Assignment 2

Introduction and overall choices:

The tool we have decided to use for analyzing our current version of the application is Metrics Tree¹. This is an IntelliJ plugin that allows to view all sorts of code smells and parameters used to measure them. When computing the code metrics, we found that most of our issues were related to the following: long methods, too many fields and coupling.

We chose to ignore the coupling "issues" because they were related to the coupling between controllers and services. A layered architecture like the one we have causes the controllers and services to be very closely coupled simply because they are components in the chain of processing what comes into an endpoint. The controller manages the endpoints and responding if needed, and the service does the validation and processing, by having controllers relegate the data they collected. Inside the service we may also call repositories to store some data. If we aimed to reduce the coupling, we would break the architecture. It makes sense that these classes are coupled, therefore we will not make changes to them.

So, we will mostly work with long methods (LOC, occurs when validating an order, calculating prices, and other more complex functionalities), on complex method (cyclomatic complexity, also when doing validation) and with too many fields in the classes.

Long methods:

First smell ProcessOrder(...): This method in the order service was before the refactoring the longest method in the project, 75 lines of code. This is a logical choice for refactoring due to maintainability and clean code, as well as functionality. Currently, the method does two things: validation and saving the order. However, validation is on many aspects: user id, validity of store, price calculation, etc. We choose to split this functionality into smaller methods to have a clear differentiation of responsibilities. Also, if we later change how we validate a store, or some other criteria changes, we will be able to find it easily and cause less trouble when changing. Below a screenshot of the code metrics before the refactoring:

¹ https://plugins.jetbrains.com/plugin/13959-metricstree

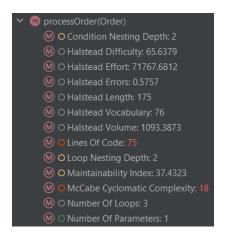


Fig 1: Code metrics before refactoring ProcessOrder(): notice especially LOC and CC

We note that 75 lines of code is far above the acceptable threshold of 30-40 lines. Additionally, we notice that the cyclomatic complexity is at 18, which is also excessively high considering acceptable levels of around 5-10. Therefore, we choose to extract methods.

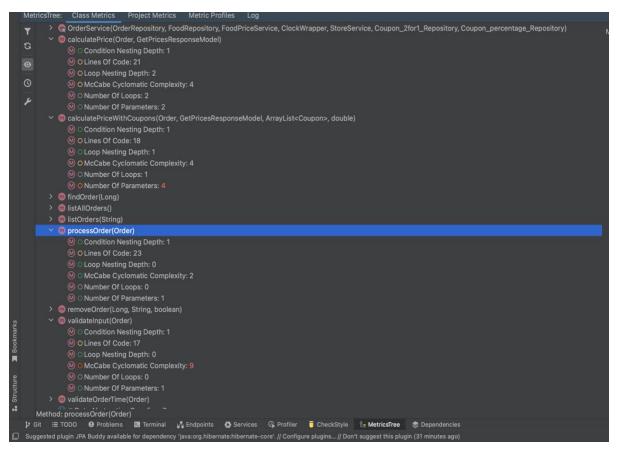


Fig 2: Code metrics after refactoring ProcessOrder(): we split the method

```
ArrayList<Coupon> coupons = new ArrayList<>(coupon_percentage_repository.findAllById(order.couponIds));
coupons.addAll(coupon_2for1_repository.findAllById(order.couponIds));
// this list only contains validated coupons, no need for additional checks
order.couponIds.clear(); // clear the list, so we can send only the used one back

//get the base price of the order
double sum = 0.0;
for (Food f: order.getFoodS()) {
    sum += prices.getFoodPrices().get(f.getRecipeId()).getPrice();
    for (long l: f.getExtraIngredients()) {
        sum += prices.getIngredientPrices().get(l).getPrice();
    }
}

if (coupons.isEmpty()) { // If coupon list is empty, just add all ingredients and recipes
    final double EFS = 1e-6;
    if (Math.abs(order.price - sum) > EPS) {
        throw new PriceNotRightException("Price is not right");
    }

    return orderRepo.save(order);
}

double minPrice = Double.MAX_VALUE;
order.couponIds.add("0");

for (Coupon c: coupons) {
```

```
for (Coupon c: coupons) {
    //iterate over the list of valid coupons
    double price = c.calculatePrice(order, prices, sum);

if (Double.compare(price, minPrice) < 0) {
    minPrice = price;
    //set the first element in the coupon ids to the coupon used
    //order.couponIds.clear();
    order.couponIds.set(0, c.getId());
  }
}

final double EPS = 1e-6;
if (Math.abs(order.price - minPrice) > EPS) {
    throw new PriceNotRightException("Price is not right");
}

return orderRepo.save(order);
}
```

