

### Problematic Methods:

- Document.clone() ~ creates shallow instead of deep copy.
- DocumentManager.constructor() ~ Document constructor is not used correctly, instead the contents of each document template is filled through setter method.
- VersionsManager.rollbackToPreviousVersion() ~ does nothing.
- StableVersionsStrategy.putVersion() ~ calls Document.save() method instead of implementing its own mechanism to write to the disk.
- LoadCommand ~ has setter and getter methods. Dead code.
- ChooseTemplate.initialize() ~ has duplicate code inside.
- LatexEditorView ~ has setter and getter methods. Dead code.

### Classes with many responsibilities:

#### Model Package

- Document: also has save() method.
- DocumentManager: getContents() method should be in Document class.
- VersionsManager: is a God class. It is not only responsible for the versioning system. This is the class that all the command classes send their job to. It also handles some of the communication with the GUI.

#### View Package

- MainWindow: method editContents() should be in AddLatexCommand class.
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- LatexEditorView: this is the “controller” class of the GUI package. Responsibilities such as loadFromFile() and saveContents() are shoved in here. Has some duplicate code.

### Classes with very few responsibilities:

#### Controller Package

- LatexEditorController: this class should be the one communicating with the GUI.

#### Controller.Commands Package

- AddLatexCommand: the job of this class is implemented elsewhere. The whole class is a duplicate of EditCommand.
- EditCommand: doesn't do anything, just calls the VersionsManager.
- ChangeVersionsStrategyCommand: doesn't do anything, just passes calls VersionsManager.
- LoadCommand: doesn't do anything, just calls the VersionsManager.
- RollbackToPreviousVersionCommand: doesn't do anything, just calls the VersionsManager.
- SaveCommand: doesn't do anything, just calls the VersionsManager.