# Software Engineering Methods: Assignment 2

Group 04a: Bogdan Iordache, Kyongsu Kim, Matyáš Kollert, Anna Lantink, Kristóf Lévay, Javier Páez Franco

January 18th, 2022

# 1 Refactoring Methods

# 1.1 computePrice(...) in ApplyBOGOCouponStrategy

One of the methods identified for refactoring was the *computePrice*(...) method in the ApplyBOGO-CouponStrategy class. The reason this method was refactored was because the cyclomatic complexity was flagged by the metrics as too high, and the lines of code were also a little too high, as can be seen in Figure 1.

Noticing that these problems were flagged by the metrics, the method was manually looked through to check if these flags were actually valid. For example, checking the validity of the cyclomatic complexity flag was done by seeing if there were any conditionals that could be removed or replaced and still have the function work the same. Indeed, in this class there were several unnecessary conditionals and for loops that clogged the class, and could be refactored.

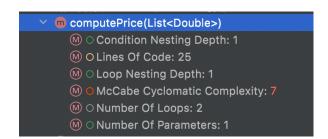


Figure 1: The original method metrics for the computePrice method in ApplyBOGOCouponStrategy

This method needs to calculate the sum of prices, and also the cheapest price in a list. Prior to refactoring, these were calculated manually using conditionals and for loops. In the case of these simple operations, cleaner solutions exist. For summing the prices, instead of a for loop, a stream was used with the *sum()* operation. For refactoring the cheapest price in a list, the list was sorted using the *Collections* class in Java, and the first item was taken. There was another conditional that checked if a value was non-negative, which was simply replaced with *Math.max(0, value)*. Replacing manual calculations with more elegant solutions significantly brought down both the lines of code and the cyclomatic complexity of the method, as can be seen in Figure 2. The remaining cyclomatic complexity consisted of necessary case checking, that could not be brought down further.

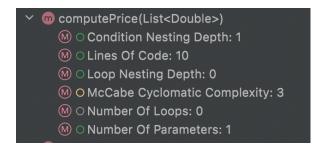


Figure 2: The refactored method metrics for the computePrice method in ApplyBOGOCouponStrategy

### 1.2 sendOrder(...) in OrderController

The *sendOrder* method is a crucial component of our system as it manages the creation of new orders, incorporating the initial products and their associated toppings, and subsequently storing them in the database. As a result, it is a method of substantial complexity, as depicted in Figure 3.

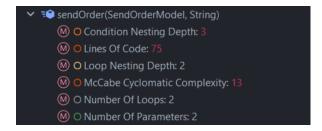


Figure 3: The original method metrics for the sendOrder method in Order Controller

The functionality of the *sendOrder* method can be significantly enhanced through the utilization of the "ModifyOrderService" helper class, specifically the *addProductsToOrder* method. Currently, the *sendOrder* method is responsible for both adding products to the order and storing it in the database, but it does not utilize the helper method. By refactoring it to utilize *addProductsToOrder*, we can eliminate duplicated code. This will result in improved metrics, with a reduction of 64% in the number of lines and 54% in complexity, as illustrated in Figure 4.



Figure 4: The refactored method metrics for the sendOrder method in Order Controller

# 1.3 addProductsToOrder in ModifyOrderService

The *addProductsToOrder* helper method within the "ModifyOrderService" class can also be refactored to improve its performance. Its current metrics are presented in Figure 5. It can be observed that it has more lines and complexity than what is recommended.

Similar to the *sendOrder* method, the *addProductsToOrder* helper method also has the issue of duplicating code when adding toppings to products. There is already a method within the "ModifyOrder-Service" class, *addToppingsToProduct*, that performs this task, but it is not being utilized. To improve the performance, the existing helper method was used.

Another change that was made was refactoring the logic to check if the order was paid or cancelled. It was refactored into a separate method, *checkStatus()*, as these checks are required in most methods of the class. Another extracted part of the methods is now called *handleAddingProduct()*. This change improved the code readability and also all the metrics.

Finally, to reduce the complexity of the code, the code was reviewed for unnecessary loops, conditionals, etc.

By refactoring the method to make use of helper methods and reducing the number of loops in the code, we can achieve the metrics presented in Figure 6, with a reduction of 70% in the number of lines and over 50% in complexity.

```
▼ ¶ addProductsToOrder(int, List < BasicProductInfo > , String)

⑥ ○ Condition Nesting Depth: 1

⑥ ○ Lines Of Code: 71

⑥ ○ Loop Nesting Depth: 2

⑥ ○ McCabe Cyclomatic Complexity: 9

⑥ ○ Number Of Loops: 2

⑥ ○ Number Of Parameters: 3
```

Figure 5: The original method metrics for the *addProductsToOrder* method in ModifyOrderService



Figure 6: The refactored method metrics for the *addProductsToOrder* method in AddToProduct-Service

Unrelated to this change, this method was also moved to a new class called "AddToProductService" as a part of class refactoring.