Fig3, 4, 5: Code before refactoring

Fig6, 7: code after refactoring

We have chosen to extract the functionality of the method into different reusable methods: validateInput, validateOrderTime, calculatePrice, calculatePriceWithoutCoupons. The first one does input validation to check if there are no null parameters or negative numbers, etc. It also does checks on whether the user is allowed to place this order and whether the store exists. The second method does time validation by checking that the time selected for pickup is at least 30 minutes in the future. The third one calculates the price of an order when there are coupons inside, and the last one when there are no coupons. These are all separate actions and if any of them change logic we can just change the respective method.

Thereby we have reduced the LOC (max. 23) and reduced the CC (max. 9).

Second smell SendEmail(...): This method in the mailing service is also relatively long with a high cyclomatic complexity. It has 39 LOC, on the upper limit of acceptable LOC and a cyclomatic complexity of 5, which can be improved for this method (see figure below). This method currently finds the info of the address the message needs to be sent to, and then determines the contents of the message based on whether an order has been created, edited or deleted. In this case, extracting the method (switch statement) is a potential choice, but we chose to rewrite the method to make it more maintainable and reduce LOC and CC at the same time. Furthermore, we have seen that the use of switch cases is regarded as bad practice, so we decided to get rid of it.

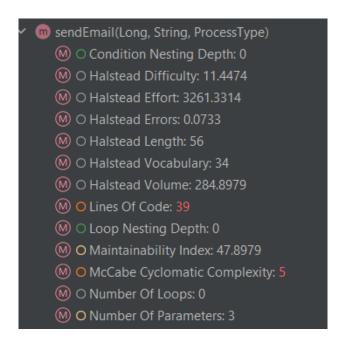


Fig 8: Code metrics of the sendEmail method before refactoring

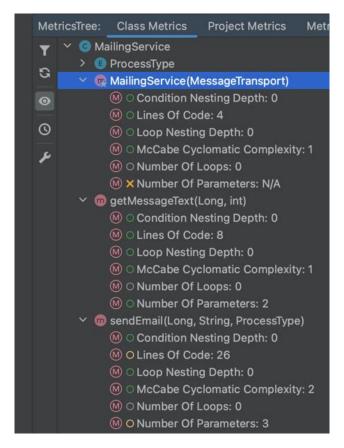


Fig 9: Code metrics after refactoring: extract message selection

Fig 10: code before refactoring

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Fig 11, 12: code after refactoring

In order to extract the selection of a message body we have created an array that corresponds with the relation between the status of the order and the message to be sent. This becomes a class attribute. We also add a method getMessageText, which embeds the order id into the text to be put into the message. The original method now only takes care of choosing the right address and sending the email. The choice of removing the switch statement and now using an array makes the solution also more maintainable because instead of adding a full case to the switch, we can just add an element to the array.

This way, we have also reduced the LOC to max. 26 and CC to max. 2.

Third smell GetFoodPrices(...): This method inside the food price service, being 45 lines of code long and having a cyclomatic complexity of 5 (see figure below), as well as being the only method in FoodPriceService, it made sense to refactor in order to improve code maintainability. This method made more sense to be split up into multiple methods with each performing individual

tasks. Before refactoring, getFoodPrices() extracted ingredients ids and recipes ids from the order provided, sent a post request to get the prices for the ingredients and recipes, and it also extracted the response model from the response.

