

# How to Approach Refactoring

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# What's & What-nots

In this presentation

We'll cover

Why refactor?

When?

How?

Principles/Practices to follow

We'll not cover

Laundry list of techniques you'll find in good books

# What's Refactoring?

Your genuine desire to improve the quality of your code and design in it

# But Why?

You Can't be Agile if your code sucks!

# But, It Takes Time

Yes, it will take time

# Mind Your Speed

“Lowering quality lengthens development time”—First Law of Programming.

# Why Refactor?

To make the code easier to understand

To make it easier to maintain

To make change affordable

After all “Change is the only constant”—Heraclitus

It helps you prepare to “Embrace Change”

# Why Refactor?

“Programs must be written for people to read, and only incidentally for machines to execute”—Abelson and Sussman.



# Strive to Evolve

You can't write perfect code in one sitting—impossible

Design, rather than happening right just once, evolves continuously during development

Code that's hard to understand is worse than code that's lost

# Evolve It

Make it work first, then make it better

# Benefit

Refactoring reduces your risk—can lead to lightweight pragmatic design

# What's Refactoring Again?

“Art of improving the design of existing code”

“A process of changing a software system in such a way that it does not alter the external behavior of the code yet improves its internal structure”—Martin Fowler in his Refactoring book

# Strike A Balance

Just because you think you need to change, it does not mean it needs change

Consider cost and impact of change

Get a second opinion

Don't soldier alone

# Refactoring is Hard?

It can be

Like everything else in life—driving, speaking, socializing,...

It depends on how we approach it

# Thou Shalt Not Fear Change

“The only thing to fear is fear itself”—FDR.

# Why Fear Refactoring?

What if I break something that worked?

Is my change worst than the original code?

We hate being embarrassed, it's easy to leave things as is



# Tackle Fear

What if I break something that worked?

Have automated Tests to validate your change

Is my change worst than the original code?

Ask feedback from respectable colleagues/mentors

We hate being embarrassed, it's easy to leave things as is

Just get over it! Real programmers are shameless

# Some Principles

Let's consider some principles that can help Refactoring

# Zeroth Principle

Rely on automated tests

Most ideal if you can have unit tests

If you can't, high level functional/integration test is good

Isolate candidate code and create test if you have to

# What to Look For?

Surprisingly, real good advice comes from an old book on writing good English!

# On Writing Well

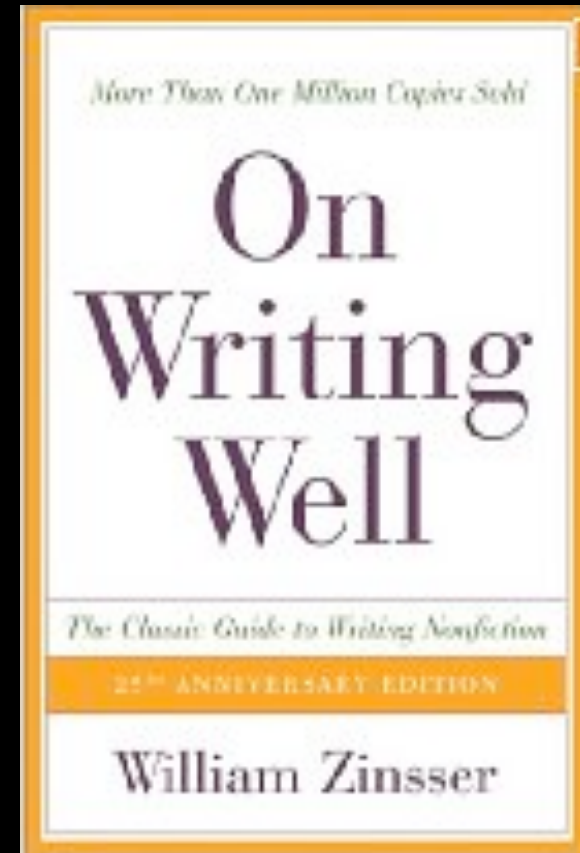
William Zinsser on writing non-fiction

Simplicity

Clarity

Brevity

Humanity



# First Principle

Reduce code

Don't write code that's really not needed

Programmers write as much code as restaurants serve food—way too much

Code you don't write, don't have to be maintained!

