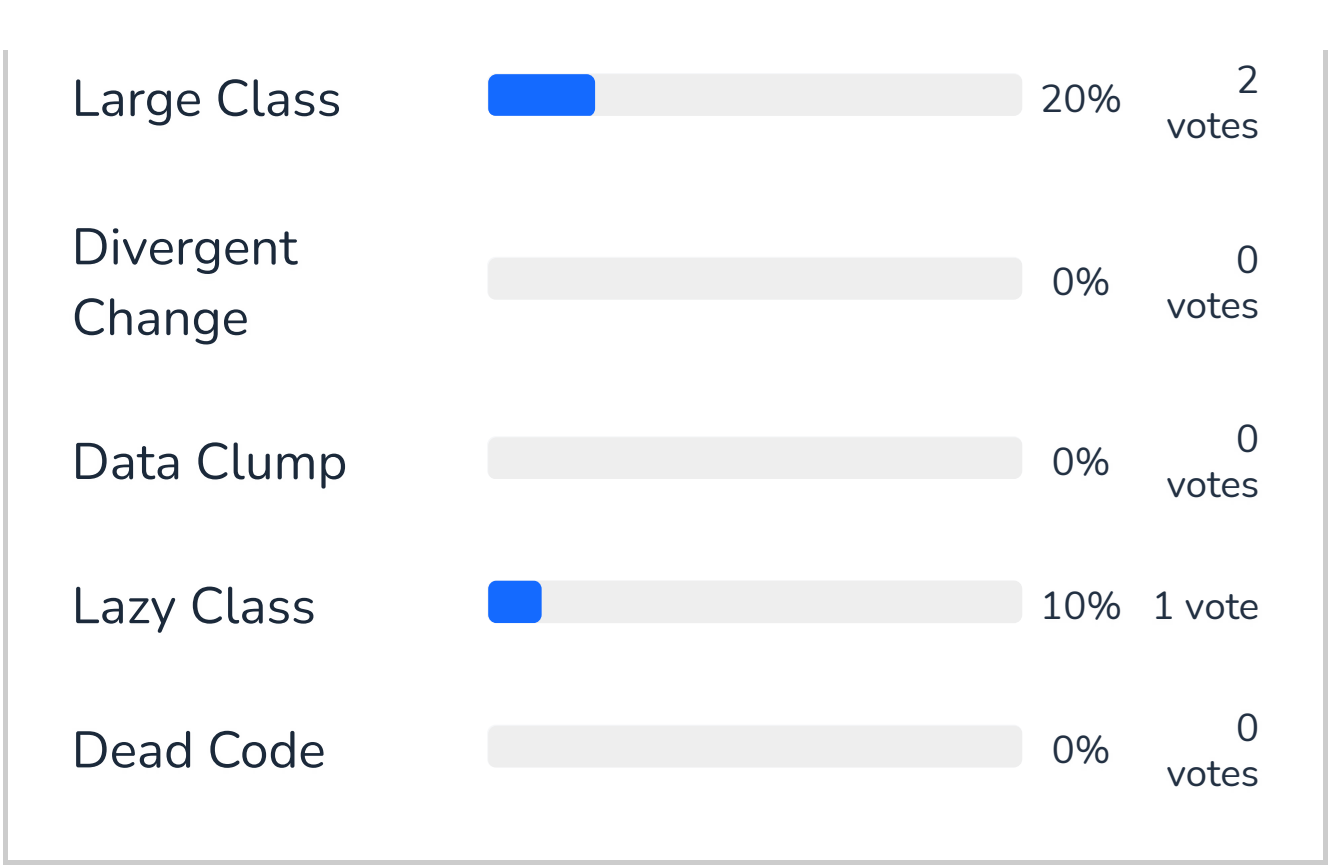
1

What are the code smells in in "Smelly Tic Tac Toe"?

Primitive Obsession	10%	1 vote
Feature Envy	30%	3 votes
Data Class	10%	1 vote
Message Chain	10%	1 vote
Long Method	50%	5 votes
Comments	30%	3 votes
Long Parameter List	0%	0 votes
Shotgun Surgery	20%	2 votes
Duplicated Code	40%	4 votes


Large Class
20%
2 votes
Divergent Change
0%
0 votes
Data Clump
0%
0 votes
Lazy Class
10%
1 vote
Dead Code
0%
0 votes

2

What code smells can you find in these classes?

https://github.com/nicoleorzan/berlin_clock/tree/master/src/main/java/berlinclock

Report them as "[Code Smell name] in [Class name/method name]"

primitive obsession in characterDisplay

Primitive obsession in many places when using String and char

duplicated code in BerlinClock

Primitive obsession

Code duplication also in CharacterDisplayer

Primitive obsession in Berlinclock/StatusComputer/computeFiveBlockMinuteStatus

Code duplication (like in the ctor of BerlinClock)

Message chain in characterdisplayer/tostring

Primitive obsession in CharacterDisplayer

Color duplication in BerlinClock

Code duplication in class CharacterDisplayer

[Comments] in [BerlinClock/main]