

Code :

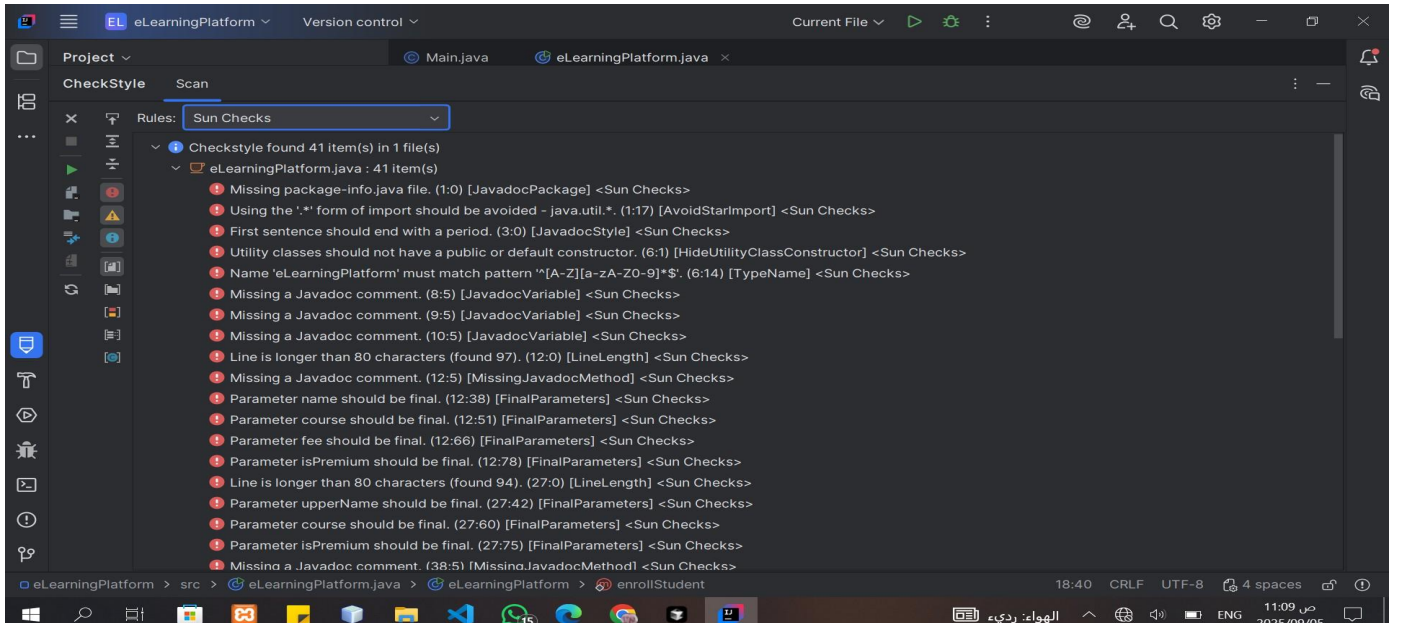
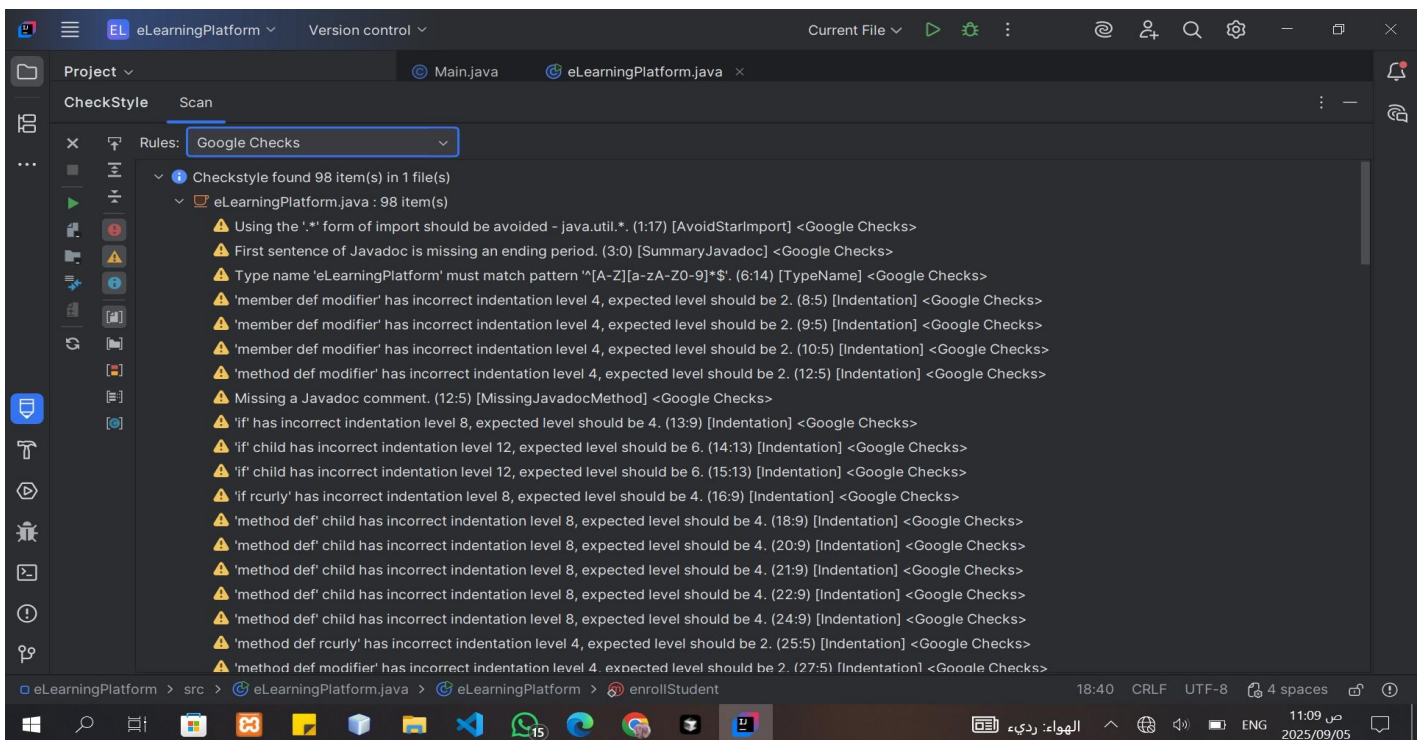
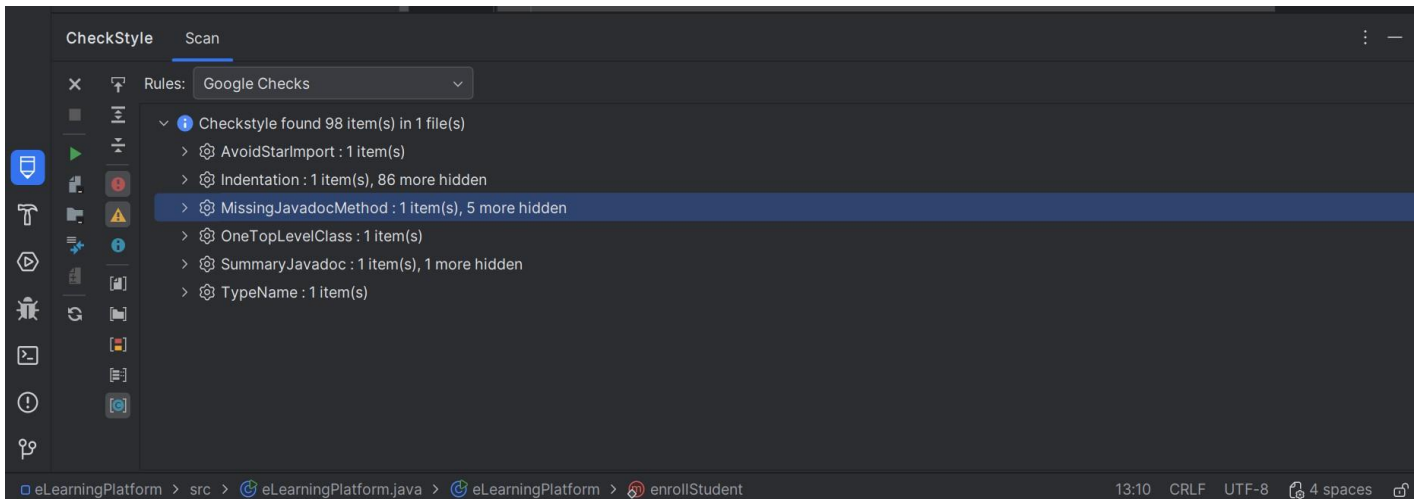
```
EL eLearningPlatform Version control
Current File
Main.java eLearningPlatform.java x
1 import java.util.*;
2
3 // Issue: Class naming convention doesn't follow standards
4 public class eLearningPlatform {
5     // Issue: Raw types used without generics specification
6     private static ArrayList students=new ArrayList(); 4 usages
7     private static HashMap courses=new HashMap(); no usages
8
9     // Issue: Variable naming convention inconsistency
10    private static int total_students = 0; 3 usages
11
12    // Issue: Method has too many responsibilities and duplicated logic
13    public static void enrollStudent(String name,String course,double fee,boolean isPremium) { 2 usages
14        // Issue: Method call on parameter without null safety check
15        String upperName = name.toUpperCase();
16
17        // Issue: Direct equality comparison with floating point number
18        if(fee == 100.0) {
19            System.out.println("Standard fee detected");
20        }
21
22        if(isPremium) {
23            Student s = new Student();
24            s.name = name;
25            s.course = course;
```

```
EL eLearningPlatform Version control
Current File
Main.java eLearningPlatform.java x
4 public class eLearningPlatform {
13    public static void enrollStudent(String name,String course,double fee,boolean isPremium) { 2 usages
26        s.fee = fee;
27        students.add(s);
28        total_students++;
29
30        // Issue: Code block duplicated below with minor differences
31        System.out.println("=== SUCCESS ===");
32        System.out.println("Student: " + upperName);
33        System.out.println("Course: " + course);
34        System.out.println("Premium member!");
35    } else {
36        Student s = new Student();
37        s.name = name;
38        s.course = course;
39        s.fee = fee;
40        students.add(s);
41        total_students++;
42
43        // Issue: Exact same code block as above (duplication)
44        System.out.println("=== SUCCESS ===");
45        System.out.println("Student: " + upperName);
46        System.out.println("Course: " + course);
47        System.out.println("Regular member!");
48    }
49 }
```

```
EL eLearningPlatform Version control Current File
Main.java eLearningPlatform.java
4 public class eLearningPlatform {
51 // Issue: Method can return null without proper handling mechanism
52 @ public static Student findStudent(String name) { 1 usage
53 // Issue: Missing spaces around operators in loop condition
54 for(int i=0;i<students.size();i++) {
55 Student s = (Student) students.get(i);
56
57 // Issue: Potential null pointer if s.name is null
58 if(s.name.equals(name)) {
59 return s;
60 }
61 }
62 // Issue: Returning null can cause problems for caller
63 return null;
64 }
65
66 // Issue: Method is obsessed with another class's internal data
67 @ public static void showStudentInfo(Student s) { no usages
68 System.out.println("Name: " + s.name);
69 System.out.println("Course: " + s.course);
70 System.out.println("Fee: $" + s.fee);
71 }
72
73 // Issue: Method creates resource leak with Scanner
74 public static String readUserInput() { 1 usage
75 Scanner scanner = new Scanner(System.in);
76 return scanner.nextLine(); // Scanner never closed - resource leak
77 }
78
79 // Issue: Empty catch block hides exceptions
80 public static void saveData() { 1 usage
81 try {
82 // Some file operation
83 throw new Exception("File error");
84 } catch (Exception e) {
85 // Empty catch - SpotBugs will flag this
86 }
87 }
88
89 // Issue: Infinite loop potential
90 public static void processStudents() { 1 usage
91 int count = 0;
92 while (count >= 0) { // Will never terminate
93 count++;
94 if (count > 1000000) break; // Added to prevent actual infinite loop
95 }
96 }
97 }
```