# Attain True Perfection

“Perfection is achieved, not when there is nothing left to add, but when there is nothing left to remove”—Antoine de Saint-Exupery

# Second Principle

Avoid Clever Code—Keep it Simple

Make it clear, not clever



# Third Principle

Make it small and cohesive

# Small and Cohesive

Avoid long methods

Assign single responsibility to each method and each class

If it does not belong here, don't add it

# Fourth Principle

Eliminate Duplication

Keep code DRY

“Every piece of knowledge must have a single, unambiguous, authoritative representation within a system”—Andy Hunt and Dave Thomas, in *The Pragmatic Programmers*

# Fifth Principle

Eliminate Dependency

Don't strive to reduce dependency/decoupling

Get rid of it

Decouple only when you can't eliminate

# Sixth Principle

Make comments redundant and remove them

Make code self documented

Write executable comments: A good test is worth a thousand comments

# Seventh Principle

Make sense in seconds, not in minutes, hours, weeks, ...

If you have to read through every line of code and think you lost it

It's not just about size, its about conveying intent explicitly

# Time to Understand?

```
public static void exitIfCheckinIncludesSelectFiles(String changes)
{
    for(String line : changes.split("\n"))
    {
        if (line.startsWith("A") || line.startsWith("U"))
        {
            if (line.endsWith("Debug/") ||
                line.endsWith("bin/") ||
                line.endsWith(".class") ||
                line.endsWith(".exe"))
            {
                printErrorMessageAndExit(MESSAGE);
            }
        }
    }
}
```

# Time to Understand?

```
public static void exitIfCheckinIncludesSelectFiles(String changes)
{
    for(String fileName : changes.split("\n"))
    {
        if(!ifFileIsValid(fileName)) printErrorMessageAndExit(MESSAGE);
    }
}
```



# Which Version is better?

```
public static void exitIfCheckinIncludesSelectFiles(String changes)
{
    for(String line : changes.split("\n"))
    {
        if (line.startsWith("A") || line.startsWith("U"))
        {
            if (line.endsWith("Debug/") ||
                line.endsWith("bin/") ||
                line.endsWith(".class") ||
                line.endsWith(".exe"))
            {
                printErrorMessageAndExit(MESSAGE);
            }
        }
    }
}
```

```
public static void exitIfCheckinIncludesSelectFiles(String changes)
{
    for(String fileName : changes.split("\n"))
    {
        if(!ifFileIsValid(fileName)) printErrorMessageAndExit(MESSAGE);
    }
}
```

# Eighth Principle

Avoid Primitive Obsession

Avoid desire to operate at lowest level

Instead use, look for, or create higher level easy to use abstraction

# Primitive Obsession

```
def isSpellingCorret(word) {  
    File file = new File("...")  
  
    def found = false  
    file.eachLine {  
        if (it == word) found = true  
    }  
  
    found  
}
```

# Removing Obsession

```
def isSPellingCorret(word) {  
    File file = new File("...")  
  
    file.readlines().contains(word)  
}
```

# Ninth Principle

Checkin Frequently, take small steps

# Frequent Checkin

Don't hold code for extended period of time

Merge becomes painful

If you lock out others, you inhibit their progress

Big bang integration is a big bang fail

By checking in frequently, you allow for short quick feedback cycle

Your changes are relevant, exercised, and validated right away

# Tenth Principle

Keep code at one level of abstraction

Compose Method where each method addresses one level of abstraction

# Refactoring Opportunity?

How do you know which code needs refactoring?