# 1.4 verifyProducts(...) in ProductService

Another method identified for refactoring was the *computePrice(...)* method in the ProductService class. We refactored this method since the cyclomatic complexity as well as the lines of code weren't ideal, as can be seen in Figure 7. When we checked the method, there were definitely parts that could be extracted into separate methods, which would improve both metrics.

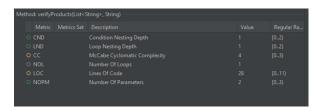


Figure 7: The original method metrics for the verifyProducts method in ProductService

This method checks whether the list of products passed to it corresponds to database entries. For each product, it also checks for all the topping. This inner loop was extracted into its separate method

which, along with removing one if condition, lowered both the lines of code and the cyclomatic complexity of the method, as can be seen in Figure 8. The lines of code could not be lowered any more since the tool includes the JavaDoc in it, and we also decided that the method was small enough.

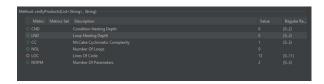


Figure 8: The refactored method metrics for the verifyProducts method in ProductService

### 1.5 authenticate(...) in User-microservice

The authenticate method in the User microservice's Authentication Controller class was found to have a high cyclomatic complexity and an excessive amount of lines of code, as depicted in Figure 9. To address these issues, it was decided that the best course of action was to extract specific parts of the code into separate, distinct methods. This would result in a more readable and maintainable codebase, while preserving the original functionality of the method.

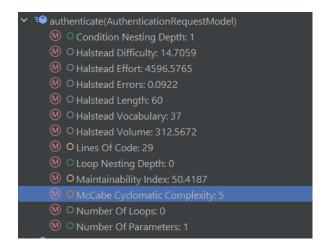


Figure 9: The original method metrics for the authenticate Method

Authentication is done by first checking if the email and password input are provided. Then, it verifies that the email exists in the database and that the password hashes match. If successful, a JWT token is generated using the user's role and email and sent as the response. In case of failure, matching exceptions are returned.

To improve the code structure, these functionalities are broken down into three smaller methods to reduce complexity and code length, as well as make it more modular. The 3 methods that are thus extracted are *validateInput()*, *authenticateUser()* and *generateToken()*. As we can observe in the screenshots, after the extraction of the methods, the cyclomatic complexity of the method we wanted to refactor went down to 1, and the code was obviously reduced.

The metrics for the extracted methods can be observed below, notice how after the refactoring, all

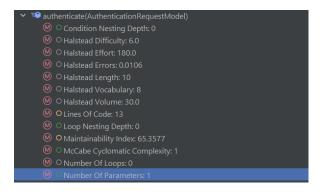


Figure 10: The refactored method authenticate(...)

3 classes now have no metric too high, making this refactoring worth implementing.



Figure 11: The new methods extracted from authenticate(...))

# 2 Refactoring Classes

# 2.1 Coupon Class

The class metrics for the Coupon class, prior to refactoring, flagged the number of methods as a problem and, related to that, the weighted methods per class, as can be seen in Figure 12. This indicated that there could be a problem within the class, so the methods in the class were manually analyzed to see if there were any that were unnecessary. As the class metrics indicated, there were several methods that could be removed or combined, so the Coupon class was chosen to be refactored.

The main point of refactoring for the Coupon class was altering or removing methods. There were several methods that were either never used, only used by tests, or had very similar functionality to another method. The reason for this was because as the working prototype was coded, methods would be added to the Coupon class in case they were needed, but were never actually used and also never removed.

The easiest point of refactoring was removing the never used methods. Methods that were used only in tests were also removed, and their tests were either modified or removed. For example, the *equals(...)* method was only ever used to check equality in tests, never in the actual functionality of the program were coupons compared (since only the price saved was compared instead). This made

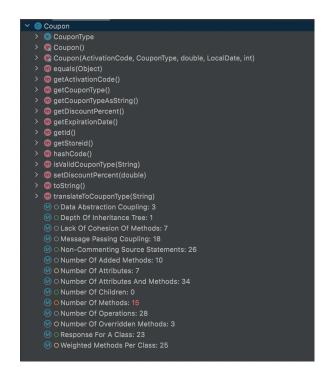


Figure 12: The original class metrics for the Coupon class

it seem as though the *equals*(...) method was in use, when in actuality it never was. So, the methods that were only used in tests were removed.

Finally, the biggest point of refactoring was in removing the *isValidCouponType*(...) method by merging its functionality with the *translateToCouponType*(...) method. These two methods were essentially duplicates of each other, but with different return types - one being a boolean and one being a *CouponType*. These two methods were merged by changing translateToCouponType(...) such that it returned an *Optional;CouponType*; where an invalid *CouponType* would be an empty *Optional*. This way, the *isValidCouponType*(...) method could be removed.

