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Assignment 3

1. Bad variable names make the code hard to understand and follow. Variable names should be more descriptive. These variables can be private.

Line #24-33: change to private and rename variable.

1. Need spaces between different classes and methods.
2. Bloater: long constructor.

Line #36-56: Create two different methods buildFileMenu( ) and buildEditMenu( ).

1. Dispensables: Speculative Generality

Line 67: app is never used so the code could just write:

new SimpleNotePad();

1. Catch has nothing in it, should throw an exception.

Line 84: add System.out.println(ex.toString()) and System.out.println(“File can’t be saved.”) inside catch statement.

1. Line 71-116: replace if/else if by switch statement.
2. Line 80: fileToWrite might be null, need to check if it is null first.
3. Line: 116: “undo” is unnecessary. Remove it.