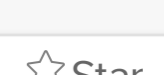


fga-eps-mds/2018.2-GamesBI-FrontEnd

Overview Progress **Issues** Code TrendsLast **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

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

Found in [src/components/LineGraphicjs](#) and 1 other location - About 5 hrs to fix

SEVERITY

-
- Major
-
-
- Minor

CATEGORY

-
- Complexity
-
-
- Duplication

STATUS

-
- Open
-
-
- Confirmed
-
-
- Invalid
-
-
- Wontfix

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/LineGraphicjs](#) 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/PaletaDeCorjs](#) 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/PaletaDeCorjs](#) 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/TableRankjs](#) 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/TableRankjs](#) and 1 other location - About 4 hrs to fixFunction `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/GameDashboardjs](#) - 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/SideCardjs](#) 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/TableRankjs](#) and 1 other location - About 2 hrs to fixFunction `render` has 55 lines of code (exceeds 25 allowed). Consider refactoring.

OPEN

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

Found in [src/components/game/PaletaDeCorjs](#) - About 2 hrs to fixFunction `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/LineGraphicjs](#) - About 2 hrs to fixFunction `componentDidUpdate` has 50 lines of code (exceeds 25 allowed). Consider refactoring.

OPEN

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

Found in [src/components/LineGraphicjs](#) - About 2 hrs to fixFunction `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/Mainjs](#) - About 1 hr to fixFunction `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/TableRankjs](#) - 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" data-kind="parent">
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/PaletaDeCorjs](#) and 1 other location - 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" data-kind="parent">
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/PaletaDeCorjs](#) 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: 'Most Watched'})}>
45             <HeaderCards title="Most Watched"></HeaderCards>
46         </div>
```

Found in [src/components/Mainjs](#) 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: 'Top by played Time'})}>
48             <HeaderCards title="Top by played Time"></HeaderCards>
49         </div>
```

Found in [src/components/Mainjs](#) 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: 'Trending Games'})}>
42             <HeaderCards title="Trending Games"></HeaderCards>
43         </div>
```

Found in [src/components/Mainjs](#) 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: 'Sales'})}>
51             <HeaderCards title="Sales"></HeaderCards>
52         </div>
```

Found in [src/components/Mainjs](#) and 3 other locations - About 1 hr to fix