



Refactor or die

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Test Result Type	Tests
replay is broken	115
API checks failed	3
timeout	1
output changed	2582
succeeded	183
Total	2701



fixes few bugs, antipatterns, improvement and testing big change

Activity

161



Prefs



Filter

3h 5m

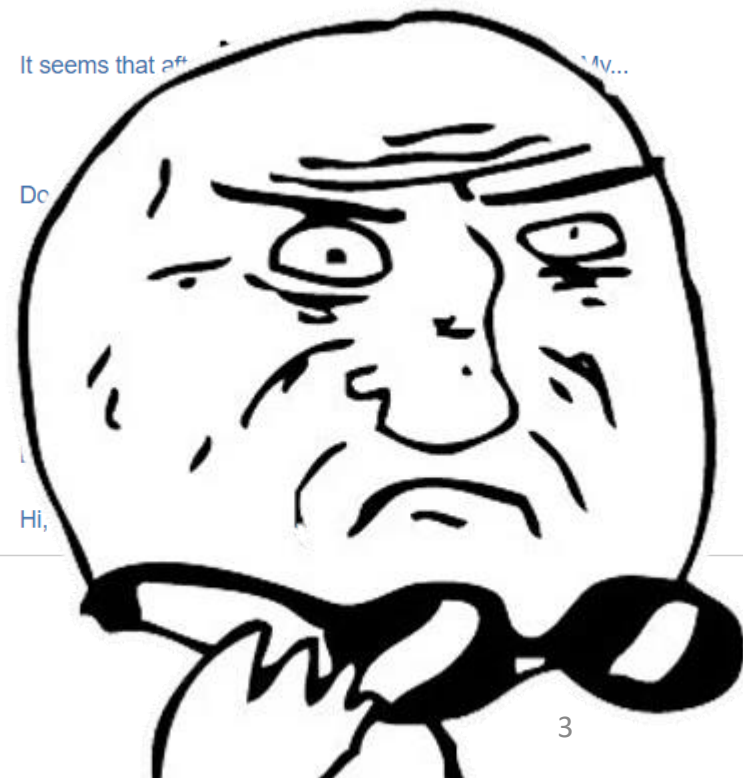
Blame

Keyboard shortcuts

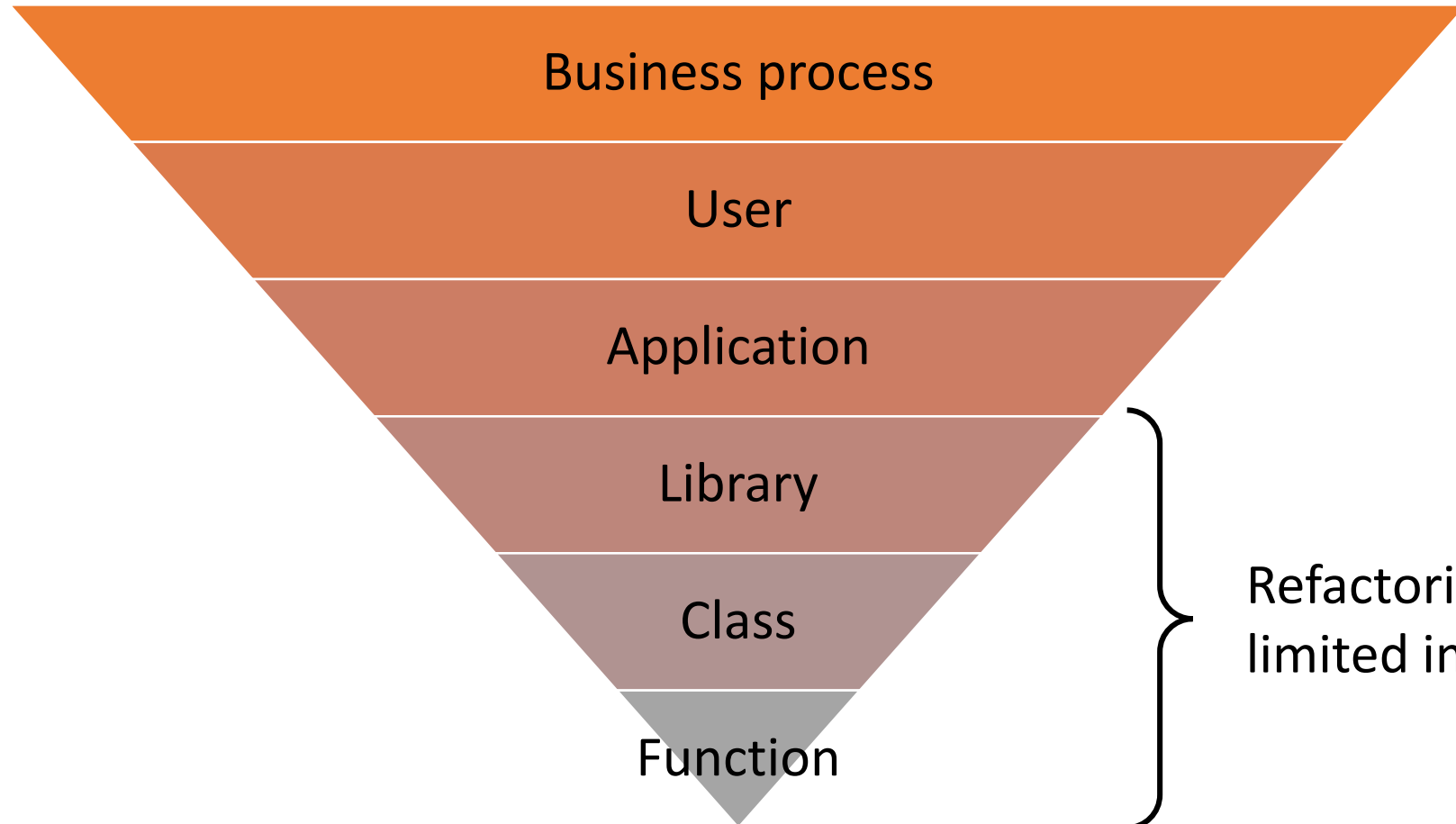


Details

Participant	Role	Time Spent	Comments	Latest Comment
	Author	3h 2m	43	we were adding newlines to keep text within 80 char limit
	Moderator	2h 10m	9	please let us know whether to expect mo...
	Reviewer - Complete	1h 29m	13	Please, note, that this is proposal. It may be accepted o...
	Reviewer - Complete	3h 5m	39	Why did you add line wrap here?
	Reviewer - 0% reviewed	37m		
	Reviewer - 2% reviewed	5m	1	It seems that aft...
	Reviewer - Complete	3h 49m		
	Reviewer - Complete	2h 25m	10	Do
	Reviewer - 5% reviewed	2h 37m	1	
	Reviewer - Complete	1h 23m	1	
	Reviewer - 100% reviewed	1h	2 (2 defects)	
	Reviewer - Complete	3h 22m	41	
	Reviewer - Complete	1h 34m	1 (1 defect)	Hi,
Total		26h 37m	161 (3 defects)	