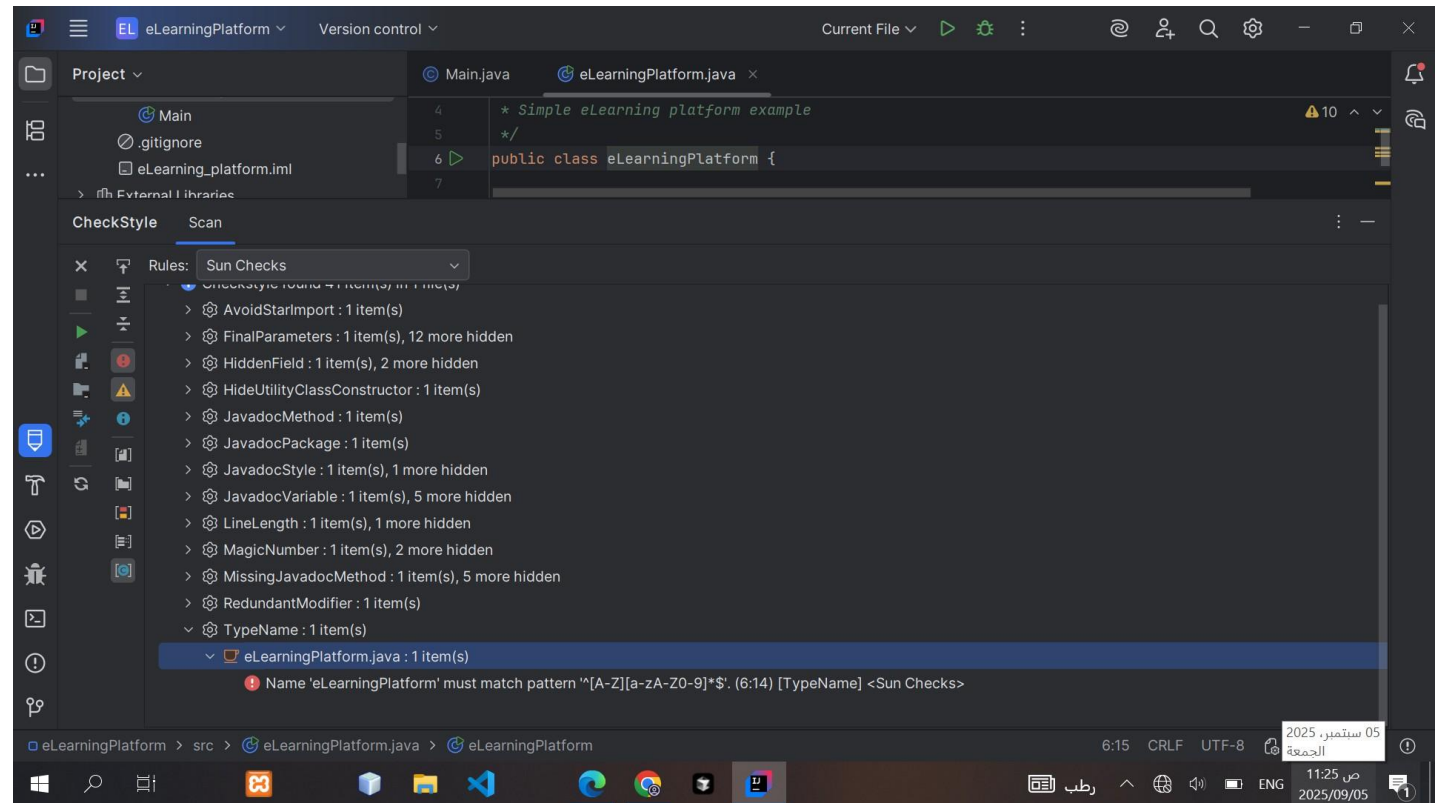
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Main.java eLearningPlatform.java
4 public class eLearningPlatform {
73 // Issue: Method creates resource leak with Scanner
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90 public static void processStudents() { 1 usage
91 int count = 0;
92 while (count >= 0) { // Will never terminate
93 count++;
94 if (count > 1000000) break; // Added to prevent actual infinite loop
95 }
96 }
97 }
```

Apply **checkstyle** to detect style problems and correct them

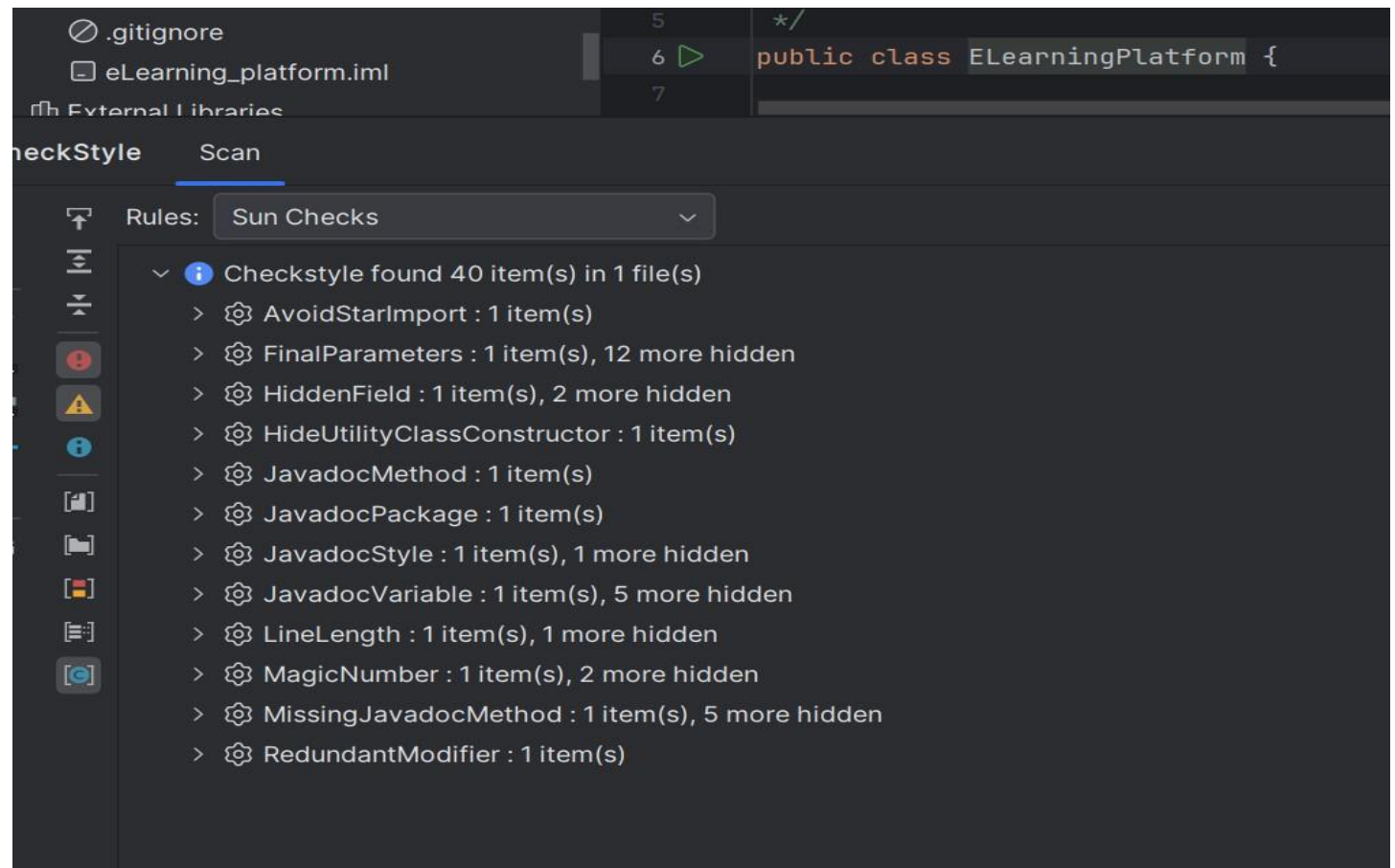


Problem1 :class naming

