



Bad Smell Detection Strategies

Eduardo Figueiredo

<http://www.dcc.ufmg.br/~figueiredo>

[Detection Strategies]

- God Class
- God Method
- Feature Envy
- Shotgun Surgery

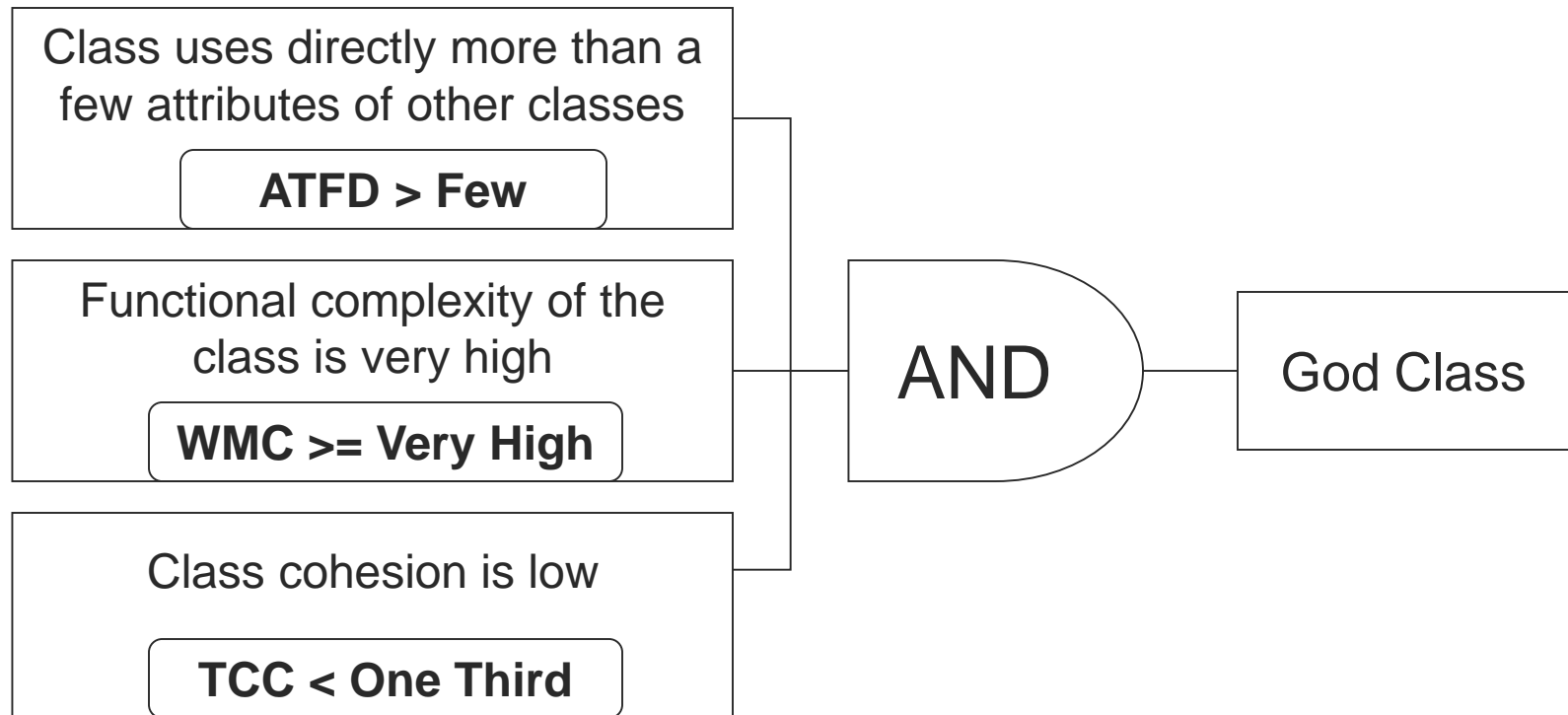
[Work Definition of God Class]

