

```

protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.config_screen);
    TextView diffText = findViewById(R.id.diffText);
    Button easyButton = findViewById(R.id.easyButton);
    Button normalButton = findViewById(R.id.normalButton);
    Button hardButton = findViewById(R.id.hardButton);
    EditText playerName = findViewById(R.id.playerName);
    String name = playerName.getText().toString();
    TextView errorText = findViewById(R.id.errorText);
    AtomicInteger currDiff = new AtomicInteger(1);
    easyButton.setOnClickListener(l -> { //Sets difficulty to easy
        currDiff.set(0);
        diffText.setText("Current Difficulty: Easy");
    });
    normalButton.setOnClickListener(l -> { //Sets difficulty to normal
        currDiff.set(1);
        diffText.setText("Current Difficulty: Normal");
    });
    hardButton.setOnClickListener(l -> { //Sets difficulty to hard
        currDiff.set(2);
        diffText.setText("Current Difficulty: Hard");
    });

    Button startButton = findViewById(R.id.startGame);
    startButton.setOnClickListener(l -> { //Switches to game screen and passes difficulty
        if (playerName.getText() == null) {
            errorText.setText("Name can't be null");
        } else if (playerName.getText().length() == 0) {
            errorText.setText("Name can't be empty");
        } else if (playerName.getText().toString().trim().length() == 0) {
            errorText.setText("Name can't be only whitespace");
        } else {
            Intent i = new Intent(this, GameScreen.class);
            i.putExtra("diff", currDiff.get());
            startActivity(i);
            finish();
        }
    });
}

```

This method onCreate() seems to have all initializations and controls for the buttons and changing difficulties and transitioning to game screen. I felt this method was too long and violated a code smell of bloater called large methods. The above picture is the original method from the file ConfigScreen.java. Below image is the new implementation of the same file where I created a new method to set the difficulty and divide the work amongst two different methods. The new method does take 5 parameters but makes the code look much better than before.

```

public class ConfigScreen extends AppCompatActivity {
    @SuppressWarnings("SetTextI18n")
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.config_screen);
        TextView diffText = findViewById(R.id.diffText);
        Button easyButton = findViewById(R.id.easyButton);
        Button normalButton = findViewById(R.id.normalButton);
        Button hardButton = findViewById(R.id.hardButton);
        EditText playerName = findViewById(R.id.playerName);
        String name = playerName.getText().toString();
        TextView errorText = findViewById(R.id.errorText);
        AtomicInteger currDiff = new AtomicInteger(1);
        Button startButton = findViewById(R.id.startGame);
        setDifficulty(easyButton, normalButton, hardButton, currDiff, diffText);
        startButton.setOnClickListener(l -> { //Switches to game screen and passes difficulty
            if (playerName.getText() == null) {
                errorText.setText("Name can't be null");
            } else if (playerName.getText().length() == 0) {
                errorText.setText("Name can't be empty");
            } else if (playerName.getText().toString().trim().length() == 0) {
                errorText.setText("Name can't be only whitespace");
            } else {
                Intent i = new Intent(this, GameScreen.class);
                i.putExtra("diff", currDiff.get());
                startActivity(i);
                finish();
            }
        });
    }

    @SuppressWarnings("SetTextI18n")
    protected void setDifficulty(Button easyButton, Button normalButton, Button hardButton,
                                AtomicInteger currDiff, TextView diffText) {
        easyButton.setOnClickListener(l -> { //Sets difficulty to easy
            currDiff.set(0);
            diffText.setText("Current Difficulty: Easy");
        });
        normalButton.setOnClickListener(l -> { //Sets difficulty to normal
            currDiff.set(1);
            diffText.setText("Current Difficulty: Normal");
        });
        hardButton.setOnClickListener(l -> { //Sets difficulty to hard
            currDiff.set(2);
            diffText.setText("Current Difficulty: Hard");
        });
    }
}

```