Before: Detected style problem using CheckStyle, class name `elearningPlatform` does not follow Java naming conventions.

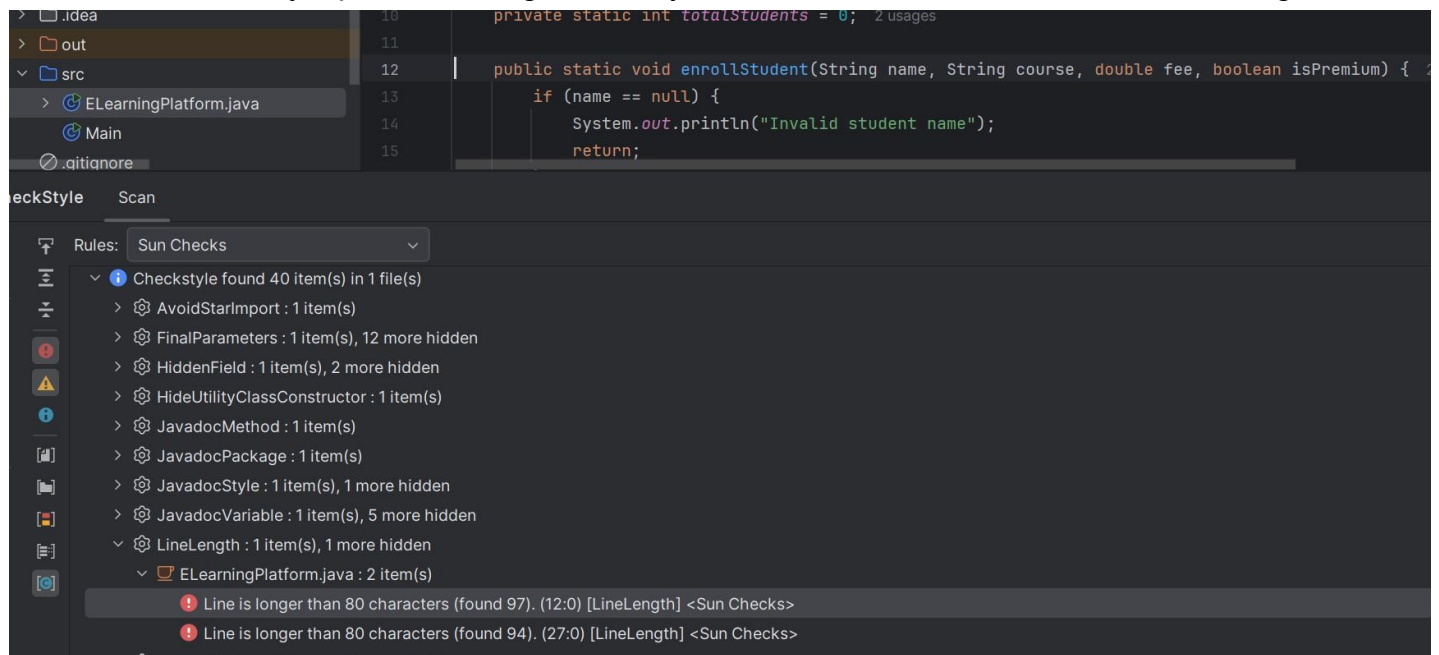


After correct : Changed class name from `elearningPlatform` to `ELearningPlatform`

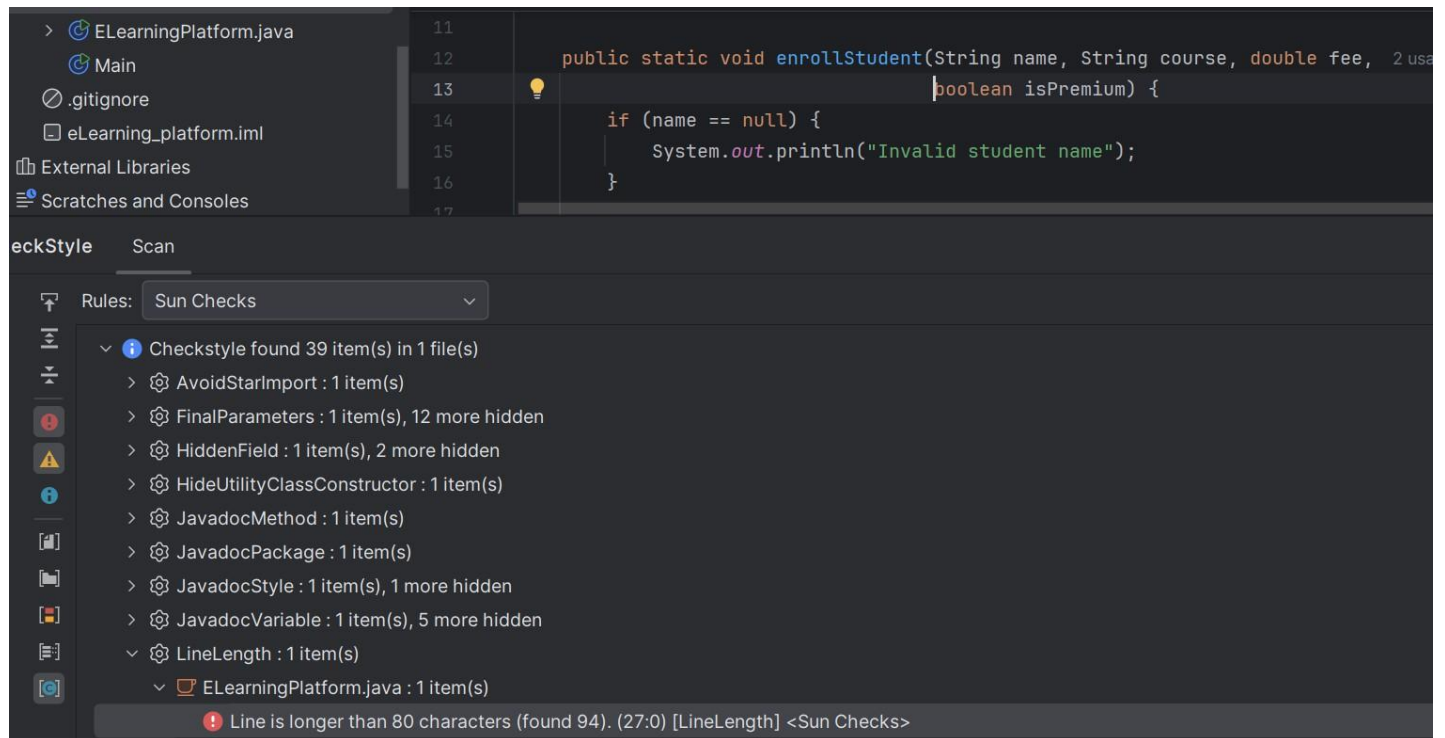


Problem2 : line length is very long

Before: Detected style problem using CheckStyle ,lines exceed the maximum allowed length

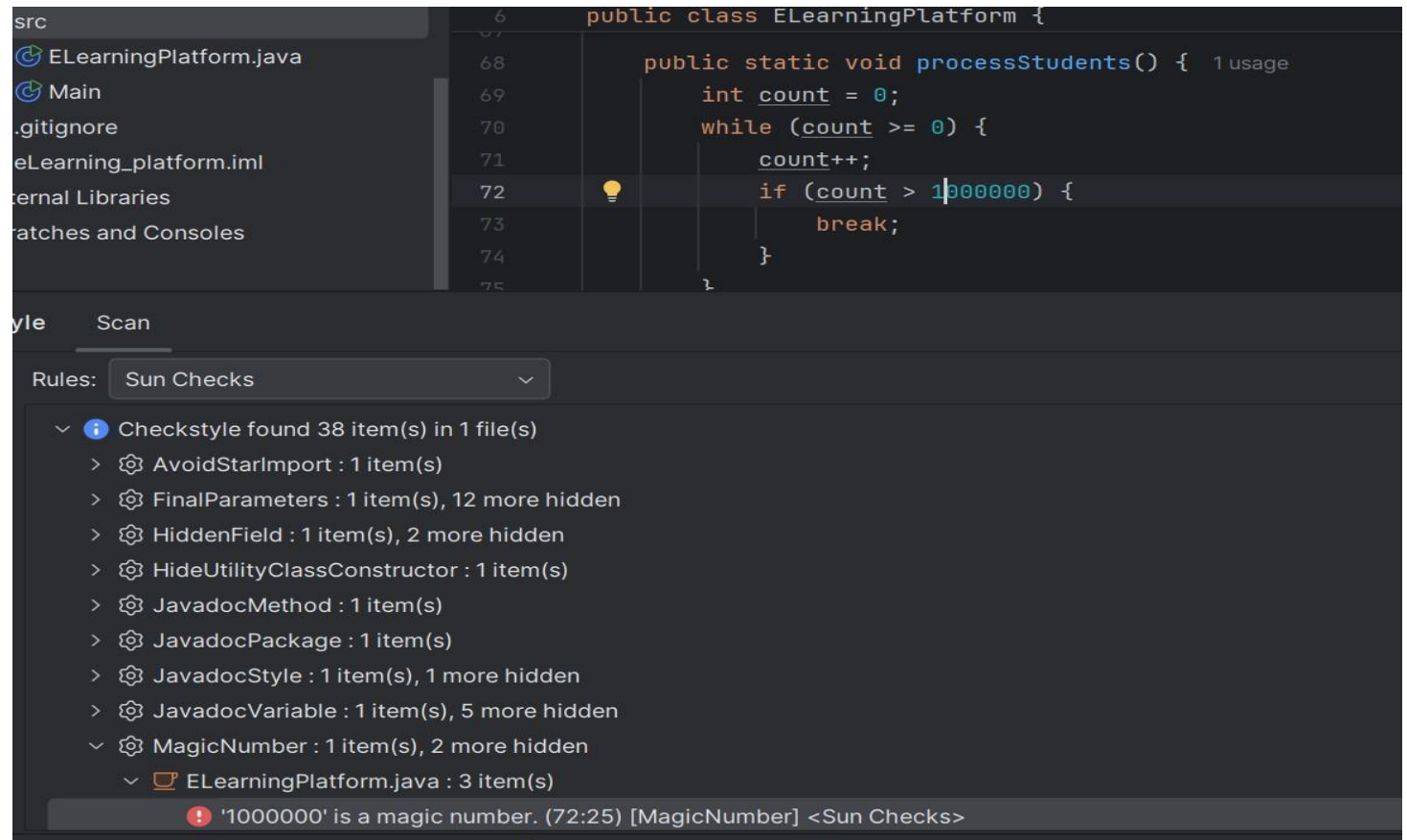


After Correct: Broke the long line into 2 lines to improve readability and comply with style rules.

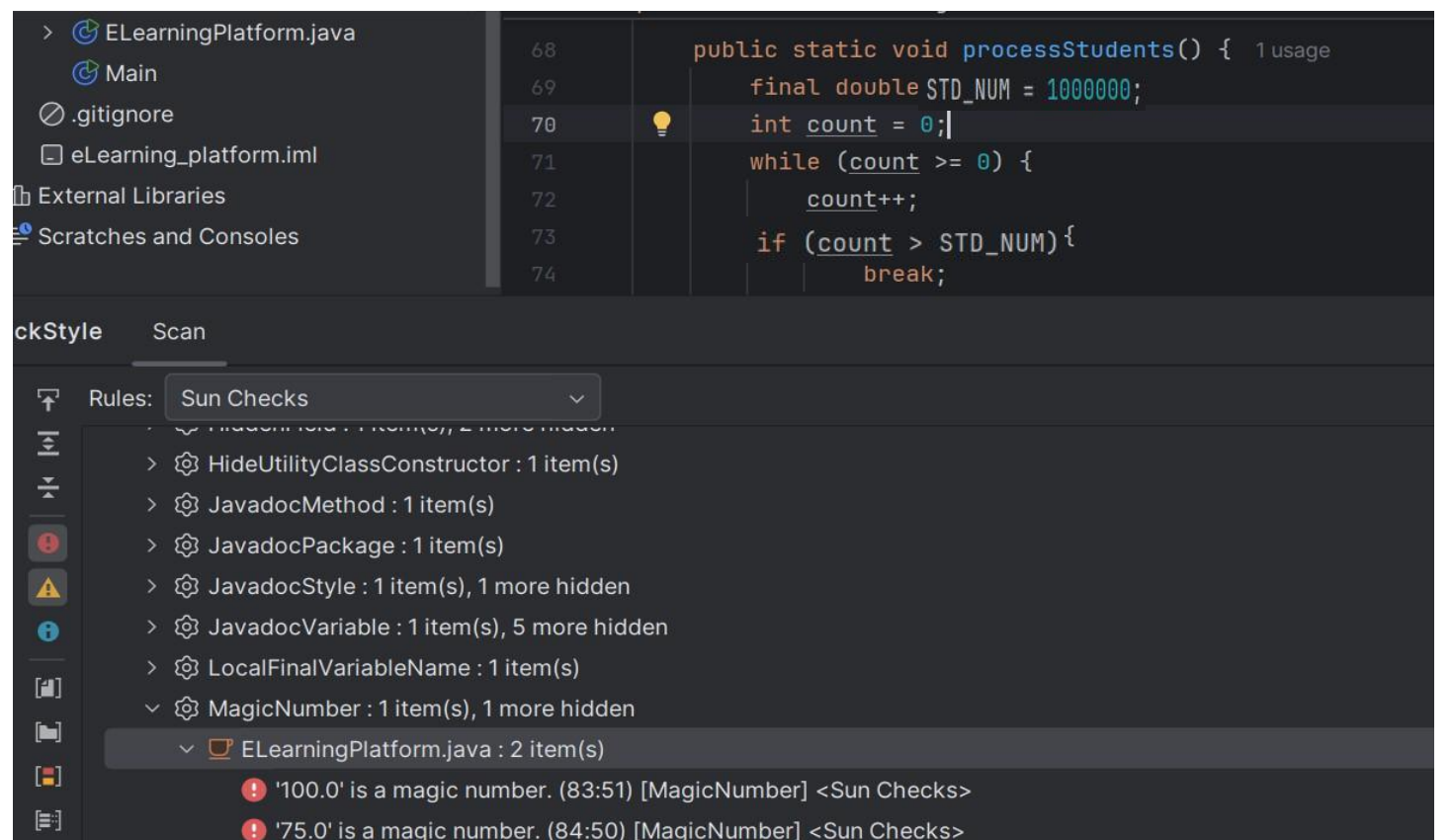


Problem3 :magic number

