

Bad Smell

Law of Demeter Violation

Talking to strangers

↔

Design Idea

Fluent API

RQ2: What is the relation? How does the design idea overrule the bad smell?

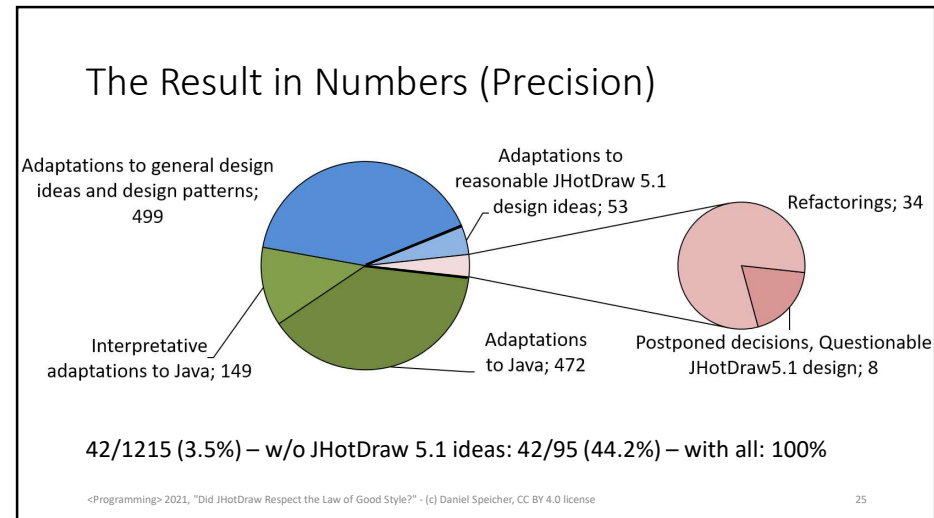
RQ1: Nature of the Design Ideas impacting Bad Smells?

RQ3: Consequences for the [operational] definitions of Bad Smells and Design Ideas?

```

@Test public void reportsLostWhenAuctionClosesImmediately() {
    context.checking(new Expectations() {{
        atLeast(1).of(sniperListener).sniperStateChanged(new SniperSnapshot(ITEM_ID, 0, 0, LOST));
    }});
    sniper.auctionClosed();
}
    
```

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- ## Highlights (RQ2)
- The smell definition was incomplete:
 - Elements of the language: Inner Classes, Collections, Array length
 - Developers had chosen designs conflicting with the smell:
 - Data Classes (Rectangle: 366 ~ 30.1 %)
 - Access to Selection and Drawing through View* (specific to JHotDraw)
 - The smell definition needs interpretation:
 - "classes that are instantiated in M" must include creational design pattern
 - The code may be interpreted to the Law:
 - Downcast parameter, Covariant Accessor Methods, Constructor Parameters
- * Brings helpful orthogonality to the design. Thanks to Lars Grammel (@lgrammel) for elucidating this point!
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