- God Class ...
 - performs too much work
 - lacks internal relationships between its methods
 - accesses a lot of data from other classes
- In other words, God Class has
 - High complexity
 - Low cohesion
 - Access foreign data

[Selecting Metrics for God Class]

- High complexity
 - Weighted Method per Class (WMC)
- Low cohesion
 - Tight Class Cohesion (TCC)
- Access foreign data
 - Access to Foreign Data (ATFD)

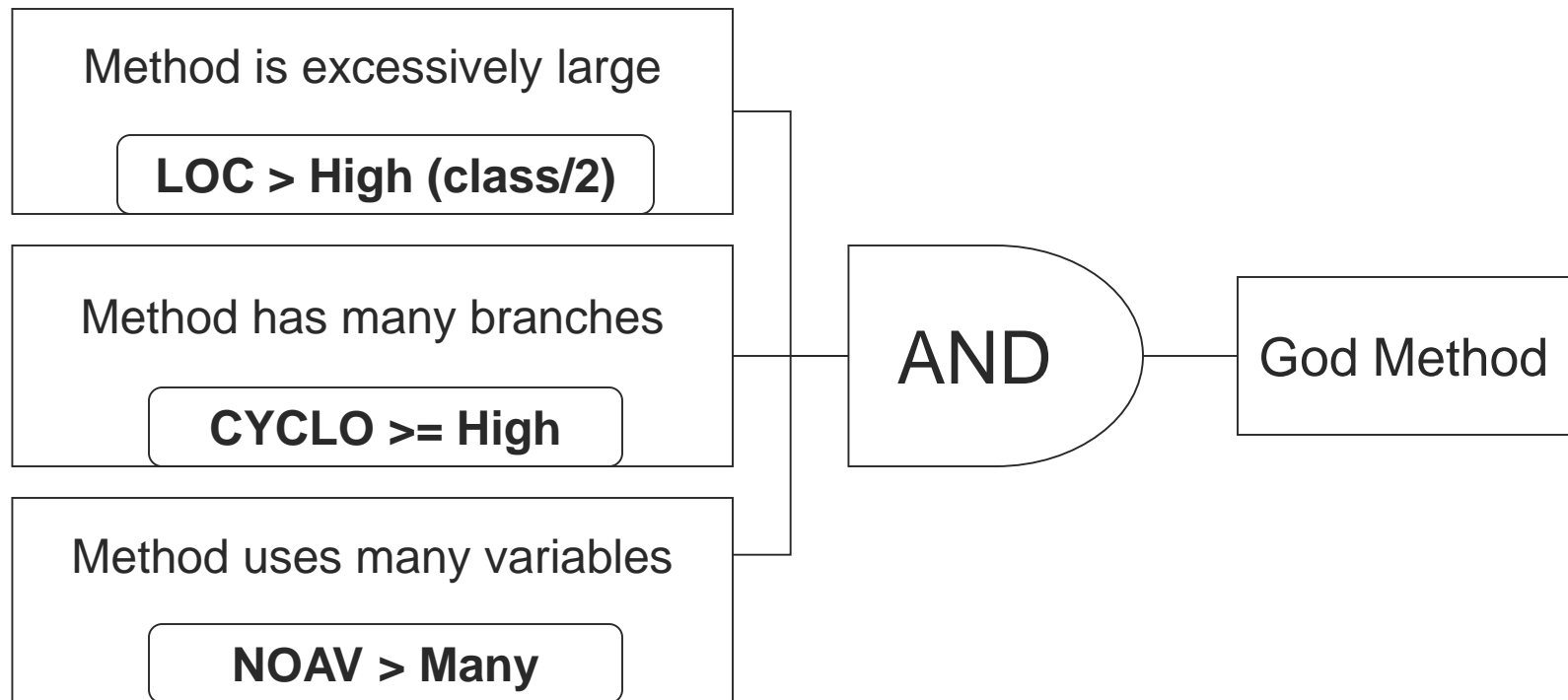
Strategy for God Class



[God Method]

