

# fga-eps-mds/2018.2-GamesBl\_Importadores



Overview Progress **Issues** Code Trends

Last **master** build 5 days ago Refresh

## Showing 17 of 17 total issues

Clear all filters Apply filters

Function `filter_infos_game_steam` has a Cognitive Complexity of 12 (exceeds 5 allowed). Consider refactoring. [OPEN](#)

```
55 def filter_infos_game_steam(self, game_data):
56     for game in game_data.values():
57         if 'data' in game:
58             data = game["data"]
59             keys = ['header_image', 'release_date']
```

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

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

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

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

```
93 def filter_video_youtube_gama(self, video_data):
94     if 'items' in video_data:
95         items = video_data['items']
96         for item in items:
97             if 'statistics' in item:
```

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

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

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

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

Similar blocks of code found in 2 locations. Consider refactoring. [OPEN](#)

```
33 filtered_data.append(
34     {key: game[key] if key in game else None for key in keys})
```

Found in `worker/resources/Steam.py` and 1 other location - About 55 mins to fix

Function `filter_steam_games` has a Cognitive Complexity of 9 (exceeds 5 allowed). Consider refactoring. [OPEN](#)

```
23 def filter_steam_games(self, games_data):
24     count = 0
25     filtered_data = []
26     for game in games_data.values():
27         if self.valid_game(game):
```

Found in `worker/resources/Steam.py` - About 55 mins to fix

Similar blocks of code found in 2 locations. Consider refactoring. [OPEN](#)

```
69 filtered_data.append(
70     {key: data[key] if key in data else None for key in keys})
```

Found in `worker/resources/Twitch.py` and 1 other location - About 55 mins to fix

Similar blocks of code found in 2 locations. Consider refactoring. [OPEN](#)

```
85 if status == 200:
86     data = request.json()
87     return self.filter_video_youtube_gama(data)
88 else:
89     return self.get_empty_dict_data()
```

Found in `worker/resources/Youtube.py` and 1 other location - About 50 mins to fix

Similar blocks of code found in 2 locations. Consider refactoring. [OPEN](#)

```
49 if status == 200:
50     data = request.json()
51     return self.filter_infos_game_steam(data)
52 else:
53     return self.get_empty_dict_data()
```

Found in `worker/resources/Steam.py` and 1 other location - About 50 mins to fix

Function `filter_ids_youtube_game` has a Cognitive Complexity of 8 (exceeds 5 allowed). Consider refactoring. [OPEN](#)

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

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

Similar blocks of code found in 2 locations. Consider refactoring. [OPEN](#)

```
68 dict_array_fields = {
69     key: data[key] if key in data else [] for key in keys_array
```

Found in `worker/resources/Steam.py` and 1 other location - About 35 mins to fix

Similar blocks of code found in 2 locations. Consider refactoring. [OPEN](#)

```
60 dict_simple_fields = {
61     key: data[key] if key in data else [] for key in keys
```

Found in `worker/resources/Steam.py` and 1 other location - About 35 mins to fix

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

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

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

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

```
17 if status == 200:
18     data = request.json()
19     return self.filter_steam_games(data)
20 else:
21     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](#)

```
58 if status == 200:
59     ndata = stream_data.json()
60     return self.filter_stream_data(ndata)
61 else:
62     return []
```

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

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

```
170 def valid_owners(self, str_owners):
171     low_average = str_owners.split(" .. ")[0]
172     high_average = str_owners.split(" .. ")[1]
173     low_average_valid = ""
174     for number in low_average:
```

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

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

```
114 def get_languages(self, str_languages):
115     languages = []
116     array_languages = str_languages.split(',')
117     for language in array_languages:
118         strong = True if '<strong>' in language else False
```

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

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

```
193 def get_palette(self, img_url):
194     request = requests.get(img_url, stream=True)
195     status = request.status_code
196     if status == 200:
197         img = Image.open(request.raw)
```

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