11de8e -> b2a1ab

Rename Method Ctrl+R

Replace Magic Number with Symbolic Constant

Dead Code

b2a1ab -> ffa4c9

Extract Class

Move Method Ctrl+M (Right -> Refactor -> Move)

Extract Method Alt + Shift + M (Right -> Introduce -> Method)

Introduce Parameter Object

Replace Error Code with Exception

create ParsedArgs (Extract Class)

create InvalidInputException - for now empty (Replace Error Code with Exception)

move methods to ParsedArgs (Move Method)

first extract method to move it - isValidNumberOfArgs (Extract Method)

same with pixel size

pass whole arr to ParsedArgs at once

ParsedArgs can be used as parameter itself - getters (Introduce Parameter Object)

or extract needed fields in method calls

throw exception on first error - no true/false, throw immediately (Introduce Parameter Object)

aggregate errors (just show idea, git checkout to actual)

ffa4c9 -> 85d9e8

Extract Interface

compose methods in main

colorize, prepareOutput, outputAscii, outputPng

ass size() to FractalGrid to be used in colorize()

AsciilmageConv extract interface colorFor() - only signature, regex from ctor

Extract Class to hold current implementation

85d9e8 -> 8c6c69

Replace Data Value with Object

Primitive Obsession

define the required interface - get x,y set x,y, wid, hei

Matrix. ArravBackedMatrix

use current code for implementation - arrayBacked

replace all occurences by Matrix -ImgConv, Ascii, Png, FractalGrid, RegexFract

extract method symbolCount(rows, cols, pix) in Ascii

8c6c69 -> cf9506

Refused Bequest

Add Parameter

Extract Superclass

Pull Up Method

Form Template Method

need to know if dealing with Ascii or Png

Png should not extend Ascii - validPixelSize was already checked, no need to do again

ImageConverter is not abstract enough - we need to hack with side effects (Refused Bequest)

refactor to also take the output file (Add Parameter)

could be even more abstract (-> OutputStream)
extract AbstractImageConverter (Extract Superclass)

extract methods in subclasses, then pull up (Pull Up Method)

convertStart, rowStart, writePixel, rowEnd, saveResult

StringBuilder gridBuff and rowBuff to fields

cf9506 -> ac67d1
Switch Statements
Replace Type Code with Class
Replace Type Code with State/Strategy

create new Quadrant class

for now no behavior, only defined set of well named constants (Replace Type Code with Class) move addend methods to Quadrant (Replace Type Code with State/Strategy)

ac67d1 -> 242e26 Temporary Field Replace Type Code with Subclasses

Replace Constructor with Factory Method

Push Down Method

pass parent as parameter instead of individual fields
size has to be made into field
extract method createChildren()
children field not always used, calculate on demand
create two subclasses based on isLeaf (Replace Type Code with Subclasses)
FragmentLeaf, FragmentSplittable
move constructors to respective subclasses, keep isField
push down writeChildrenTo(), child creation (not used by leaf), remove isField
split Splittable into Intermediate and Root