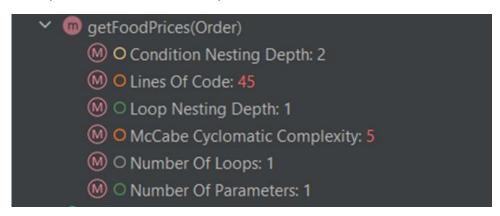


Fig 13: Code metrics before refactoring getFoodPrices



Fig 14: code metrics after refactoring

```
System.out.println(response);

if (response.getStatusCode() == HttpStatus.OK) {
    GetPricesResponseModel responseModel = response.getBody();
    if (responseModel.getFoodPrices() == null) {
        responseModel.setFoodPrices(new HashMap<>)());
    }
    if (responseModel.getIngredientPrices() == null) {
        responseModel.setIngredientPrices(new HashMap<>)());
    }

    return responseModel;
} else {
    return null;
}
```

Fig 15, 16: code before refactoring

```
| Comprission | Comprise | Compri
```

Fig 17, 18: code after refactoring

Splitting up the tasks reduced the lines of code per method (max. 17) and the cyclomatic complexity (max. 4). This also means the readability of the code is improved while keeping the number of methods in the class at a reasonable number. One less significant improvement is the decrease in the condition nesting depth, which also improves readability.

We split the method into extracting the response model i.e., getting the prices response model from the response the food microservice sends (making null checks on it as well), getResponse (send the post request to the food microservice to get the prices) and the original method, which simply takes care of receiving data and sending the appropriate requests.

Fourth smell RecipelsSafe(...): This method in the allergen service does not surpass the LOC limit. However, it does have a high cyclomatic complexity. If we consider that its purpose is simply to check a binary condition (whether the recipe is safe or not), it makes sense to refactor it to improve readability and maintainability. The recipe checks two things: if all the ingredients within the recipe exist, and if there is an ingredient the user is allergic to. We will split and rewrite the functionality of these methods into 2.



Fig 19: Code metrics before refactoring recipelsSafe

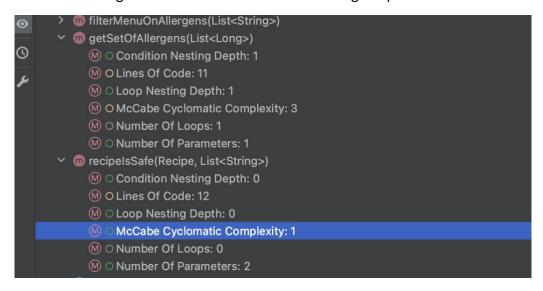


Fig 20: Code metrics after refactoring

```
public boolean recipeIsSafe(Recipe recipe, List<String> allergens) throws IngredientNotFoundException {
   List<Long> ids = recipe.getBaseToppings();
   int size = ids.size();
   for (int i = 0; i < size; i++){
        long id = ids.get(i);
        if (ingredientRepository.existsById(id)){
            List<String> allergensOfIngredient = ingredientRepository.findById(id).get().getAllergens();
        for (String allergen: allergensOfIngredient){
            if (allergens.contains(allergen)) {
                return false;
            }
        }
    }
    else {
        throw new IngredientNotFoundException();
    }
}
return true;
}
```

Fig 21: code before refactoring

```
| Comprehensive | Comprehensiv
```

Fig 22: code after refactoring

We have now split it into 2 methods: getSetOfAllergens, which takes care of verifying the ingredients exist and collects the allergens of the recipe into a set. Now, in the main method,

rather than looping over the allergens and checking for each if it is contained in the user allergen, we do set arithmetic to see if they have common items.

As a result, we reduce the cyclomatic complexity (max. 3, since we still need to check for existence of the ingredients) and a byproduct is reducing LOC to max. 12, which we can consider as positive since readability is better. We also have a lower loop nesting depth.

Fifth smell AddStore(...): This function in the store service takes care of adding a store into our database. Once more, for a simple purpose we have detected a high cyclomatic complexity, which is also partly due to verification on inputs and format. It takes care of verifying whether the input is null or the store already exists, and it also verifies the email and location formats. We can rewrite this method for less CC and as a byproduct reduce LOC.