- It is a long method (size)
 - Line of Code (LOC)
- It makes intensive use of branches
 - McCabe's Cyclomatic Complexity (CYCLO)
- It defines many local variables and uses many instances variables
 - Number of Accessed Variables (NOAV)
(counts attributes, local variables and parameters)

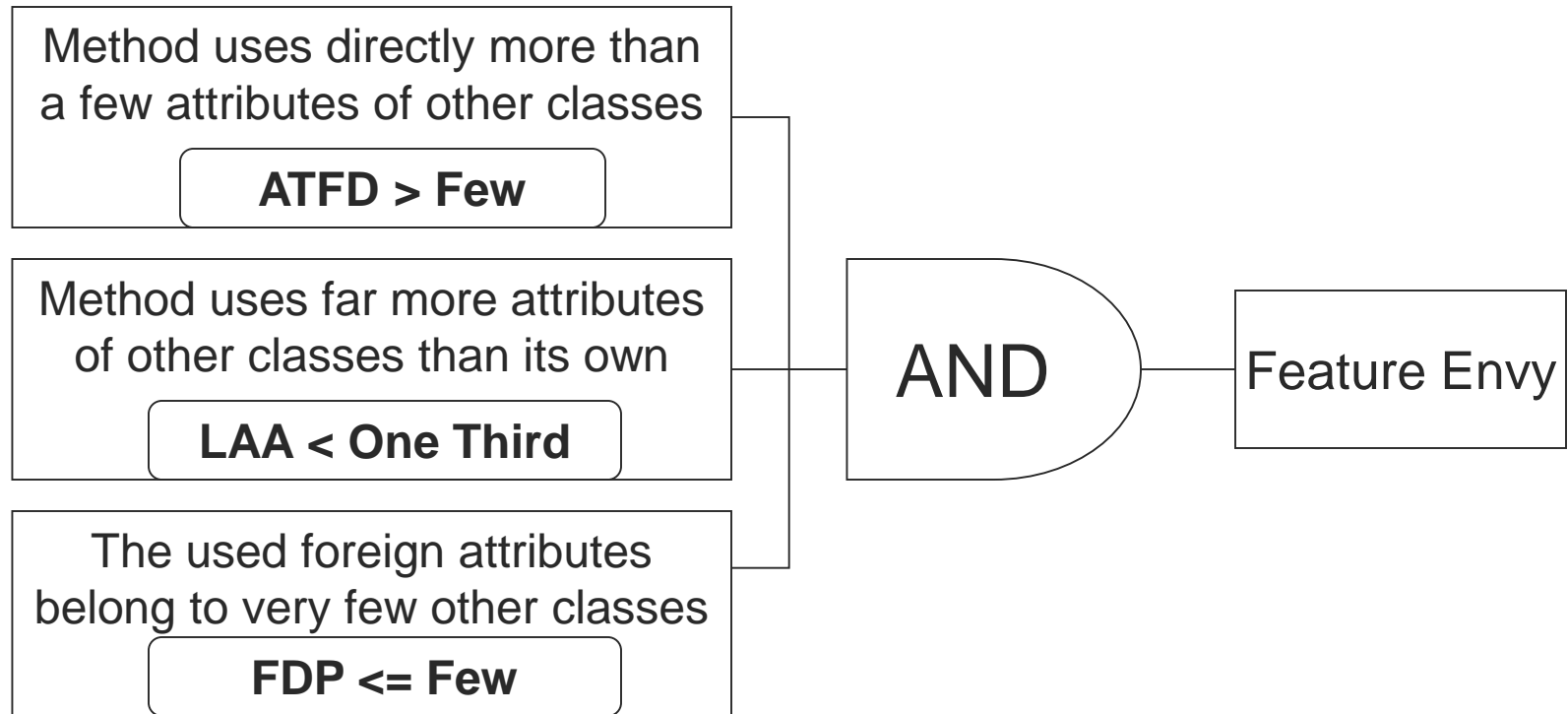
Strategy for God Method



[Feature Envy]

