

Exercício 9 – Bad Smell

Aplique os conceitos de Métricas, Thresholds e Estratégias de identificação de Bad Smell para verificar se as classes do sistema CardGame possuem Bad Smell.

Tabela 1 - Classes do Sistema CardGames

Class	cbo	wmc	dit	noc	lcom	nom	noa	loc
Main	2	1	1	0	0	1	0	8
Card	4	11	1	0	0	7	2	90
CardGame	1	4	1	0	0	4	3	48
Player	6	45	1	0	74	17	8	226
SimpleLog	3	111	1	0	307	29	20	588

Tabela 2 - Thresholds para Métricas do Domínio Games

	cbo	wmc	dit	noc	lcom	nom	noa	loc
Very-Low	0	0	1	0	0	0	0	1
Low	0	0	1	0	0	0	0	8
High	13	59	4	0	120	20	11	311
Very-High	18	100	5	1	331	31	18	491

1) God Class

[(LOC > High) OR (WMC > High)] AND [(CBO > High) OR (LCOM > High)]

Classe	God Class?
Main	
Card	
CardGame	
Player	
SimpleLog	

2) Lazy Class

[(LOC < Low) AND (NOA < Low)] OR (NOM < Low)

Classe	Lazy Class?
Main	
Card	
CardGame	
Player	
SimpleLog	

3) Feature Envy

(LCOM >= High) AND (NOA >= High) AND (NOM >= High)

Classe	Feature Envy?
Main	
Card	
CardGame	
Player	
SimpleLog	