

```

    TextView healthCounter = findViewById(R.id.healthCounter); //Initializes he
    TextView moneyCounter = findViewById(R.id.moneyCounter);
    TextView tower1cost = findViewById(R.id.Tower1Cost);
    TextView tower2cost = findViewById(R.id.Tower2Cost);
    TextView tower3cost = findViewById(R.id.Tower3Cost);
    ImageButton tower1button = findViewById(R.id.tower1button);
    ImageButton tower2button = findViewById(R.id.tower2button);
    ImageButton tower3button = findViewById(R.id.tower3button);
    Button waveButton = findViewById(R.id.waveButton);
    GameCanvas towermap = findViewById(R.id.gamecanvas); //Draws towers and pro
    Bundle extras = getIntent().getExtras(); //Pulls all variables passed from
    tower1cost = findViewById(R.id.Tower1Cost);
    tower2cost = findViewById(R.id.Tower2Cost);
    tower3cost = findViewById(R.id.Tower3Cost);
    if (extras == null) {

```

There was some duplicated code that was within the gamescreen class. This could be due to a merging issue. This is a dispensable code smell that is because of duplicated code.

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    Button waveButton = findViewById(R.id.waveButton);
    GameCanvas towermap = findViewById(R.id.gamecanvas); //Draws towers and prog
    Bundle extras = getIntent().getExtras(); //Pulls all variables passed from c
    if (extras == null) {
        extras = new Bundle();

```