Before : numeric 1000000 are used directly in the code, making the code less readable and harder to maintain

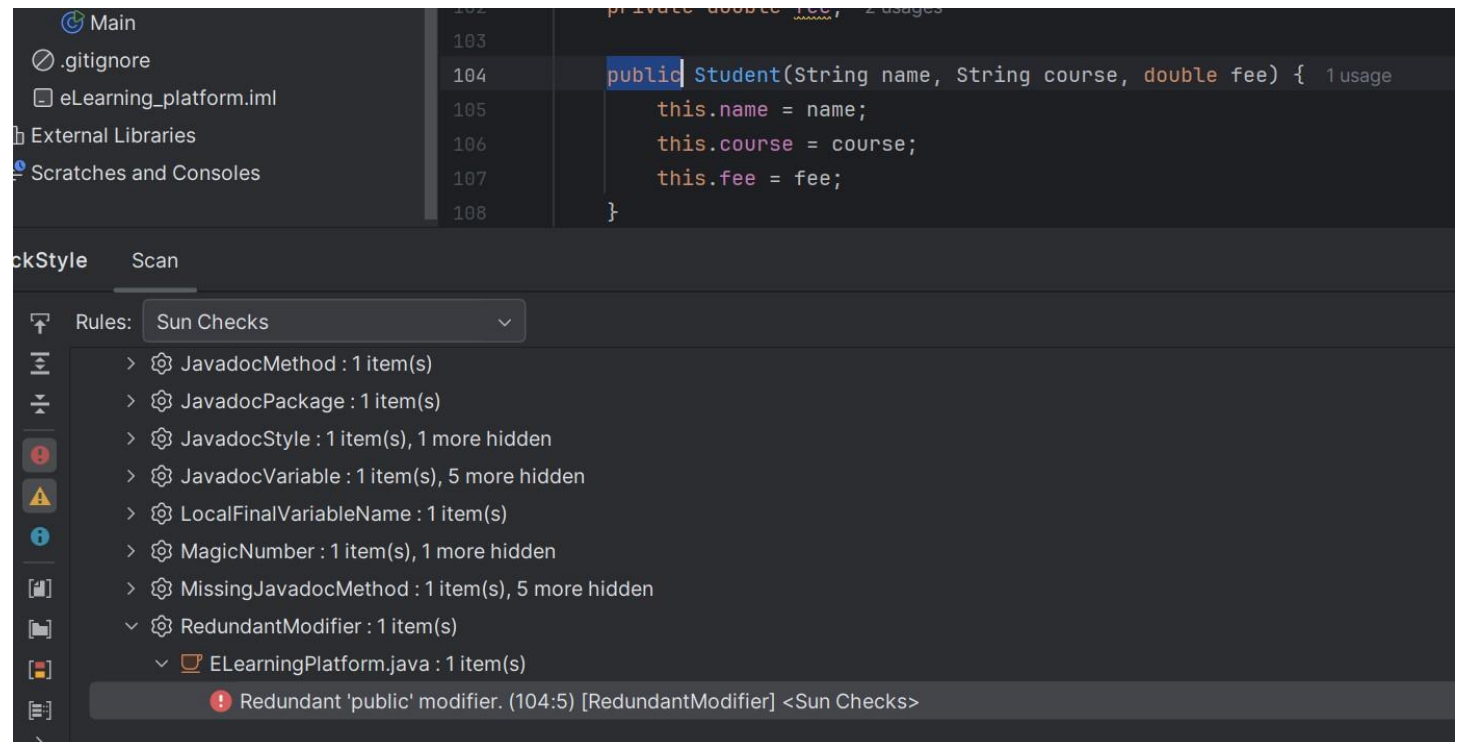


After (Correct): Replaced the magic number with a named constant `STD_NUM` and reuse constant

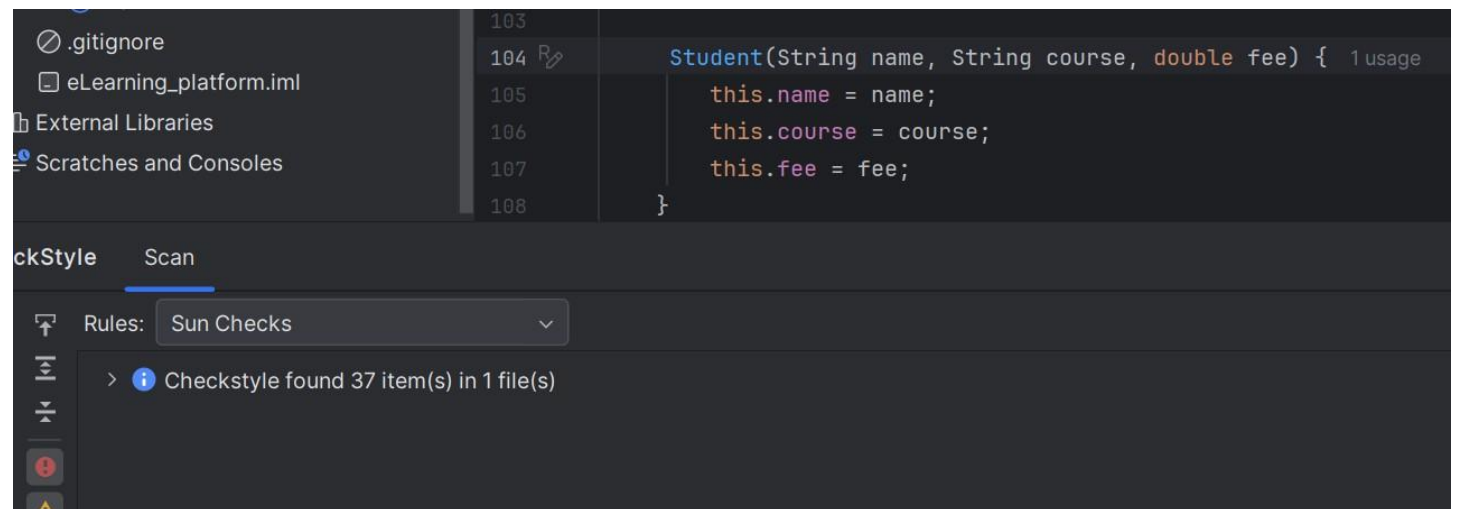


Problem 4: Redundant Modifier

Before: Constructor declared as `public` in the default package and constructors are accessible without `public`

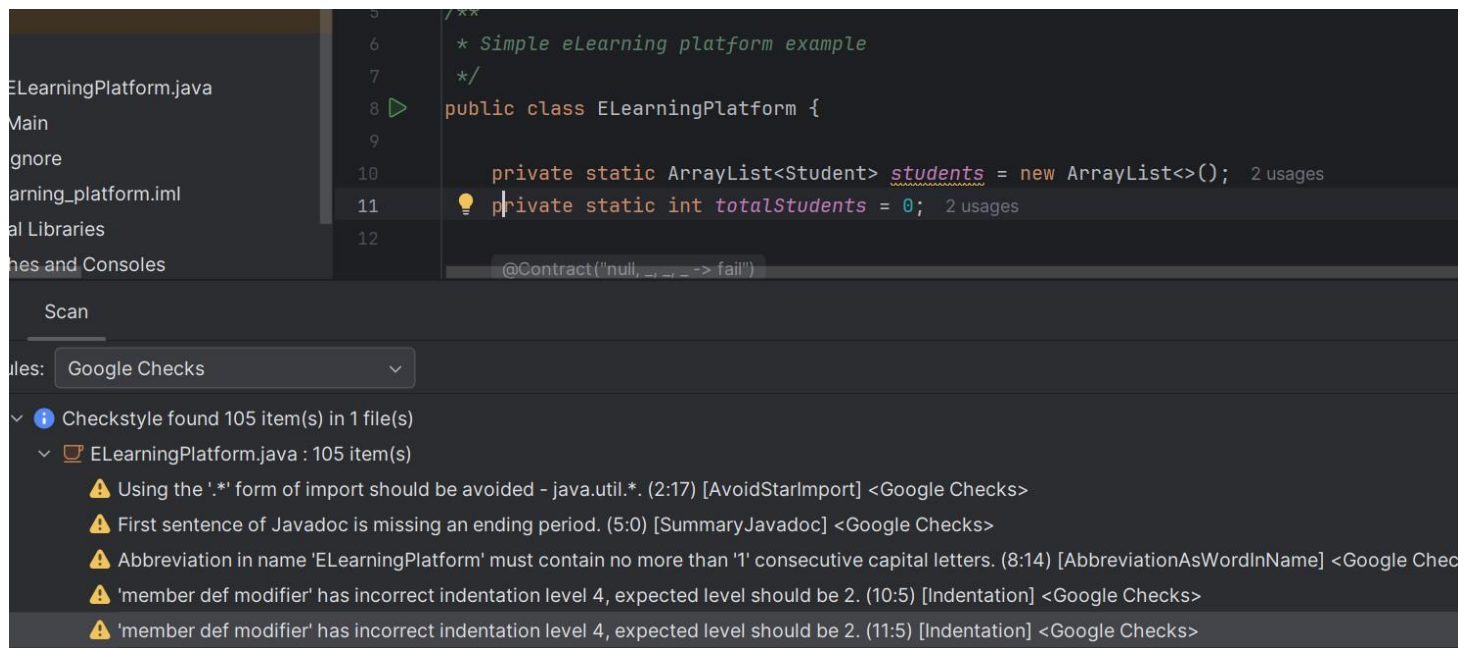


After (Correct): Removed the `public` modifier:

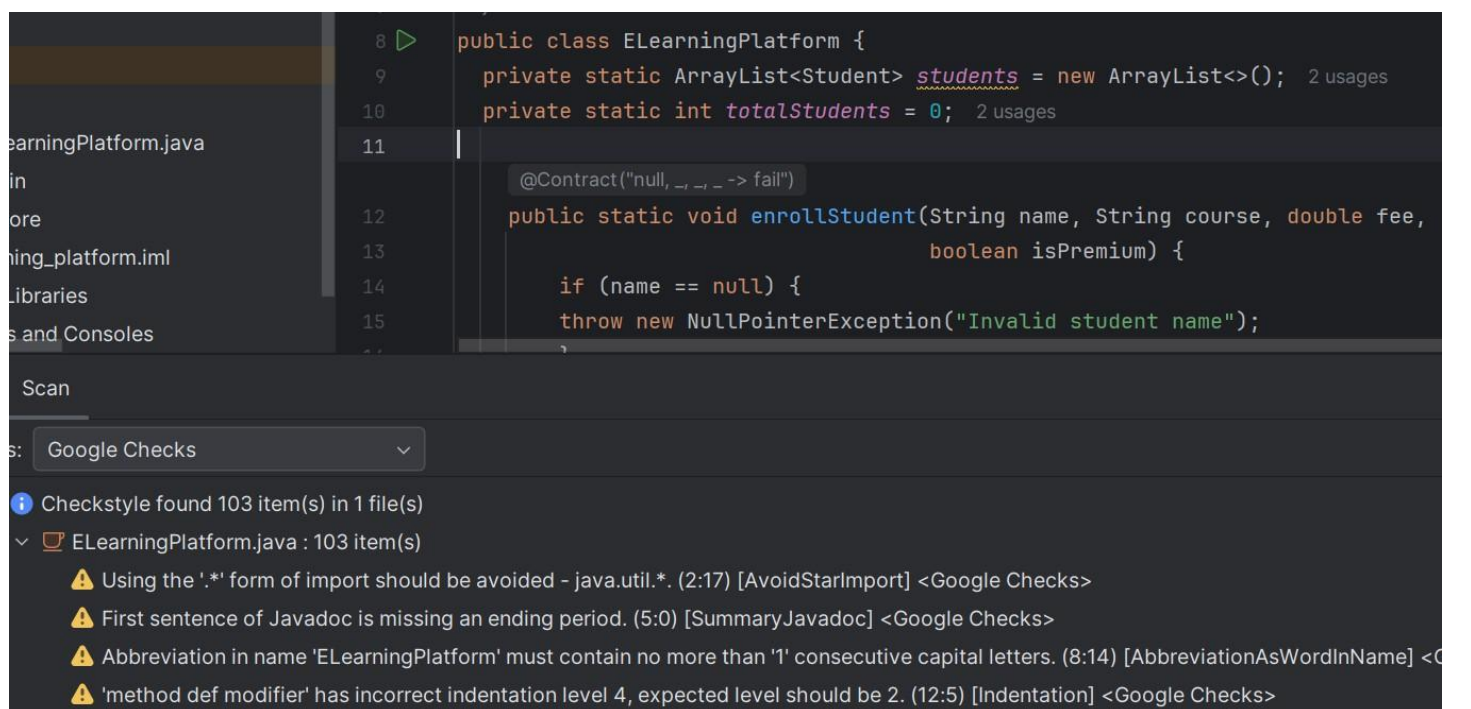


Problem 4: Indentation

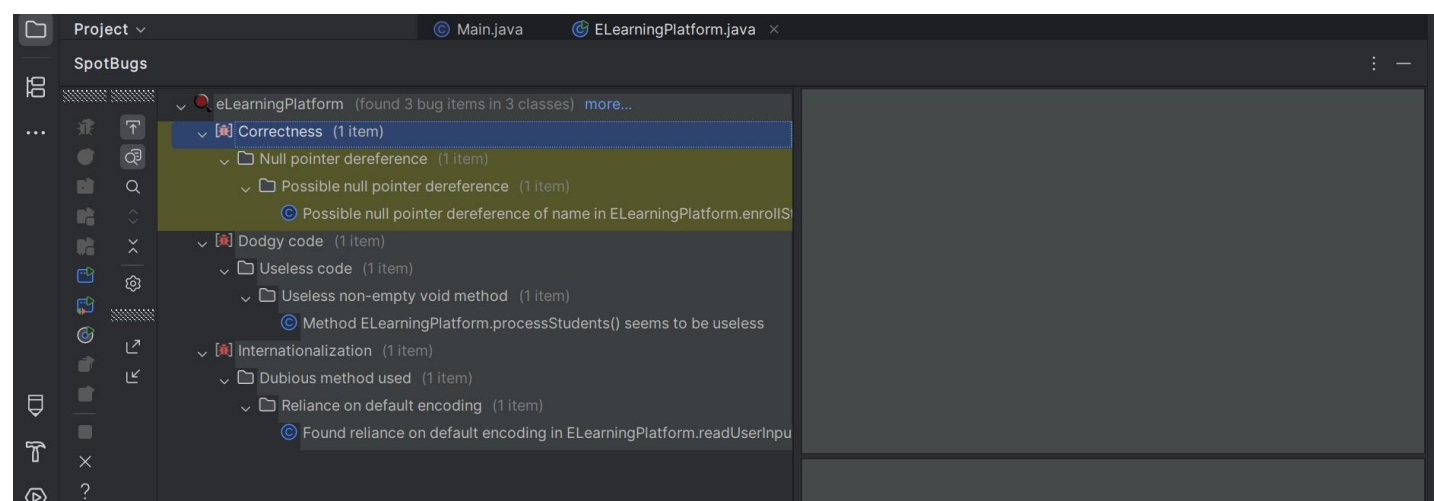
