1. Removed the Comparable interface because it never been used. Code smell: Dead code.

**Offending Code:**

public int compareTo(Object o)

{

return 1;

}

1. Made protected field to private in the Hero class because of security.

Offending code: private double chanceToBlock;

In Class Sorceress public field changed to private to prevent access from outside class.

Offending Code:

**public** **final** **int** MIN\_ADD = 25;

**public** **final** **int** MAX\_ADD = 50;

Changed code:

**private** **final** **int** MIN\_ADD = 25;

**private** **final** **int** MAX\_ADD = 50;



**Offending Code:**

Public Thief (){  
 super(“Thief”, 75, 6, .8, 20, 40, 0.5);

}

**The above code was changed to the code bellow because it more easy to read and understand.**

**private** **static** String *name*="Thief";

**private** **static** **int** *hitPoints* =75;

**private** **static** **int** *attackSpeed* =6;

**private** **static** **double** *chanceToHit*=.8;

**private** **static** **int** *damageMin*=20;

**private** **static** **int** *damageMax*=40;

**private** **static** **double** *chanceToBlock*=0.5;

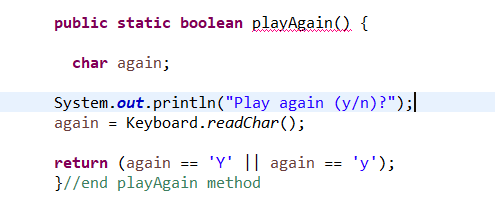
**public** Thief()

{

**super**(*name*, *hitPoints*, *attackSpeed*, *chanceToHit*, *damageMin*, *damageMax*, *chanceToBlock*);

}

1. Removed Keyboard class, and instituted Scanner Object throughout code

**Original:** 

**New:** 