As can be seen in Figure 13, the above-mentioned refactoring resulted in the significant reduction of the number of methods, and also the significant reduction of several other metrics such as Message Passing Coupling, Weighted Methods Per Class (which involves Cyclomatic Complexity and Lines of Code, among other things), and Response for a Class.

It's important to note that some of the metrics that were flagged as yellow, such as number of attributes, could not be brought down. For the attributes, this was because upon analysis, all the attributes were used frequently and had unique purposes. So in this case the class metric indicates that there may be a problem, when there actually isn't one.

#### 2.2 OrderController Class

The class that requires the most refactoring within the Order domain is "OrderController", as illustrated in Figure 14. It exhibits high levels of coupling and has an excessive number of parameters.

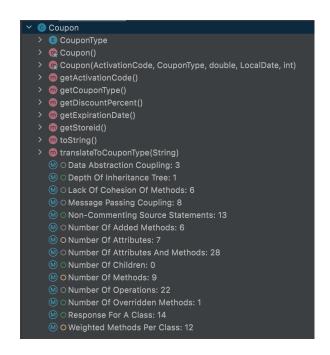


Figure 13: The refactored class metrics for the Coupon class

It is important to note that as it is a controller class, a high RFC is expected, as it depends on various helper classes, services, repositories, etc.

There are several ways to improve the current design of the "OrderController" class.

Firstly, by refactoring the connection between the "ModifyOrderService" and "OrderController" classes, a significant amount of duplicated code can be removed by calling methods from the other class. An example of this is the *sendOrder* method, which can greatly reduce its code by calling the *addProductsToOrder* method. This change will greatly reduce the RFC.

Secondly, the store methods were moved to their own controller. Initially, when there were only a few methods, it was planned to keep all controller methods in the same controller. However, as more methods were added, it was determined that one controller was not sufficient, and a "CouponController" was created. However, as the store methods were already made, it was forgotten to also create a "StoreController". This has now been added.

Finally, some unused and unnecessary parameters have also been removed, as the class had an excessive number of them. An example is the Coupon Controller parameter, which was never used after the constructor.

The results of the refactoring are illustrated in Figure 15. As shown, the metrics of "OrderController" are much better now. We reduced by 36% the RFC and by nearly 20% the WMC metric.

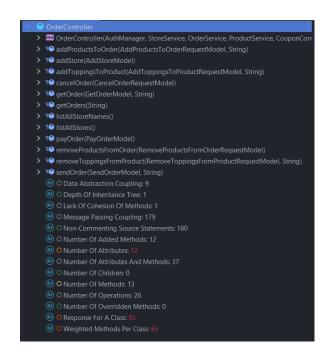


Figure 14: The Order Controller class without refactoring

# 2.3 ModifyOrderService class

Another class that we can improve in the Order domain is "ModifyOrderService". The values for WMC, RFC, and NOM were flagged by the tool as really high, with which we agreed as the number were very far from the threshold given to us and the class itself contained too many lines of code and methods. This is shown in Figure 16.

The main problem of this class was the sheer size of it. Therefore, we found a way to split the functionality into three separate classes. We extracted the methods for adding products and toppings to an order into AddToOrderService and other methods that didn't really belong into either one into OrderHelperService which is being used by both AddToOrderService and ModifyOrderService.

By doing this split and also refactoring a few methods with poor metrics, we reached a much improved result as shown in Figures 17, 18,19. All three metrics identified earlier were reduced into much better numbers.

#### 2.4 Order class

Prior to refactoring, the class metrics for the Order class highlighted the number of methods as well as the number of attributes and weighted methods per class metric as being very high, as we can see in figure 20.

The class describes a database table, thus the number of attributes represents the actual number of columns of the "ORDERS" table. All these metrics combined indicated that the complexity and sheer size of the class was too large, requiring to refactor the database table and interaction of this table with

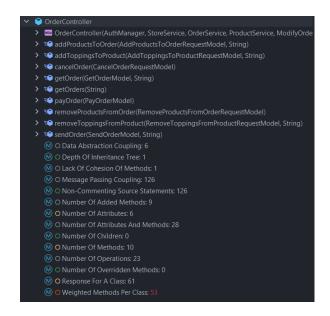


Figure 15: The refactored Order Controller class



Figure 16: The Modify Order Service class without refactoring

the rest of the system.

Besides attributes and plenty of getters and setters, the class also contained functional methods that interacted with the database. The class was analyzed manually, and we observed that these methods were unnecessarily contained inside of it as well as the fact that there were too many columns and attributes, which led to higher database complexity.