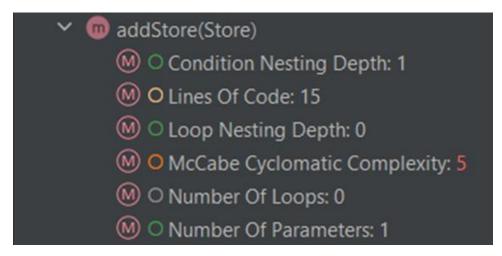


Fig 23: code metrics before refactoring the add store method

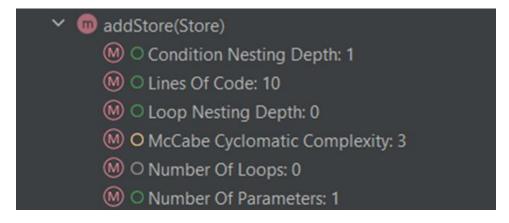


Fig 24: code metrics after refactoring

```
public Store addStore(Store store) throws Exception {
   if (store == null) {
      throw new StoreIsNullException();
   }

   if (storeRepo.existsById(store.getId())) {
      throw new StoreAlreadyExistException();
   }

   if (!verifyEmailFormat(store.getContact())) {
      throw new InvalidEmailException();
   }

   if (!verifyLocationFormat(store.getLocation())) {
      throw new InvalidLocationException();
   }

   return storeRepo.save(store);
}
```

Fig 25: code before refactoring

```
## Optional Store Aproximation and Parameter Properties (Properties and Properties and Propertie
```

Fig 26: code after refactoring

We did not extract any method in this case, but rather just rewrote things in a less complex manner. We had the methods that verify the formats throw their respective exceptions directly, so we only need to call them rather than making an additional if statement only to throw a condition. This reduces the CC to 3 and as a byproduct the LOC to 10.

Class smells:

First smell OrderService: The OrderService class is a significant part of the application and interacts with a lot of different services and repositories. This results in a high value of coupling between objects. This is demonstrated in the picture below where you can see a value of 19 between objects. For maintainability reasons this is undesirable and that's why we decide to change it.

After performing the method-level smell refactoring on the processOrder method inside OrderService we were left with multiple smaller methods, some of which performed a lot of operations that inherently belong to the Order class and required access to its fields. This was the main cause of our high coupling, because these methods should be performed in the order class as they inherently belong there and do

not require any of the attributes of the OrderService class to work correctly. This led us to deciding to move the calculate price methods to the Order class which decreased the coupling tremendously.

Performing this change led to a lower number in the coupling between objects from 19 to 13 (demonstrated in the pictures below). Furthermore, we were able to bring the number of attributes down from 7 to 6 helping the maintainability.

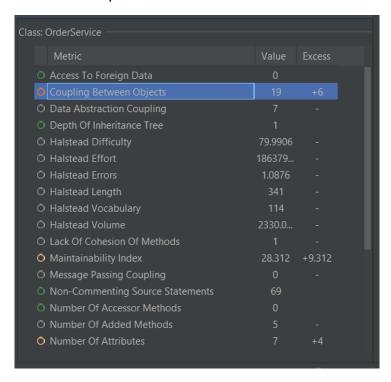


Fig 27: metrics before refactoring

Class: OrderService		
Metric	Value	Excess
Access To Foreign Data	1	
 Coupling Between Objects 	13	
 Data Abstraction Coupling 	6	
 Depth Of Inheritance Tree 	1	
 Lack Of Cohesion Of Methods 	1	
 Message Passing Coupling 	20	
 Non-Commenting Source Statements 	38	
 Number Of Accessor Methods 	0	
O Number Of Added Methods	6	
O Number Of Attributes	6	+3
 Number Of Attributes And Methods 	25	
Number Of Children	0	
O Number Of Methods	7	+1
 Number Of Operations 	19	
 Number Of Overridden Methods 	0	
 Number Of Public Attributes 	0	
 Response For A Class 	24	
 Tight Class Cohesion 	0.6667	
O Weight Of A Class	1.0	
O Weighted Methods Per Class	15	+4

Fig 28: metrics after refactoring

```
8
    throw new InvalidStoreIdException();
GetPricesResponseModel prices = foodPriceService.getFoodPrices(order); // get prices
GetPricesResponseModel prices = foodPriceService.getFoodPrices(order); // get prices
double sum = 0.0:
```

Fig 29,30: OrderService class(relevant part) before refactoring

```
public double calculatePrice(GetPricesResponseModel prices, List<Coupon> coupons) {
    double sum = 0.0;
    for (Food f: getFoods()) {
        sum += prices.getFoodFrices().get(f.getRecipeId()).getPrice();
        for (long l: f.getExtraIngredients()) {
            sum += prices.getIngredientPrices().get(l).getPrice();
        }
    }
    return calculatePriceWithCoupons(prices, coupons, sum);
}

/PHD/
private double calculatePriceWithCoupons(GetPricesResponseModel prices, List<Coupon> coupons, double sum) {
    if (coupons.isEmpty()) {
        return sum;
    }
    final double priceWithoutCoupons = sum;
    couponIds.add("0");

    for (Coupon c: coupons) {
        //iterate over the list of valid coupons
        double price = c.calculatePrice(lorder this, prices, priceWithoutCoupons);

    if (Oouble.compare(price, sum) < 0) {
        sum = price;
        //set the first element in the coupon ids to the coupon used
        //order.couponIds.clear();
        couponIds.set(0, c.getId());
        }
    return sum;
}
</pre>
```

Fig 31: Order class after the refactoring

Second smell UserController(...): While inspecting the metrics of our tool, we saw that the UserController had intensive coupling with other objects. This was strange to us since the UserController does not implement a lot of functionality. After inspection we saw that the access to foreign data, coupling between objects was quite high for a class of that magnitude. That's why we decide to split up the controller into two different controllers.

We split the UserController up into the UserController (kept the same name) and the AllergenController since it was a logical division. In the original UserController the controller handled the requests for creating an account, logging in, and access to the user's allergens. The difference here is that creating an account and logging needs to communicate with the authentication microservice while the endpoints for accessing and updating the user's allergies does not require this.

We split the controllers into two separate controllers leading to a lower coupling between objects and access to foreign data. Additionally, doing this split will allow for further maintainability since this separates creating an account and logging from any updates and access to a user's account.



Fig 32: metrics before refactoring the UserController



Fig 33: metrics after the refactoring of the UserController

Fig 34: Code before refactoring

```
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```

Fig 35: code extracted from the UserController that was moved to the AllergiesController after refactoring

Third smell AllergenController(...): We believe that the controllers should not do any computations, making any requests or having any concrete logic. They should only be used to route the request to the correct service. Upon inspection of the AllergenController, we saw that the controller was making multiple requests to the user microservice and implementing some logic. This led to quite a high coupling between objects (demonstrated in the metrics: 7) in the AllergenController which we do not want in a controller.

Therefore, we decided to move all the logic of the AllergenController to the AllergenService. This led to a reduced coupling between objects to 4 as demonstrated in the picture below. Furthermore, we decided to only catch an Exception instead of all the different types of exceptions we have. The reason for this is that we only pass the message and not the type of exception. This decreased maintainability.



Fig 36: metrics before the refactoring

Class: AllergenController			~
Metric	Value	Excess	Gradle
Access To Foreign Data			
Coupling Between Objects			
O Data Abstraction Coupling			
O Depth Of Inheritance Tree			
○ Halstead Difficulty	18.1176		
○ Halstead Effort	6990.4		
O Halstead Errors	0.1219		
O Halstead Length	73		
O Halstead Vocabulary	39		
O Halstead Volume	385.83		
O Lack Of Cohesion Of Methods			
O Maintainability Index	47.4261	+28.42	
O Message Passing Coupling	17		
 Non-Commenting Source Statements 	16		
Number Of Accessor Methods	0		

Fig 37: metrics after the refactoring

```
@GetHapping("/menu")
public ResponseEntity<FilterMenuResponseModel> filterMenu(@RequestHeader(HttpHeaders.AUTHORIZATION) String token) {
    Optional<List<String>> allergens = requestService.getUserAllergens(token);
    if (allergens.isPresent()) {
        try {
            List<Recipe> filteredMenu = allergenService.filterMenuOnAllergens(allergens.get());
            FilterMenuResponseModel responseModel = new FilterMenuResponseModel();
            responseModel.setRecipes(filteredMenu);
            return ResponseEntity.status(DK).body(responseModel);
        } catch (IngredientNotFoundException e) {
            return ResponseEntity.badRequest().header(HttpHeaders.WARNING, e.getMessage()).build();
        }
    } else {
        return new ResponseEntity<->(HttpStatus.UNAUTHORIZED);
    }
}

