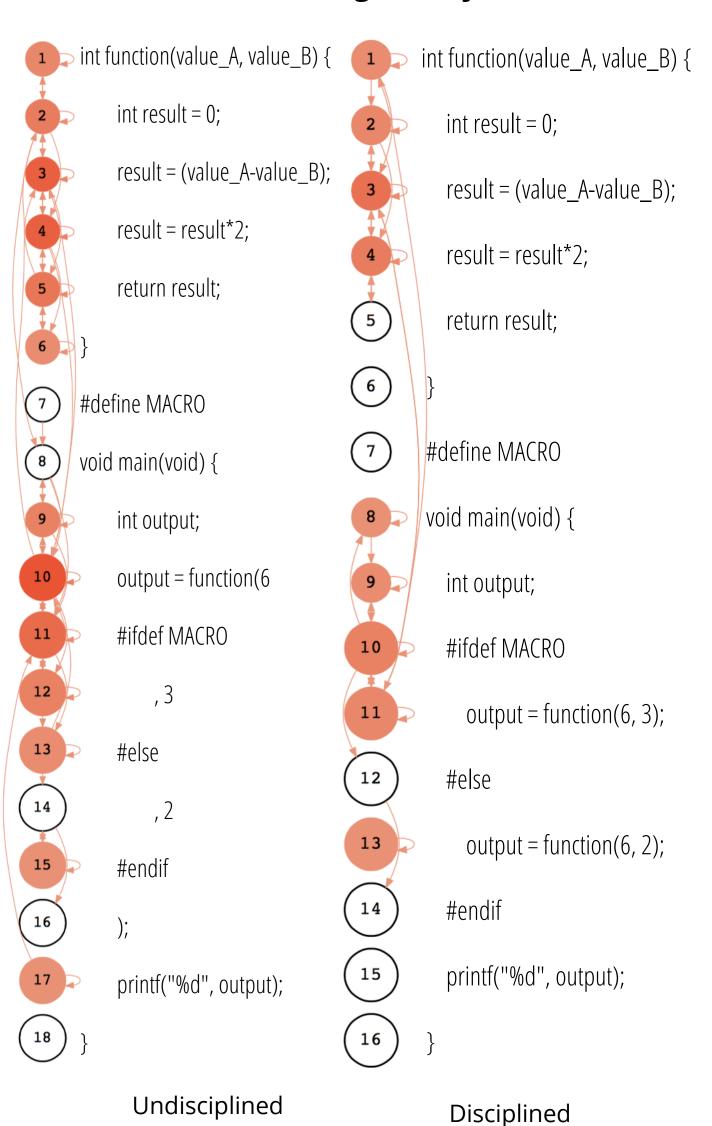
# **Refactoring 1 - Project 3**

Undisciplined

Disciplined



#### **Refactoring 1 - Project 4**

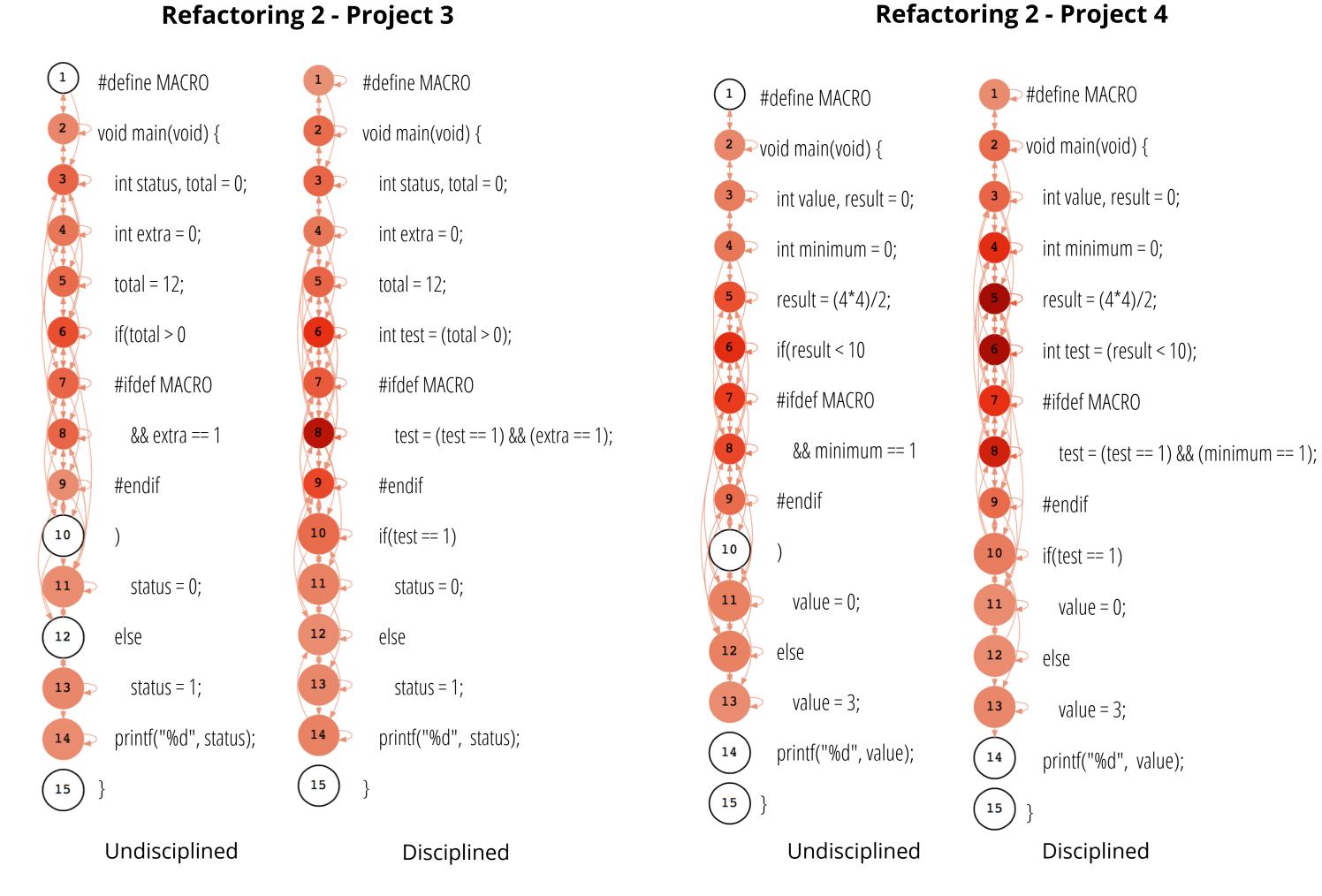


## **Refactoring 2 - Project 1**

#### #define MACRO 1) #define MACRO #define MACRO #define MACRO void main(void) { void main(void) { void main(void) { void main(void) { int status, total = 0; int value, result = 0; int value, result = 0; int status, total = 0; int extra = 0; int minimum = 1; int minimum = 1; int extra = 0; total = 10; total = 10; result = (3 \* 4)/2; result = (3 \* 4)/2; if(total > 9 int test = (total > 9); if(result < 10 int test = (result < 10); #ifdef MACRO #ifdef MACRO #ifdef MACRO #ifdef MACRO && extra == 1 test = (test == 1) && (extra == 1); && minimum == 2 test = (test == 1) && (minimum == 2); #endif #endif #endif #endif if(test == 1)10 if(test == 1) status = 1; status = 1; value = 0; value = 0; else else else else status = 0; status = 0; value = 1; value = 1; printf("%d", status); printf("%d", status); printf("%d", value); 14 printf("%d", value); 15 ( 15 ) [ 15 ] Undisciplined Disciplined Disciplined Undisciplined