Before: Lines had 4 space indentation which violated Google Checkstyle rules (expected 2 spaces).



After: Fixed indentation to 2 spaces follows proper Java formatting conventions.

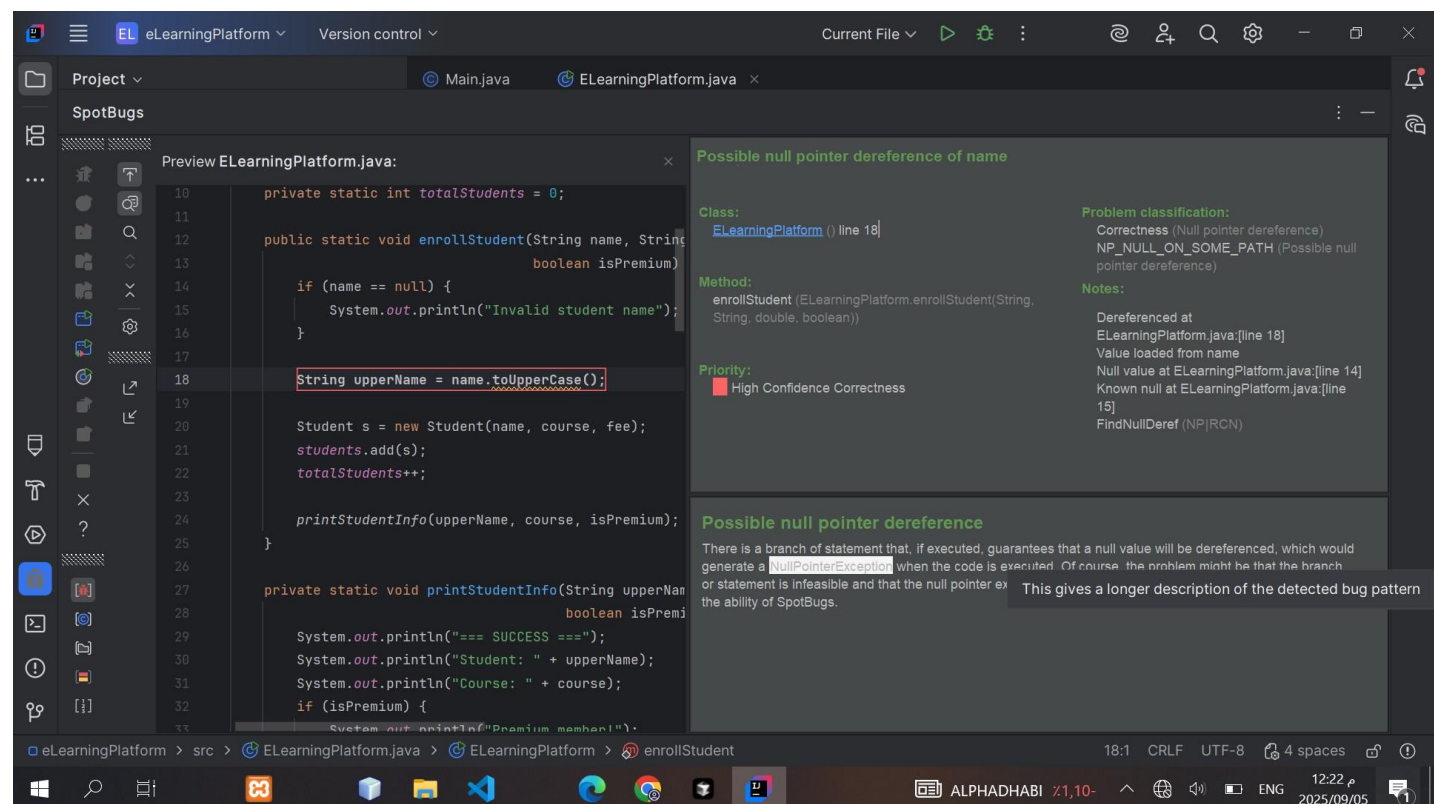


Apply **SpotBugs** to detect at least 3 faults and correct them.
Before :applying spotBugs analysis and detect bugs



Bug 1:Ineffective Exception Handling (Dead Code)

Before: In method `enrollStudent`, when `name` was `null`, the code only printed an error message ,which could lead to unexpected behavior later in the program.



After (Correct): Replaced with throwing an exception to properly stop execution and signal an error.

