A1: Code Review on The Warehouse 2020-06-06, 12:54 AM

A1: Code Review on The Warehouse

Due Oct 1, 2018 by 11:59am **Points** 5

The Warehouse: You're Hired

The warehouse hired a programmer to start implementing the system. That programmer has moved on to another job, and you have been hired to replace them. The system is partially completed, and your first task is to do a code review. There are two parts to this:

- 1. Learning enough Git to get a copy of the code into IntelliJ.
- 2. Finding and analyzing code smells.

Git

We provide the starter code in a *remote repository*, which is like a database. You need to *clone*the database to get a copy onto your computer. When you make changes, you *add*and *commit*them to your local copy, and then you *push*the changes to the remote repository.

Please do not ever add any new files to the Git repo for this assignment. You will be asked by IntelliJ about xml files and so on. Always, always select No.

Here's how to clone:

- Log into MarkUs: https://markus.teach.cs.toronto.edu/csc207-2018-09-0401).
- 2. Go to Assignment 1. You'll see the repository URL on the right-hand side of the screen.
- 3. Open IntelliJ. (You can do this on the lab computers by opening a Terminal and typing "idea".)
- 4. Close all your projects. From the **Welcome to IntelliJ IDEA** window, select **Check out from Version Control**.
- 5. Paste the URL you found on the Assignment 1 page and click Test to make sure you are using the correct URL.
- 6. Follow the prompts. **DO NOT ADD ANY FILES TO THE GIT REPO.** Select "no" whenever you are asked.

Running the code

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You now have a local copy of the repo. Right-click on **src -> simulation -> WarehouseSimulation** and select **Run**.

If **Run** is not an option, you may need to tell IntelliJ that it's a Java project and you need to tell it that the **src** directory is the root of the Java code. If you are in this situation, then do the following:

- 1. Open up the Project Structure.
- 2. Set the SDK to 1.8.
- 3. Set the Project language level to 8.
- 4. Right-click on srcand select Mark Directory As -> Sources Root

Finding code smells

- 1. One of the files is called "codesmells.md". Open it and read it.
- 2. Find a code smell in the code and describe it using the template.
- 3. Now it's time to add, commit, and push your change.
 - 1. Right-click on the codesmells.md file.
 - 2. Select **Git -> add**, then **Git -> commit**. You'll be prompted to type a "commit message". Type something short and clear, like "Described code smell."
 - 3. Now your local copy has recorded your changes. To push them back to the remote repository (thereby submitted the assignment!), choose **Git -> push**.
- 4. Find four more *different* code smells from at least**three**categories (Bloater, etc.), and report on them using the template. **After each one**, add, commit, and push. **We will check to make sure you have committed several times, rather than all at once.**

What gets marked?

Each time you push, you submit a new version of the file. The last one pushed before the deadline is the version we will mark. For A1, you should push whenever you think you're done describing a code smell. You can edit your smells later with no penalty. Just push a new version.