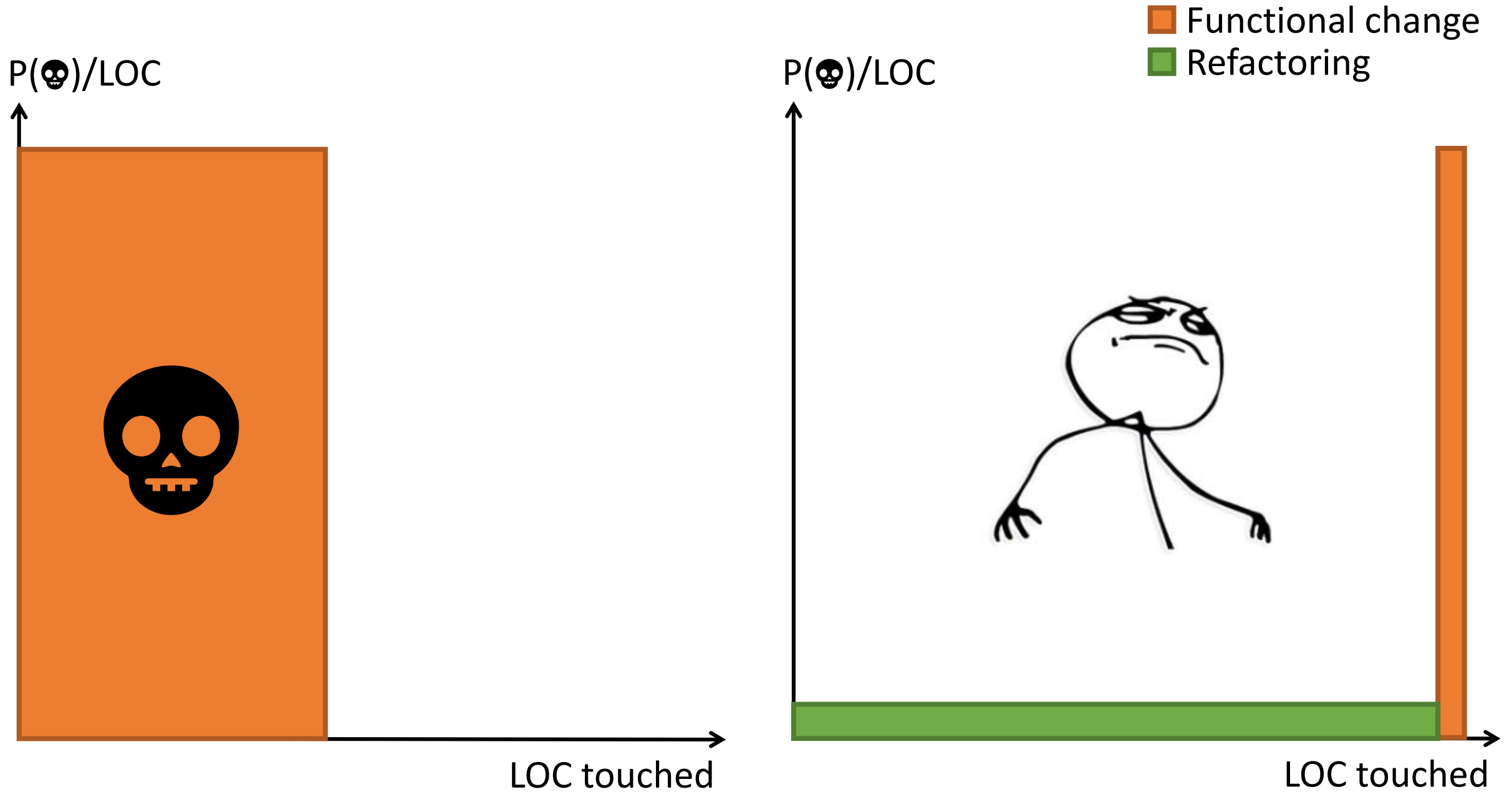
$$\text{Impact} = \text{Risk} = P(\text{bug}) = P(\text{💀})$$



Refactoring:
limited impact



Functional change:
unlimited impact



Tests?

- Tests failed. What did we do wrong, exactly?
- Never 100% coverage
 - Cannot test tests
 - Cannot test users
- Easier to check that nothing changed than to check that a change is correct

- To fix a bug:
 1. Refactor current code so that the bug is obvious and easy to fix
 2. Fix the bug smoothly, with as little changes as possible
- To implement a feature:
 1. Refactor current architecture so that the feature now fits into it
 2. Implement the feature smoothly, with as little changes as possible
- Don't forget to make separate commits

Kind of change
Modification
Bug fix
New feature
Refactoring
Trivial change

Kind of change	Impact
Modification	Unlimited
Bug fix	
New feature	
Refactoring	Limited
Trivial change	

Kind of change	Impact	Mark
Modification	Unlimited	(*)
Bug fix		(-)
New feature		(+)
Refactoring	Limited	(~)
Trivial change		(=)

Kind of change	Impact	Mark	Affected SemVer version
Modification	Unlimited	(*)	Major
Bug fix		(-)	
New feature		(+)	Minor
Refactoring	Limited	(~)	Patch
Trivial change		(=)	

Kind of change	Impact	Mark	Affected SemVer version	Reviewer attention
Modification	Unlimited	(*)	Major	High
Bug fix		(-)		
New feature		(+)	Minor	Moderate
Refactoring	Limited	(~)	Patch	Low
Trivial change		(=)		None