General awareness to sense smelly code

Use tactical code reviews

Make refactoring a regular activity, each day



# When Not to Refactor

Code is Messed up Beyond Any Possible Repair

When you're in the middle of fixing a bug

When in middle of another change or refactoring

Make a note to visit later

If you don't see clear benefit to the particular refactoring activity

# When to Refactor?

Before fixing a bug

After fixing a bug

Before a design enhancement

After a design enhancement

If you think you will improve quality of code/design

If you can make it easier to understand

# How to Refactor?

Small steps—devise sequence of small steps to take

Be continuous, not episodic

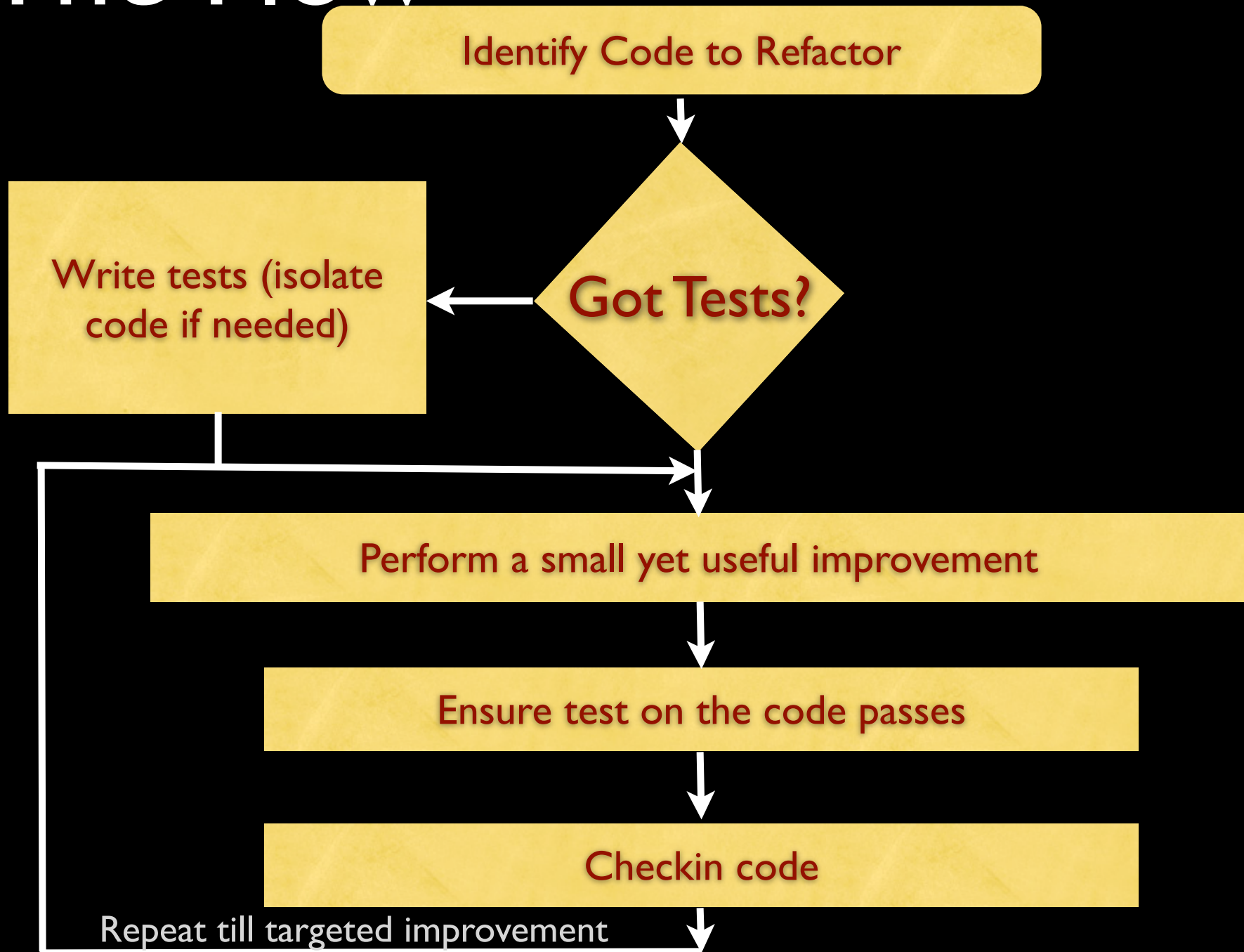
Aim for bite-size improvements

Never refactor code that's not in version control

Don't hesitate to throw out change

Check in frequently (every few minutes)

# The Flow



# Thank You!

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