Code smells:

1. **Duplicated code between AddContactCommand, AddItemCommand, EditContactCommand, EditItemCommand, DeleteContactCommand, DeleteItemCommand**

For exemple if we look into AddContactCommand and AddEditCommand, we can see that the steps are exactly the same and you only need to replace contact by item to find the other class. It is problem because if something needs to changer or you add an other class similar to Contact and Item, then the code needs to be updated in the same way both in AddContactCommand and AddEditCommand.

The solution is to create a superclass for contact and item, (Elements for example) and create an ElementCommand and elementList;

2. Data clumps in ItemController

If we look the method **void** setDimensions(String length, String width, String height), we see that there are three parameters and if we change the number of fields of Dimensions class, we will be oblige to change the number of parameters of the method.

The solution here is to change the method parameters and have only one Dimensions parameter: **void** setDimensions(Dimensions dimensions). Then if we change the dimensions class, we won't change all the methods related to updating a Dimensions object.