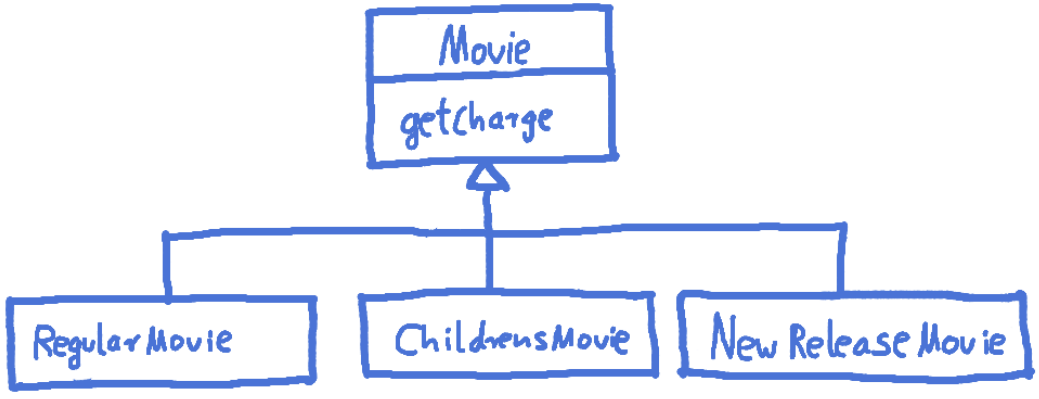
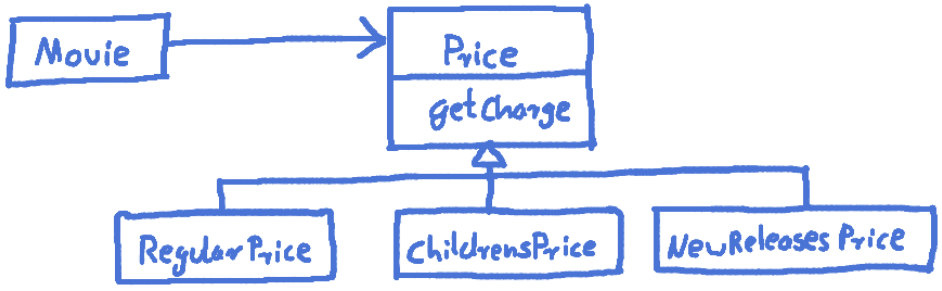
Refactoring

Das tägliche Brot des Entwicklers

Simple Refactorings

(for Starters)


Movie
getCharge
RegularMovie
ChildrensMovie
NewReleaseMovie


Movie
Price
getCharge
RegularPrice
ChildrensPrice
NewReleasesPrice

Principles in Refactoring

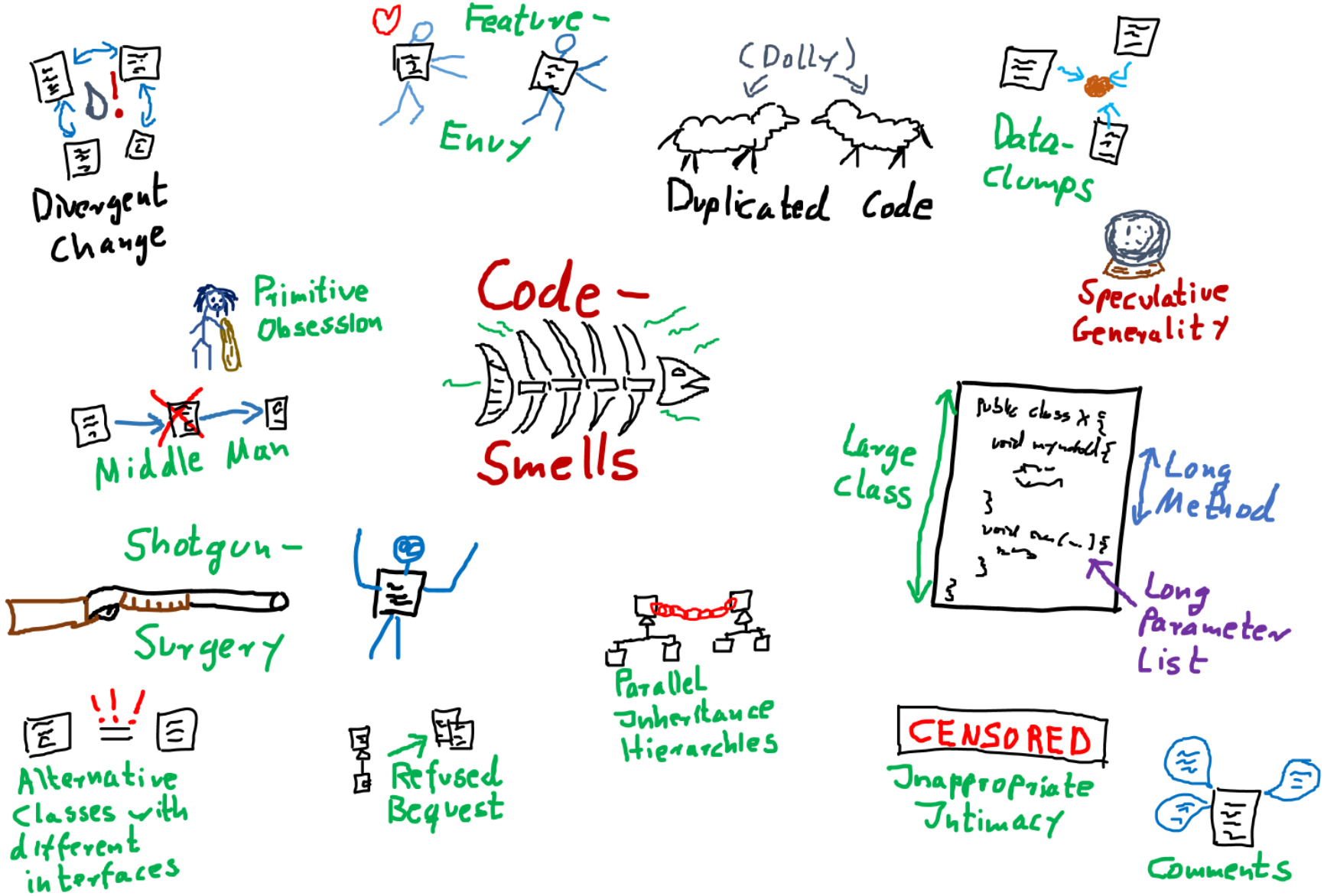
Refactoring ≠ Fixing

Refactor to Readability

No premature optimazation

Keep environment in mind!

Refactoring = Investment


Divergent Change
Feature-
Envy
(Dolly)
Duplicated Code
Data-
Clumps
Primitive Obsession
Code-
Smells
Speculative Generality
Middle Man
Large Class
Long Method
Long Parameter List
Shotgun-
Surgery
Parallel Inheritance Hierarchies
CENSORED
Inappropriate Intimacy
Alternative Classes with different interfaces
Refused Bequest
Comments

The Refactorings!

- Composing methods
- Moving features between objects
- Organizing data
- Simplifying conditional expressions
- making method calls simpler
- Generalization

Huge Refactorings

(... where the fun is)

Learnable Skill!

Pair-Programming

Putting it all together

Get used to

Picking a goal

~~Huge~~

Bugfixing ≠ Refactoring

?

↘ STOP!

Back-track