```
11
12     public static void enrollStudent(String name, String course, double fee,
13                                     boolean isPremium) {
14         if (name == null) {
15             throw new NullPointerException("Invalid student name");
16         }
17
18         String upperName = name.toUpperCase();
19
20         Student s = new Student(name, course, fee);
21         students.add(s);
22         totalStudents++;
23
24         printStudentInfo(upperName, course, isPremium);
25     }
```

Bug 2: Useless Method

Before: Method had useless infinite loop that did nothing ,while (count >= 0) count keeps increasing forever, never stops

Preview ELearningPlatform.java:

```
63     } catch (Exception e) {
64         System.err.println(e.getMessage());
65     }
66 }
67
68 public static void processStudents() {
69     final double STD_NUM = 1000000;
70     int count = 0;
71     while (count >= 0) {
72         count++;
73         if (count > STD_NUM) {
74             break;
75         }
76     }
77 }
78
79 /**
80  * Main method
81  */
82 public static void main(String[] args) {
83     enrollStudent("Ali Ahmad", "Java");
```

Method processStudents() seems to be useless

Class:
ELearningPlatform () line 77

Method:
processStudents
(ELearningPlatform.processStudents())

Priority:
Medium Confidence Dodgy code

Problem classification:
Dodgy code (Useless code)
UC_USELESS_VOID_METHOD (Useless non-empty void method)
MethodReturnCheck (RV|UC)

Useless non-empty void method

Our analysis shows that this non-empty void method does not actually perform any useful work. Please check it: probably there's a mistake in its code or its body can be fully removed.

We are trying to reduce the false positives as much as possible, but in some cases this warning might be wrong. Common false-positive cases include:

- The method is intended to trigger loading of some class which may have a side effect.
- The method is intended to implicitly throw some obscure exception.

After: Fixed the loop condition and added meaningful output - now it actually processes and prints student information, making it useful.

