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CS 1632

Deliverable #5

Rubocop Errors Explained

1. Metrics/ClassLength: Class has too many lines. [120/100]

I tried to reduce the number of the lines for the class as much as I could, but I need those extra 20 lines for the program to function properly. A very similar explanation applies to this line as well:

Metrics/MethodLength: Method has too many lines. [11/10]

1. Metrics/LineLength: Line is too long. [96/80]

I tried to shorten the line, but we need the whole line for the program to even function and output properly.

1. city.rb:32:3: C: Metrics/CyclomaticComplexity: Cyclomatic complexity for gets\_direction is too high. [9/6]

There is no way I change this. This function is anyways extremely easy to test, and requires very little work. It is simply one function I took out of an initially very large method that once again rubocop yelled to me about.

This also applies to the following lines:

city.rb:32:3: C: Metrics/MethodLength: Method has too many lines. [36/10]

  def gets\_direction(directing, current\_locals) ...

  ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

city.rb:32:3: C: Metrics/PerceivedComplexity: Perceived complexity for gets\_direction is too high. [11/7]

  def gets\_direction(directing, current\_locals) ...

  ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

1. city.rb:78:5: C: Style/GuardClause: Use a guard clause instead of wrapping the code inside a conditional expression.

    if current\_location == 'Cathedral'  
  
If I try to use a guard clause, the first thing that is going to happen is that my entire program will break as the program clearly needs to utilize only that if/else structure within the method.

Reek Errors Explained

1. [71]:NilCheck: City#gets\_new\_direction performs a nil-check

There is no way to fix this error. I need to have a nil-check in my method or there will be an infinite loop, and I do not understand why it yells at me for having a nil-check.

1. [4]:TooManyInstanceVariables: City has at least 5 instance variables

I need all of these instance variables in my program for my program to work properly. I tried to get by it by adding more methods, but it just made my program a lot more complex, and some functions did not perform the way I wanted them to perform.

1. [32]:TooManyStatements: City#gets\_direction has approx 12 statements

I tried to reduce the number of statements by making gets\_direction() more code-efficient, but I still could not bypass this error.   
This error also applied to the TooManyMethods error too.

1. UtilityFunction: City#gets\_direction doesn't depend on instance state (maybe move it to another class?)

If I try moving this method to another class, rubocop will yell at me and give me an error, and plus this method only belongs in this class. This error for me was just an error that could not possibly be fixed since it only performs one simple function.