

## fga-eps-mds/2018.2-GamesBI-FrontEnd



Overview Progress Issues Code Trends

Last master build 5 days ago



## Showing 40 of 40 total issues

Clear all filters

Apply filters

Identical blocks of code found in 2 locations. Consider refactoring.

OPEN

```
86         this.setState({
87             isLoading: true,
88             data: {
89                 labels: result.x_axis,
90                 datasets: [
```

Found in src/components/LineGraphic.js and 1 other location - About 5 hrs to fix

SEVERITY

- 
- Major
- 
- 
- Minor

CATEGORY

- 
- Complexity
- 
- 
- Duplication

STATUS

- 
- Open
- 
- 
- Confirmed
- 
- 
- Invalid
- 
- 
- Won't fix

SOURCE

- 
- Code Climate
- 
- [Explore 3rd-party plugins](#)

LANGUAGE

- 
- JavaScript

Identical blocks of code found in 2 locations. Consider refactoring.

OPEN

```
32         this.setState({
33             isLoading: true,
34             data: {
35                 labels: result.x_axis,
36                 datasets: [
```

Found in src/components/LineGraphic.js and 1 other location - About 5 hrs to fix

Similar blocks of code found in 2 locations. Consider refactoring.

OPEN

```
23         if (screenshots === "0") {
24
25             screens.push(<div key={screenshots} className="carousel-item active ">
26                 <img className="d-block w-100" src={this.props.color[screenshots]}
27                 <div className="galeria">
```

Found in src/components/game/PaletaDeCor.js and 1 other location - About 5 hrs to fix

Similar blocks of code found in 2 locations. Consider refactoring.

OPEN

```
35         }else {
36             screens.push( <div key={screenshots} className="carousel-item">
37                 <img className="d-block w-100" src={this.props.color[screenshots]}
38                 <div className="galeria">
39                 <ul className="hoverbox">
```

Found in src/components/game/PaletaDeCor.js and 1 other location - About 5 hrs to fix

Identical blocks of code found in 2 locations. Consider refactoring.

OPEN

```
39         if(prevProps.type !== this.props.type) {
40             fetch(CROSSDATA_URL + '/api/get_data/table/'+this.props.type)
41             .then(res => res.json())
42             .then(
43                 (result) => {
```

Found in src/components/TableRank.js and 1 other location - About 4 hrs to fix

Identical blocks of code found in 2 locations. Consider refactoring.

OPEN

```
16         componentDidMount() {
17             fetch(CROSSDATA_URL + '/api/get_data/table/'+this.props.type)
18             .then(res => res.json())
19             .then(
20                 (result) => {
```

Found in src/components/TableRank.js and 1 other location - About 4 hrs to fix

Function render has 83 lines of code (exceeds 25 allowed). Consider refactoring.

OPEN

```
46         render() {
47             let lang=[]
48             for(let language in this.state.data.languages){
49                 lang.push(this.state.data.languages[language]+", ")
50             }
```

Found in src/components/game/GameDashboard.js - About 3 hrs to fix

Similar blocks of code found in 2 locations. Consider refactoring.

OPEN

```
8         <div className="card-header bg-transparent">
9             <div className="row align-items-center">
10                 <div className="col">
11                     <h2 className="mb-0">{this.props.title}</h2>
12                 </div>
```

Found in src/components/SideCard.js and 1 other location - About 2 hrs to fix

Similar blocks of code found in 2 locations. Consider refactoring.

OPEN

```
84         <div className="card-header border-0">
85             <div className="row align-items-center">
86                 <div className="col">
87                     <h3 className="mb-0">{this.props.name}</h3>
88                 </div>
```

Found in src/components/TableRank.js and 1 other location - About 2 hrs to fix

Function render has 55 lines of code (exceeds 25 allowed). Consider refactoring.

OPEN

```
5         render() {
6             let screens=[]
7             let palet={
8                 let inicio = 0;
9                 let final= 5 ;
```

Found in src/components/game/PaletaDeCor.js - About 2 hrs to fix

Function componentDidMount has 52 lines of code (exceeds 25 allowed). Consider refactoring.

OPEN

```
17         componentDidMount() {
18             console.log(this.props.y_axis);
19             let URL;
20             if (this.props.gamename){
21                 URL = CROSSDATA_URL + '/api/get_data/line/'+this.props.y_axis+'/'+this.props.x_axis
```

Found in src/components/LineGraphic.js - About 2 hrs to fix

Function componentDidMount has 48 lines of code (exceeds 25 allowed). Consider refactoring.

OPEN

```
74         componentDidMount(prevProps, prevState){
75             let URL;
76             if (this.props.gamename){
77                 URL = CROSSDATA_URL + '/api/get_data/line/'+this.props.y_axis+'/'+this.props.x_axis
78             }
```

Found in src/components/LineGraphic.js - About 1 hr to fix

Function render has 48 lines of code (exceeds 25 allowed). Consider refactoring.

OPEN

```
28         render() {
29             return (
30                 <div className="main-content">
31                     <nav className="navbar navbar-top navbar-expand-md navbar-dark id="navbar-main">
32                         <div className="container-fluid">
```

Found in src/components/Main.js - About 1 hr to fix

Function render has 47 lines of code (exceeds 25 allowed). Consider refactoring.

OPEN

```
62         render() {
63
64             console.log(this.state.data)
65
66             let rows = this.state.data.map(game => {
```

Found in src/components/TableRank.js - About 1 hr to fix

Similar blocks of code found in 2 locations. Consider refactoring.

OPEN

```
68         <a className="carousel-control-next" href="#carouselExampleControls" role="button"
69             <span className="carousel-control-next-icon" aria-hidden="true"></span>
70             <span className="sr-only">Next</span>
71         </a>
```

Found in src/components/game/PaletaDeCor.js and 1 other location - About 1 hr to fix

Similar blocks of code found in 2 locations. Consider refactoring.

OPEN

```
64         <a className="carousel-control-prev" href="#carouselExampleControls" role="button"
65             <span className="carousel-control-prev-icon" aria-hidden="true"></span>
66             <span className="sr-only">Previous</span>
67         </a>
```

Found in src/components/game/PaletaDeCor.js and 1 other location - About 1 hr to fix

Similar blocks of code found in 4 locations. Consider refactoring.

OPEN

```
44         <div className="col-xl-3 col-lg-6" onClick={() => this.setState({table_type:
45             <HeaderCards title="Most Watched"></HeaderCards>
46         </div>
```

Found in src/components/Main.js and 3 other locations - About 1 hr to fix

Similar blocks of code found in 4 locations. Consider refactoring.

OPEN

```
47         <div className="col-xl-3 col-lg-6" onClick={() => this.setState({table_type:
48             <HeaderCards title="Top by played Time"></HeaderCards>
49         </div>
```

Found in src/components/Main.js and 3 other locations - About 1 hr to fix

Similar blocks of code found in 4 locations. Consider refactoring.

OPEN

```
41         <div className="col-xl-3 col-lg-6" onClick={() => this.setState({table_type:
42             <HeaderCards title="Trending Games"></HeaderCards>
43         </div>
```

Found in src/components/Main.js and 3 other locations - About 1 hr to fix

Similar blocks of code found in 4 locations. Consider refactoring.

OPEN

```
50         <div className="col-xl-3 col-lg-6" onClick={() => this.setState({table_type:
51             <HeaderCards title="Sales"></HeaderCards>
52         </div>
```

Found in src/components/Main.js and 3 other locations - About 1 hr to fix