```
67     }
68 }
69
70 public static void processStudents() {
71     final double STD_NUM = 20;
72     int count = 0;
73     while (count < STD_NUM) {
74         count++;
75         System.out.println("Processing student number: " + count);
76     }
77     System.out.println("Processing DONE" + count + "STUDENTS");
78 }
79
```

Bug 3: reliance on default encoding

Before: Using `new Scanner(System.in)` with default encoding , SpotBugs warned about "reliance on default encoding" which can cause issues across different platforms.

The screenshot shows an IDE window for a project named 'eLearningPlatform'. The 'SpotBugs' panel on the left displays a warning for the `readUserInput()` method in `eLearningPlatform.java`. The warning is titled 'Found reliance on default encoding: new java.util.Scanner(InputStream)' and is classified as 'Internationalization (Dubious method used)' with a 'High Confidence Internationalization' priority. The code snippet shows the `readUserInput()` method using `new Scanner(System.in)`. A tooltip on the right provides a detailed description of the bug pattern, stating that it found a call to a method which will perform a byte to String (or String to byte) conversion, and will assume that the default platform encoding is suitable. This will cause the application behavior to vary between platforms. Use an alternative API and specify a charset name or Charset object explicitly.


```
46
47 @
48 public static void showStudentInfo(Student s) {
49     System.out.println("Name: " + s.getName());
50     System.out.println("Course: " + s.getCourse());
51     System.out.println("Fee: $" + s.getFee());
52 }
53
54 public static String readUserInput() {
55     try (Scanner scanner = new Scanner(System.in)) {
56         return scanner.nextLine();
57     }
58 }
59
60 public static void saveData() {
61     try {
62         throw new Exception("File error");
63     } catch (Exception e) {
64         System.err.println(e.getMessage());
65     }
66 }
67
68 public static void processStudents() {
69     int count = 0;
70     while (count >= 20) {
```


After: Fixed by explicitly specifying UTF-8 charset -

