Orion Kostival

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CSCI 306A

Clue Players – Refactoring

1. Added more descriptive error handling in the loadConfigFiles() method. Rather than wrapping the whole method in a generic try catch block we wrapped the load of the legend file and the load of the board with a try catch specifically for a FileNotFoundException and displayed a meaningful error message.
2. Added specific error handling for BadConfigFormatException exceptions that were thrown in the loadConfigFiles() method. Inside of the error handling specifically for the BadFormatException, we added error feedback for the user. Originally there was a generic catch block that simply printed out a stack trace regardless of what kind of exception was thrown.
3. Modified the loadConfigFiles() method to check and see how many values were read in on each line of the legend file. Originally, this method was purposely forcing an exception to be thrown as a way to validate that there were the correct number of items on the line. Instead, we added an if statement to check the number of elements in the array that resulted from the line.split(“,”) function call.
4. Modified the loadConfigFiles() method to determine how many characters were specified in each room identifier in the room config file. Originally, this method was purposely forcing and exception to be thrown as a way to validate that only 2 characters were specified to identify the room. Instead, we added a check to see how many characters were specified in the room identifier and threw an error if the number was greater than 2.
5. Modified the RoomCell constructor so that the method checks to see if the length of the incoming symbol is greater than 1 and then run it through the switch statement to determine what kind of room it is. Originally this method was purposely forcing an exception to set the door direction.