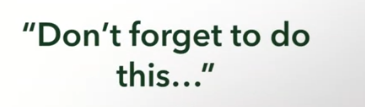
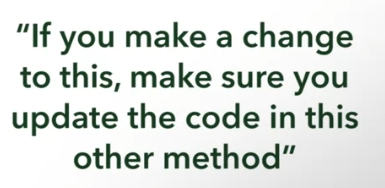


FIRST CODE SMELL

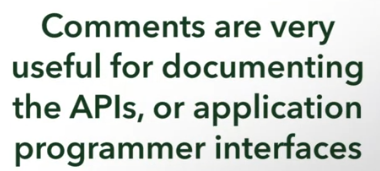


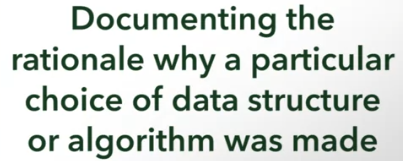
Comments that are indicators of bad code:





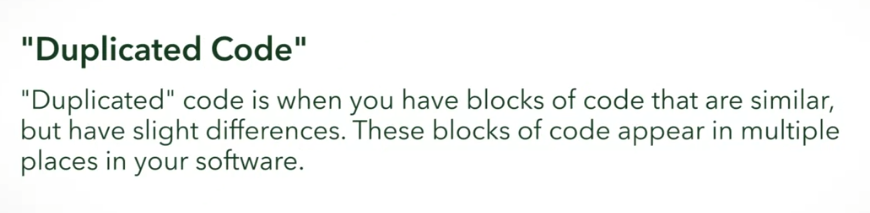
Use of comments

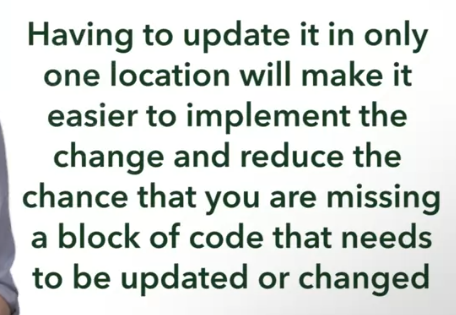




SECOND CODE SMELL

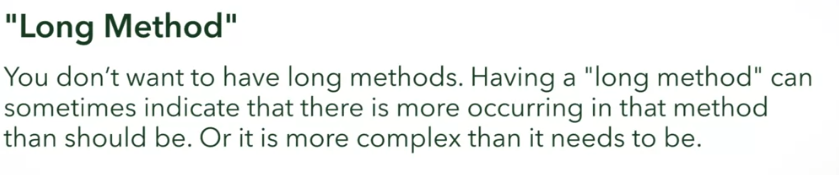




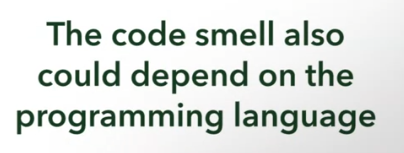


Apply DRY Principle

THIRD CODE SMELL



* This is similar to Cognitive Complexity



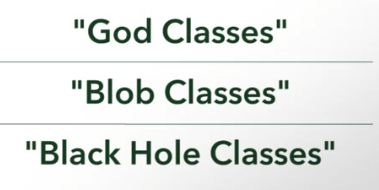
Smalltalk language

* 15 lines

FOURTH CODE SMELL

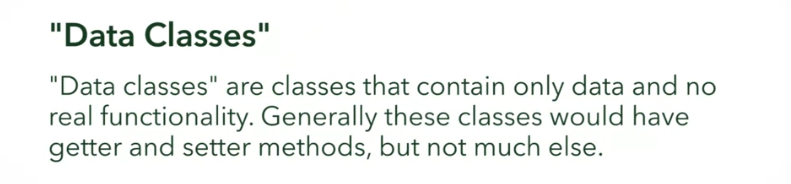


A.k.a.



FIFTH CODE SMELL

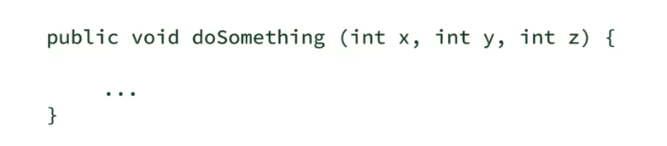


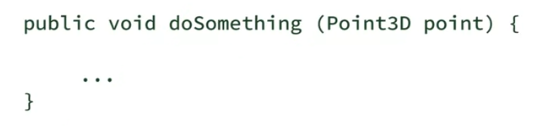


Related issue: SIXTH CODE SMELL

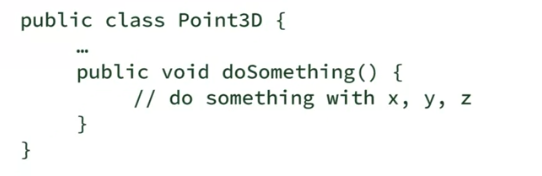






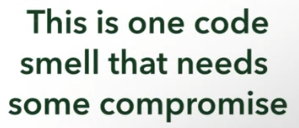


But upon creating the class, you should have methods in the Point3D class to avoid falling into the “Data Classes” code smell

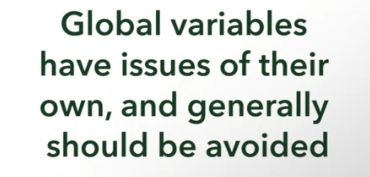


SEVENTH CODE SMELL

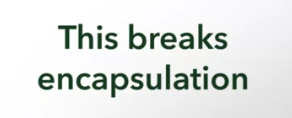




Solutions that are needs compromising:







Main Solution for Long Parameter List:

