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## Code Smells:

1. **Long Method** : rearrangeColony(LogBuilder lb) – src/net/sf/freecol/server/ai/AIColony.java

Uma imagem com texto, captura de ecrã, software, Software de multimédia

Descrição gerada automaticamente

This method as almost 200 lines of code. This could have been avoided if the method was fragmented into smaller methods that did a specific thing. For example, in the following part of the code, we can extract a method to “assignPioneers()” and another to “logChanges()”.

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Descrição gerada automaticamente

1. **Long Class :** InGameController.java- src/net/sf/freecol/server/control

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Descrição gerada automaticamente

This class is extremely big. It might be a good option to compartmentalize the code into smaller and least responsible classes.

1. **Magic Number:** setStartingParams( ) - src/net/sf/freecol/util/test/FreeColTestCase.java

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Descrição gerada automaticamente

Theses numbers appears from nowhere making it not clear their purpose. Number like that should be defined as a constant and only after that utilized. That makes the code more readable and easier to understand.