

fga-eps-mds/2018.2-GamesBI_Importadores



Overview Progress **Issues** Code Trends

Last **master** build 6 days ago Refresh

Showing 14 of 14 total issues

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Function `filter_infos_game_steam` has a Cognitive Complexity of 75 (exceeds 5 allowed). Consider refactoring. [OPEN](#)

```
109 def filter_infos_game_steam(self, game_data):
110     for game in game_data.values():
111         if 'data' in game:
112             data = game["data"]
113
114
```

Found in `worker/resources/Steam.py` - About 1 day to fix

- SEVERITY
- Major
 - Minor
- CATEGORY
- Complexity
 - Duplication
- STATUS
- Open
 - Confirmed
 - Invalid
 - Wontfix

Function `filter_steam_games` has a Cognitive Complexity of 38 (exceeds 5 allowed). Consider refactoring. [OPEN](#)

```
26 def filter_steam_games(self, games_data):
27     select_games = []
28     count = 0
29     for game in games_data.values():
30         if self.valid_game(game):
```

Found in `worker/resources/Steam.py` - About 5 hrs to fix

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

Function `filter_video_youtube_gama` has a Cognitive Complexity of 26 (exceeds 5 allowed). Consider refactoring. [OPEN](#)

```
97 def filter_video_youtube_gama(self, video_data):
98     count_views = 0
99     count_likes = 0
100    count_dislikes = 0
101    count_favorites = 0
```

Found in `worker/resources/Youtube.py` - About 3 hrs to fix

File `Steam.py` has 265 lines of code (exceeds 250 allowed). Consider refactoring. [OPEN](#)

```
1 import os
2 import requests
3 import colorific
4 from PIL import Image
5
6
```

Found in `worker/resources/Steam.py` - About 2 hrs to fix

Function `filter_game_data` has a Cognitive Complexity of 10 (exceeds 5 allowed). Consider refactoring. [OPEN](#)

```
26 def filter_game_data(self, ndata):
27     total_views = 0
28     streams = []
29     if 'data' in ndata:
30         data = ndata['data']
```

Found in `worker/resources/Twitch.py` - About 1 hr to fix

Avoid deeply nested control flow statements. [OPEN](#)

```
124         if strong:
125             languages.append(language.split('<')[0])
126         else:
127             languages.append(language)
128     else:
```

Found in `worker/resources/Steam.py` - About 45 mins to fix

Avoid deeply nested control flow statements. [OPEN](#)

```
144         if 'path_thumbnail' in screenshot:
145             url = screenshot['path_thumbnail']
146             pallete = self.get_palette(url)
147             list_pallets.append(pallete)
148             dictionary_screenshot = {
```

Found in `worker/resources/Steam.py` - About 45 mins to fix

Avoid deeply nested control flow statements. [OPEN](#)

```
135         if 'description' in genre:
136             genres.append(genre['description'])
137     else:
```

Found in `worker/resources/Steam.py` - About 45 mins to fix

Function `filter_ids_youtube_game` has a Cognitive Complexity of 7 (exceeds 5 allowed). Consider refactoring. [OPEN](#)

```
62 def filter_ids_youtube_game(self, youtube_results):
63     items = []
64     if 'items' in youtube_results:
65         items = youtube_results['items']
66
67
```

Found in `worker/resources/Youtube.py` - About 35 mins to fix

Similar blocks of code found in 3 locations. Consider refactoring. [OPEN](#)

```
19     if status == 200:
20         data = request.json()
21         return self.filter_steam_games(data)
22     else:
23         return []
```

Found in `worker/resources/Steam.py` and 2 other locations - About 30 mins to fix

Similar blocks of code found in 3 locations. Consider refactoring. [OPEN](#)

```
55     if status == 200:
56         ndata = stream_data.json()
57         return self.filter_stream_data(ndata)
58     else:
59         return []
```

Found in `worker/resources/Twitch.py` and 2 other locations - About 30 mins to fix

Similar blocks of code found in 3 locations. Consider refactoring. [OPEN](#)

```
55     if status == 200:
56         data = request.json()
57         return self.filter_ids_youtube_game(data)
58     else:
59         return []
```

Found in `worker/resources/Youtube.py` and 2 other locations - About 30 mins to fix

Function `get_palette` has a Cognitive Complexity of 6 (exceeds 5 allowed). Consider refactoring. [OPEN](#)

```
251 def get_palette(self, img_url):
252     request = requests.get(img_url, stream=True)
253     status = request.status_code
254     if status == 200:
255         img = Image.open(request.raw)
```

Found in `worker/resources/Steam.py` - About 25 mins to fix

Function `valid_owners` has a Cognitive Complexity of 6 (exceeds 5 allowed). Consider refactoring. [OPEN](#)

```
225 def valid_owners(self, str_owners):
226     low_average = str_owners.split(" .. ")[0]
227     high_average = str_owners.split(" .. ")[1]
228     low_average_valid = ""
229     for number in low_average:
```

Found in `worker/resources/Steam.py` - About 25 mins to fix