```
Scanner(System.in,String.valueOf(StandardCharsets.UTF_8))
```

```
7      public static String readUserInput() { 1 usage
8          try (Scanner scanner = new Scanner(System.in, String.valueOf(StandardCharsets.UTF_8))) {
9              return scanner.nextLine();
10         }
11     }
```

After: applying spotBugs analysis and detect bugs

 eLearningPlatform (found 0 bug items in 4 classes)

 SpotBugs Analysis Settings

IntelliJ SpotBugs plugin: found 0 bugs in 4 classes
using IntelliJ SpotBugs plugin 1.2.8 with SpotBugs version 4.8.6

Detect different types of **code smells** and use Refectory to refactor them.

Code smell 1: Magic Number

Before :Using raw numbers directly in the code makes it unclear what they represent

```
public static void processStudents() { 1 usage
    final int STD_NUM = 20;
    int count = 0;
    while (count < STD_NUM) {
        count++;
        System.out.println("Processing student number: " + count);
    }
    System.out.println("Processing DONE" + count + "STUDENTS");
}
```

After: Replacing them with named constants improves readability and maintainability

```
public static void processStudents() { 1 usage
    final int MAX_STUDENTS_TO_PROCESS = 20;

    for (int count = 1; count <= MAX_STUDENTS_TO_PROCESS; count++) {
        System.out.println("Processing student number: " + count);
    }
    System.out.println("Processing DONE: " + MAX_STUDENTS_TO_PROCESS + " STUDENTS");
}
```

Code smell 2: Unclear method name & Exception Handling Smell

Before : the `s()` method throws an exception and immediately catches it inside the same method and has unclear name

```
public static void s() { no usages
    try {
        throw new Exception("File error");
    } catch (Exception e) {
        System.err.println(e.getMessage());
    }
}
```

After Refactoring : easier to understand, and avoids creating meaningless exceptions

```
public static void saveData() { 1 usage
    System.err.println("Simulated file save error: File error");
}
```

Code smell 3: Inline Method (Unused Code)

Before: A `HashMap<String, String> courses` was declared inside the class but never used.

```
*/
> public class ELearningPlatform {

    private static ArrayList<Student> students = new ArrayList<>(); 2 usages
    private static HashMap<String, String> courses = new HashMap<>(); no usages
    private static int totalStudents = 0; 2 usages

    public static void enrollStudent(String name, String course, double fee, 2 usages
                                   boolean isPremium) {

        if (name == null) {
            throw new NullPointerException("Invalid student name");
        }

        String upperName = name.toUpperCase();
    }
}
```

After refactoring : removed unused code (hashMap) to make the class cleaner and more focused

```
*/
> public class ELearningPlatform {

    private static ArrayList<Student> students = new ArrayList<>(); 2 usages
    private static int totalStudents = 0; 2 usages

    public static void enrollStudent(String name, String course, double fee, 2 usages
                                   boolean isPremium) {

        if (name == null) {
            throw new NullPointerException("Invalid student name");
        }
    }
}
```

Code Smell 4: Printing Logic Mixed with Business Logic

Before: Printing logic was directly implemented inside `ELearningPlatform` (methods `printStudentInfo` and `showStudentInfo`), mixing presentation with student management.

```
}  
  
public static void showStudentInfo(Student s) { no usages  
    System.out.println("Name: " + s.getName());  
    System.out.println("Course: " + s.getCourse());  
    System.out.println("Fee: $" + s.getFee());  
}
```

```
private static void printStudentInfo(String upperName, String course, 1 usage  
    boolean isPremium) {  
    System.out.println("=== SUCCESS ===");  
    System.out.println("Student: " + upperName);  
    System.out.println("Course: " + course);  
    if (isPremium) {  
        System.out.println("Premium member!");  
    } else {  
        System.out.println("Regular member!");  
    }  
}
```

After (Refactoring): Moved printing logic to a new `StudentPrinter` class, separating **presentation** from **business logic** and improving maintainability.

```
}  
// New class after refactoring | StudentPrinter  
class StudentPrinter { no usages  
  
    public static void printStudentInfo(Student student, boolean isPremium) { no usages  
        System.out.println("=== SUCCESS ===");  
        System.out.println("Student: " + student.getName().toUpperCase());  
        System.out.println("Course: " + student.getCourse());  
        System.out.println(isPremium ? "Premium member!" : "Regular member!");  
    }  
  
    public static void showStudentInfo(Student student) { no usages  
        System.out.println("Name: " + student.getName());  
        System.out.println("Course: " + student.getCourse());  
        System.out.println("Fee: $" + student.getFee());  
    }  
}
```