@GetMapping("/warn")
public ResponseEntity<Boolean> checkIfSafe(@RequestHeader(HttpHeaders.AUTHORIZATION) String token, @RequestBody Chec
        Optional<List<String>> allergens = requestService.getUserAllergens(token);
    if (allergens.isPresent()) {
        try {
            boolean isSafe = allergenService.checkIfSafeRecipeWithId(requestModel.getId(), allergens.get());
            return ResponseEntity.status(HttpStatus.OK).body(isSafe);
    } catch (RecipeNotFoundException e) {
        return ResponseEntity.badRequest().header(HttpHeaders.WARNING, e.getMessage()).build();
    } catch (IngredientNotFoundException e) {
        return ResponseEntity.badRequest().header(HttpHeaders.WARNING, e.getMessage()).build();
    }
}
```

Fig 38: code before refactoring

Fig 39: code after the refactoring

Fourth smell OrderController: As mentioned above we believe that a controller should not implement any functionality except for passing the request to the appropriate service and method. That is why we decided to refactor the order controller. We saw the order controller was performing input validation, sending emails and even performing some order logic. This led to a high coupling between the objects for a controller (demonstrated in the picture below: 8) and a very high message passing coupling. This demonstrates that the controller is implementing a lot of logic.

We decided to move all this logic to the OrderService such that the controller is only responsible for passing on the data to the service. This led to a decrease in access to foreign data and a decrease in coupling between objects as demonstrated in the pictures below. The biggest decrease can be found in the message passing coupling that went down from 60 to 22.

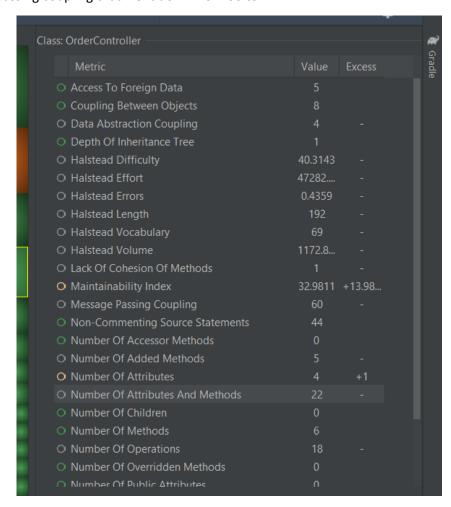


Fig 40: metrics before the refactoring

Class:	OrderController						
	Metric		Value	Excess			
0 1	Access To Foreign Data		2				
	Coupling Between Objects		7				
	Data Abstraction Coupling		4				
	Depth Of Inheritance Tree						
	Lack Of Cohesion Of Methods						
0 1	Message Passing Coupling		22				
0 1	Non-Commenting Source Statement	ts	16				
01	Number Of Accessor Methods		0				
01	Number Of Added Methods						
0 1	Number Of Attributes		4	+1			
01	Number Of Attributes And Methods		22				
01	Number Of Children		0				
01	Number Of Methods		6				
01	Number Of Operations		18				
01	Number Of Overridden Methods		0				
01	Number Of Public Attributes		0				
01	Response For A Class		19				
0.	Tight Class Cohesion		0.7				
0 '	Weight Of A Class		1.0				
0 '	Weighted Methods Per Class		8				
Metrics					**		
	9	2:1	LF UTF-8	3 4 spaces	P recipeservice	e_refactoring	-

Fig 41: metrics after the refactoring

```
@PostNapping("/edit")
public ResponseEntity<Order> editOrder(@RequestBody Order incoming) {
    try {
        //similar checking to the place order endpoint, check the user is editing his own orders
        //if not then deny, else process and validate everything else
        String userId = authNanager.getNetId();
        if (!userId.equals(incoming.getUserId())) {
                  return ResponseEntity.status(HttpStatus.BAD_REQUEST).header(HttpHeaders.MARNING, _headerValues "You are trying to edit an order
        }
        //return the order we just processed to the user
        Onder processed = orderService.processOrder(incoming);
        Long storeId = processed.getStoreId();
        String recipientEmail = storeService.getEmailById(storeId);
        mailingService.sendEmail(processed.getOrderId(), recipientEmail, MailingService.ProcessType.EDITED);
        return ResponseEntity.status(HttpStatus.CREATED).body(processed);
    } catch (Exception e) {
        //return bad request with whatever validation has failed
        return ResponseEntity.status(HttpStatus.BAD_REQUEST).header(HttpHeaders.MARNING, e.getMessage()).build();
    }
}
```