**Refactoring 2 - Project 2** 

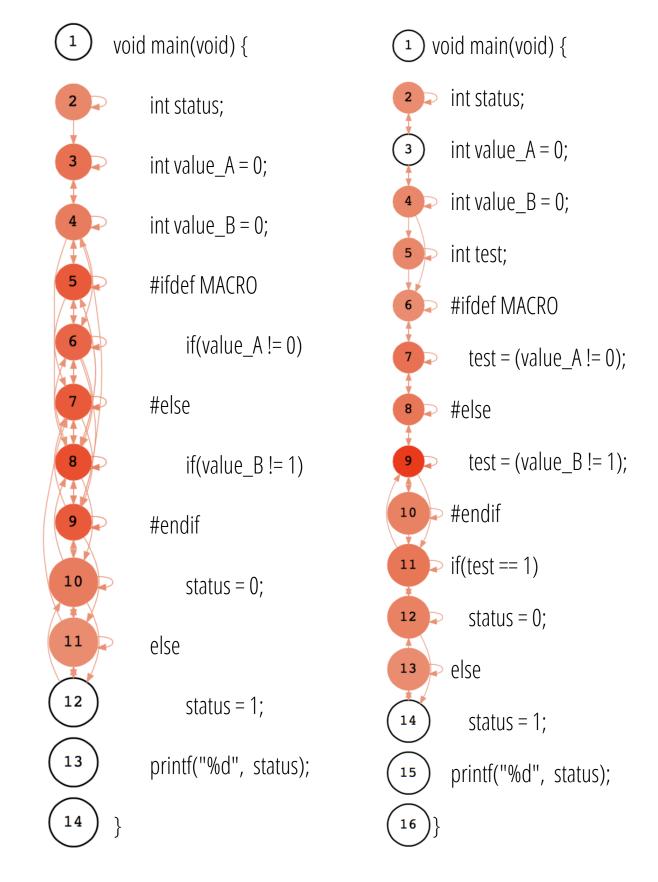
#### **Refactoring 2 - Project 3**



#### **Refactoring 3 - Project 1**

#### void main(void) { void main(void) { int output; int output; int value\_A = 0; int value\_A = 0; int value\_B = 0; int value\_B = 0; int test; #ifdef MACRO #ifdef MACRO if(value\_A == 1) test = (value\_A == 1); #else #else test = (value\_B == 0); if(value\_B == 0) #endif #endif 11 if(test == 1)output = 1; 12 output = 1; else 13 else output = 0; 14 output = 0; printf("%d", output); (15) printf("%d", output); 14 (16)

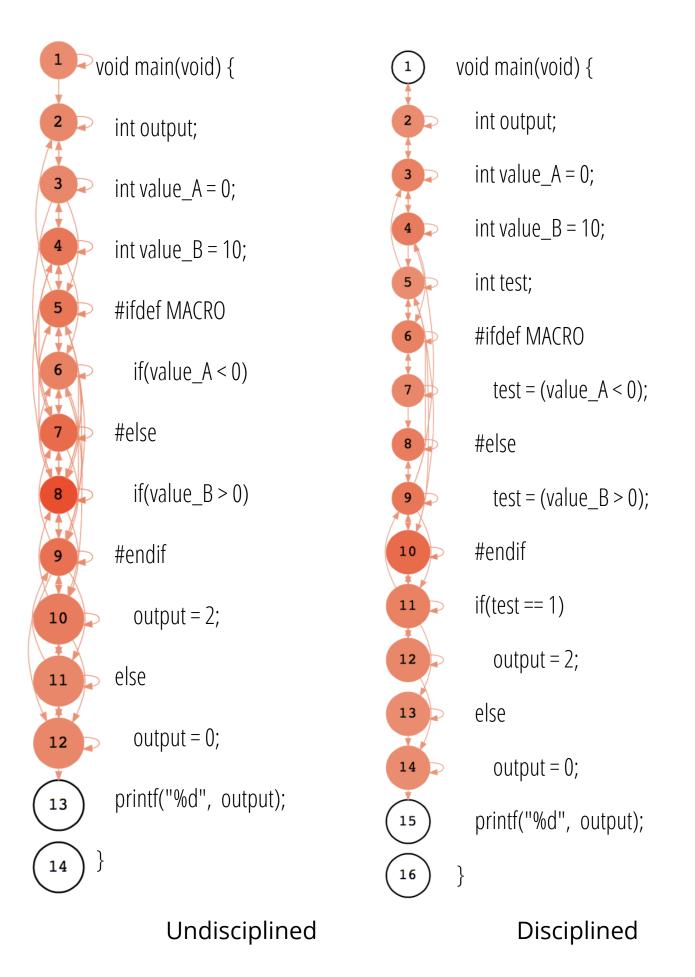
#### **Refactoring 3 - Project 2**



Undisciplined

## **Refactoring 3 - Project 3**

Disciplined



# Refactoring 3 - Project 4

Disciplined

Undisciplined