Thus, the main points of refactoring the Order class become evident, refactoring the database table to use less columns by changing the data stored within it, extracting methods that operate on the database to a separate database utilities class and removing redundant or never used methods. These arose from the coding of the initial prototype, when methods and columns were added and removed constantly during development.

Methods that were redundant and not used, like the 2 create(...) methods were deleted, as they were only used in testing and the constructors act in the same way.

The utility methods, for example pay(...), computePrice(...), add/deleteProduct and Products(...) that operate on an order were all refactored by being extracted to a new class called OrderUtils, and made



Figure 17: The refactored Modify Order Service class



Figure 18: The new AddToOrderService class

static, so that they can more easily be used when needed. This change not only makes the code more modular and maintainable, but it makes more sense, since they are not logically methods that should be contained in a class describing a database table. Also, it lowers the metric of number of methods.

To solve the issue of the number of attributes, a new class was created, named OrderData. This class combines database columns / attributes of customerId, storeId, status, deliveryTime, price and moneySaved into one data type. Now all of these have been merged into one column in the new Database table. Furthermore, this class contains all getters and setters needed in the project for these parameters. Moving all these fields and their subsequent accessor methods to a new class greatly reduced the number of methods and attributes of the Order class.

One issue that arises from the refactoring of the database table of orders was the need for refactoring the tests and the project to accommodate the change. Another class was required to be created, the OrderDataConverter, that is required for storing the object and retrieving it from the database.

The refactoring process led to 16 files being changed to accommodate it, but greatly optimizing the metrics in the process. As we can observe from the 21 figure, the number of methods was reduced by 62%, from 29 to 11, the attributes were reduced by 60% from 10 to 4, and the weighted methods per class metric was reduced from 44 to 15, an improvement of 65%.

The metrics of the added classes can be observed in 23, 22, and noticeably no metric is out of order.

Due to the improvement of the metrics and overall efficiency of the project, the refactoring of Order was very beneficial



Figure 19: The new OrderHelperService class



Figure 20: Order class metrics prior to refactoring

# 2.5 AppUser Class

The next class we refactored was AppUser class. Using the metrics tree, we could find that the number of methods and overridden methods are too high. Additionally, the weighted method per class was high compared to the normal boundary, which can be reflected in Figure 24.

The primary goal of this refactoring was to remove unneeded methods, classes, and interfaces. We made the decision not to apply the decorator design pattern (we used two different design patterns) which was the basis for the design of the Role class in the User microservice. We chose not to use decorator because we discovered that it was a poor fit for our application. Our old implementation of the decorator design pattern still remained though and was essentially obsolete and over complicated; it contained some unnecessary parts such as the RoleType class and RoleDefaultFunctionalityInterface interface. We have removed and relocated them into functions such as the Role class and User-Role/StoreOwnerRole/AdminRole class.

Furthermore, we opted to shift some AppUser functionalities to other classes. We chose to assign the functionality based on allergens to the Allergens class and remove it from the AppUser since, in particular, functionalities related to allergens in AppUser class were duplicated in the allergens class. The AppUser class had improved statistical measures in the metric tree after the refactoring, as shown in Figure 25.

### 2.6 CouponTest

The class CouponTest which included all unit tests for the Coupon class in the Order Microservice had some unwanted metrics as identified by the tool that we used (can be seen in Figure 26). The main problems were the number of methods, which also increased the WMC and RFC.

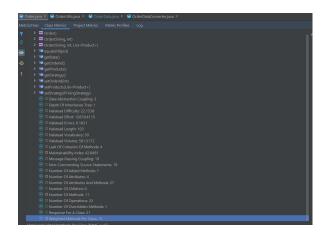


Figure 21: Order class metrics after refactoring

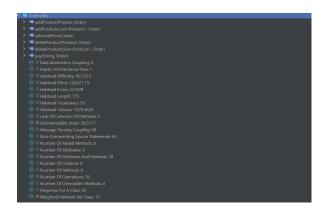


Figure 22: Class metrics for OrderUtils class

To combat their problems, we decided to split the class into two. One with the very simple methods and another one with the more complex ones. Doing this improved all the metrics to such a point that we were satisfied with it. The new values can be seen in Figure 27.

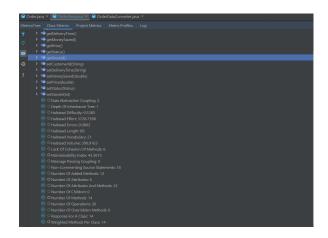


Figure 23: Class metrics for OrderData class

Figure 24: AppUser class metrics before the refactoring



Figure 25: AppUser class metrics after the refactoring



Figure 26: CouponTest class metrics prior to refactoring

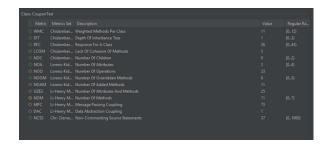


Figure 27: CouponTest class metrics after refactoring