```
@DeleteMapping("/delete")
/PMD/
public ResponseEntity<Order> deleteOrder(@RequestBody DeleteModel deleteModel) {
    //get the user that is trying to delete the order
    String userId = authManager.getNetId();
    //check if the user is a manager
    boolean isManager = authManager.getRole().equals("[ROLE_MANAGER]");

Optional <Order> orderToBeDeleted = orderService.findOrder(deleteModel.getOrderId());

if (orderToBeDeleted.isPresent()) {
    Long storeId = orderToBeDeleted.get().getStoreId();
    String recipientEmail = storeService.getEmailById(storeId);

    if (!orderService.removeOrder(deleteModel.getOrderId(), userId, isManager)) {
        return ResponseEntity.status(HttpStatus.BAD_REQUEST).build();
    }

    mailingService.sendEmail(deleteModel.getOrderId(), recipientEmail, MailingService.ProcessType.DELETED);
    //validate if we can delete this order, if we can ok else bad request
    return ResponseEntity.status(HttpStatus.OK).build();
}

return ResponseEntity.status(HttpStatus.BAD_REQUEST).build();
}
```

Fig 42, 43: code before the refactoring

```
| Postformination | Development Contains | Adaption | Standard Contains | Development | Development
```

Fifth smell RecipeService: Using the metrics we identified the RecipeService class as containing too many methods and after further inspections, we confirmed that:

- It contained a method which should have been inside the IngredientService
- This class should be split in two, as it also makes more sense logically because of the nature of the methods inside

Once again, the metrics fully support our choice here (Weighted Methods Per Class had an excess of +15 pre-refactoring).

After the refactoring had been done we moved <code>checkForIngredientsExistence()</code> to the IngredientService and split the <code>RecipeService</code> leaving <code>registerFood()</code>, <code>updateFood()</code>, <code>deleteFood()</code> in the original class, but moving <code>getPrices()</code>, <code>getMenu()</code>, <code>getBaseToppings()</code> in the new class <code>RecipeServiceResponseInformation</code>. This class division made sense to us since all the aforementioned methods had to do with retrieving information.



Fig 45: Metrics before the refactoring

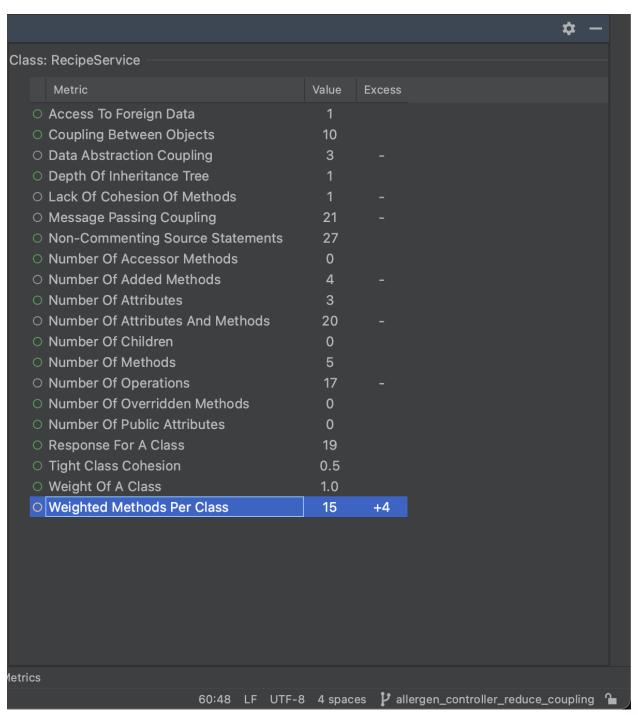


Fig 46: Metrics after the refactoring (huge improve for Weighted Methods Per Class and Number of Methods)

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| Procedure Recipe Telephone Community | Amongo Control (Pass | Passes | Pa
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```
| Procedences | Procedence | Pr
```

```
| Stockerolation | Proceedings of the Community | Proceedings | Stockerolation | Other Process | Proceedings | Pro
```

Fig 47, 48, 49: Code before refactoring

```
| Section | Decision | Decision | Proceed | Pr
```

```
| Recipience in the Control of the C
```

Fig 50, 51: Code after refactoring