Activity 4-1 - Refactoring Review

For each problem below, read through the given code and explain what refactoring should be done to improve the code.

1.
```
public class FindNumberProperties {
  private int number;

  public FindNumberProperties(int n) {
    number = n;
  }

  public void getProperties() {
    if ((number % 2) == 0)
      System.out.println(number + " is even");
    else
      System.out.println(number + " is odd");

    if (number < 0)
      System.out.println(number + " is negative");
    else if (number > 1)
      System.out.println(number + " is positive");
    else
      System.out.println(number + " is neither positive or negative");

    if (number > 12 && number < 20)
      System.out.println(number + " is a teen number");
  }
}
```

2.
```
public class MiniCalculator {

  private String[] parseTokens(String s) {
    return s.trim().split("\\s+");
  }

  public double calculate(String strToParse) {
    String[] tokens = parseTokens(strToParse);
    double n1 = Double.parseDouble(tokens[0]);
    String op = tokens[1];
    double n2 = Double.parseDouble(tokens[2]);

    if (op.equals("+"))
      return add(n1, n2);
    else if (op.equals("-"))
      return subtract(n1, n2);
    else if (op.equals("*"))
      return multiply(n1, n2);
    else
      return divide(n1, n2);
    }

  private double add(double n1, double n2) {
    return n1 + n2;
  }

  private double subtract(double n1, double n2) {
    return n1 - n2;
  }

  private double multiply(double n1, double n2) {
    return n1 * n2;
  }

  private double divide(double n1, double n2) {
    return n1 / n2;
  }
}
```