- Method uses directly more than a few attributes of other classes
 - Access to Foreign Data (ATFD)
- Method uses far more attributes from other classes than from its own class
 - Locality of Attribute Accesses (LAA)
- The used foreign attributes belong to very few other classes
 - Foreign Data Providers (FDP)

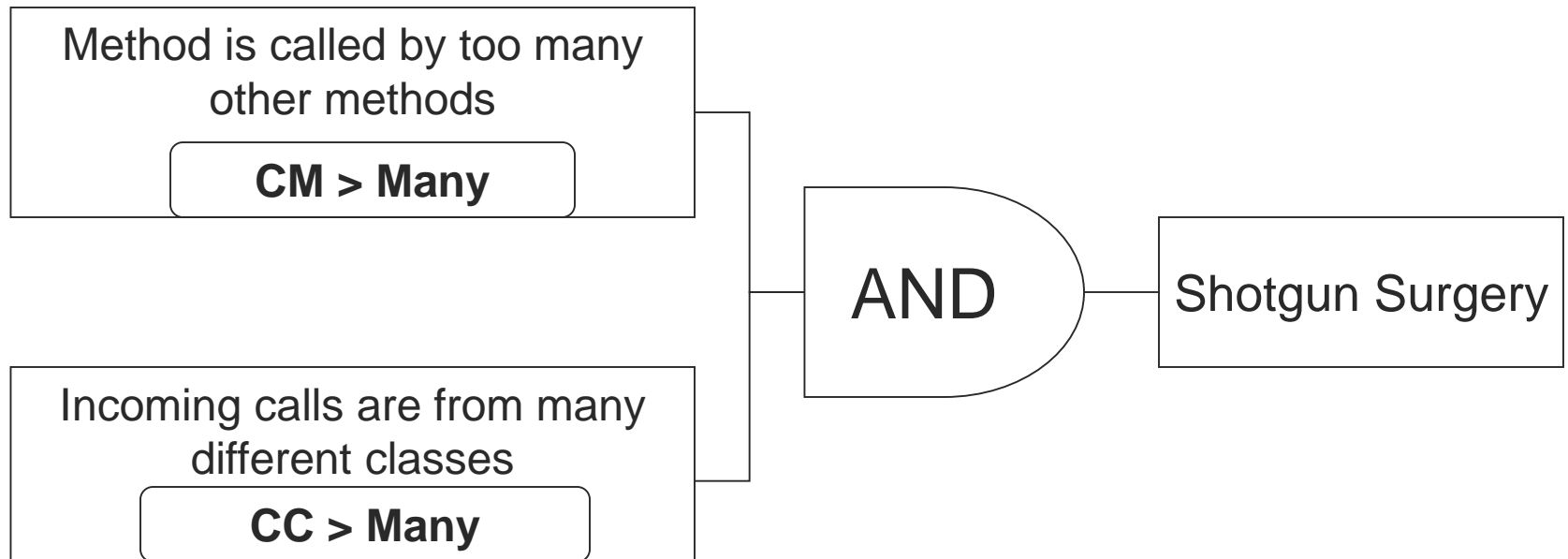
Strategy for Feature Envy



[Shotgun Surgery]

- Operation is called by too many other operations
 - Changing Methods (CM)
- Incoming calls are from many classes
 - Changing Classes (CC)
- CC and CM count coupling connections from other classes outside the inheritance tree

[Strategy for Shotgun Surgery]



[Bibliography]

- M. Lanza e R. Marinescu. **Object-Oriented Metrics in Practice.** Springer, 2006.
 - Section 5.3 God Class
 - Section 5.4 Feature Envy
 - Section 5.6 Brain Method
 - Section 6.5 Shotgun Surgery