

Assignment 1 PRT 452 SOFTWARE ENGINEERING: PROCESS AND TOOLS

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Question 1:

Screenshots and the steps I followed to create the program

Before refactoring.

1: This is a Html file where the users can put inputs and creates a submit file.

```
srijana [-/WebstormProjects/srijana] - .../index.html [srijana] - WebStorm
<u>File Edit View Navigate Code Refactor Run Tools VC5 Window Help</u>
srijana ) # index.html
index.html x disprocess.js :
         <!DOCTYPE html>
         <html lang="en">
         <head>
              <title>Assignment 1</title>
         <script>
             function submitForm(){
                event.preventDefault();
                  console.log("submitted: ")
                 mainProcess();
         </script>
          <body style="width: 100%; text-align: center">
         <form id="myForm" action="#" onsubmit="event.preventDefault(); submitForm()">
              <label for="point1">x1</label>
             <input id="pointlx" type="text" name="pointl" />
              <label for="point2">yl</label>
<input id="pointly" type="text" name="point2" />
              <label for="point3">x2</label>
              <input id="point2x" type="text" name="point3" />
              <label for="point4">y2</label>
              <input id="point2y" type="text" name="point4" />
              <button type="submit">Submit
              <div style="margin: 2em;">Equation of the Line is: </div>
              <div id="result" style="margin: 2em; color: #ff0000;"></div>
              <div style="margin: 2em;">Distance of the line is: </div>
              <div style="margin: 2em; color: gree" id="distance"></div>
          </form ">
         </body>
         <script src="jquery.min.js"></script>
          </html>
          html > body > form#myForm
   😲 9: Version Control 🕟 Terminal 🕨 4: Run 😼 6: TODO
```

2. In this step logic has been defined to calculate the gradient distance and equation of line.

```
console.log(pointlx);
var point1 = (x:point1x, y:point1y);
var point2 = (x:point2x, y:point2y);
console.log(point1x.*" **point2y);
console.log(point1x.*" **point2y);
showResult(point1, point2);
showResult(point1, point2);

//calculate the slope of line
function calculateGrad(point1, point2)

{
    var m = (point2.y-point1.y)/(point2.x-point1.x);
    console.log("Value of gradient: *+m);
    return m;

}

//calculate Distance
function calculateDistance(point1, point2)

{
    var dis = Math.sqrt((point2.x-point1.x)*(point2.x-point1.x) + (point2.y-point1.y)*(point2.y-point1.y))
    return dis;

}

//find out the equation

function showEquation(point1, point2) {
    var slope = calculateGrad(point1, point2);
    var output = point1.y - slope*point1.x;
    var result = y - **slope*x=*+output;
    return result.toString();

//Show the result in the main page

function showReguattion the main page

function showReguattin the main page

function showRegult(point1, point2) {
    occument.getElementById("result").innerHTML = showEquation(point1, point2);
    document.getElementById("result").innerHTML = showEquation(point1, point2);

//Show the result in the main page

misProcessi)
```

3.	Out	put	page

x1 1	⅓ y1 1	x2 10	y2 10	Submit

Equation of the Line is:

$$y - 1x = 0$$

Distance of the line is:

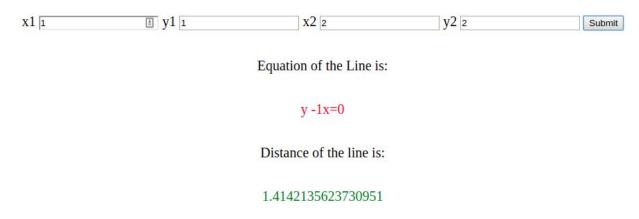
12.727922061357855

Code after refactoring:

2. Process file

```
| Procession | Pro
```

3. Output page



For test driven approach I have used jasmine testing library for javascript.

1. Failed case

The test was failed when wrong input point was given to the function.



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After Refactoring the code, the function passed all the individual unit tests as shown in the figure below:



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```

Question 2:

Some code smells can be listed below:

1. **Long method:** A method contains an excessive number of lines of code. For the most part, any method longer than ten lines should influence you to begin making inquiries.

Reasons: Rationally, usually harder to make another method than to add to a current one: "Yet it's only two lines, there's no utilization in making an entire method only for that..." Which implies that a different line is included and afterward yet another, bringing forth a tangle of spaghetti code.

Treatment: As a general guideline, in the event that you want to remark on something inside a method, you should take this code and place it in another method. Indeed, even a solitary line can and ought to be divided from into a different method, on the off chance that it requires clarifications.

2. **Data clumps:** Some of the time diverse parts of the code contain indistinguishable gatherings of variables, (for example, parameters for interfacing with a database). These clumps ought to be transformed into their own classes.

Reasons: Regularly these data groups are because of poor program structure or "copypasta programming".

Treatment: In the event that rehashing information involves the fields of a class, utilize Extract Class to move the fields to their own particular class.

3. Large class: A class containing numerous fields/methods/lines of code.

Reason: Classes more often than not begin little. In any case, after some time, they get enlarged as the program develops.

Treatment: Extract Class helps if part of the conduct of the huge class can be spun off into a different component. Extract Subclass helps if part of the conduct of the expansive class can be actualized in various ways or is utilized in uncommon cases.

4. **Duplicate code:** Two code pieces look relatively indistinguishable.

Reasons: Duplication as a rule happens when various software engineers are taking a shot at various parts of a similar program in the meantime. Since they are taking a shot at various errands, they might be ignorant their partner has effectively composed comparable code that could be repurposed for their own needs.

Treatments: In the event that a similar code is found in at least two techniques in a similar class: utilize Extract Method and place requires the new strategy in the two spots.

5. **Switch statements:** You have an unpredictable switch operator or arrangement of if statements.

Reasons: Generally uncommon utilization of switch and case operators is one of the signs of object-oriented code. Regularly code for a single switch can be scattered in better places in the program.

Treatment: To detach 'switch' and place it in the correct class, you may require Extract Method and afterward Move Method.

Github Link for this project

https://github.com/shrijana17/PRT452_Assignment1

References

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