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# Working Effectively with Legacy Code

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Si en @cylicon\_valley hacemos una jornada sobre libros (:P) estaría bien hablar sobre...

 [View translation](#)

**40%** Working eff w Legacy Code

**27%** Becoming a ninja Angular2

**13%** Func programming in Scala

**20%** Software Craftsmanship

Legacy code  
is...

code that is hard to  
**change**

**a mess**

legacy code **doesn't**  
need to be old

code without **tests**

# Repeat with me...

- You can write very good code in a sea of legacy code



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# Repeat with me...

- You can write very good code in a sea of legacy code
- You can uglify code to be able to improve/test it
- This process is slow
- Most of the time we are modifying code (and not adding)

1. Edit and Pray
2. Cover and Modify

# Refactoring

# Unit Tests

# Strategies

1. Identify change points
2. Find test points
3. Break dependencies
4. Write tests
5. Make changes and refactor

# Strategies

1. Identify **change points**
2. Find test points
3. **Break dependencies**
4. Write tests
5. Make changes and refactor



# Seams

a place where you can  
**alter behavior** without  
modifying the code in  
that place

# Seams

- Preprocessing seams: with macros or plugins

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# Seams

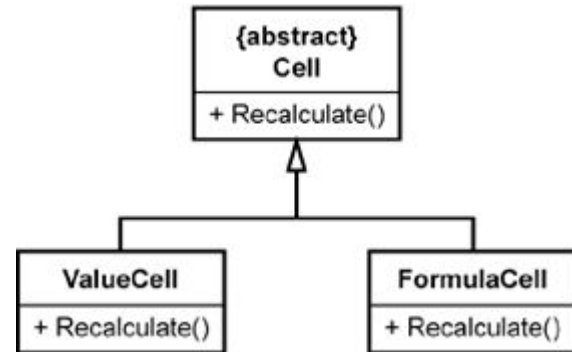
- Preprocessing seams: with macros or plugins
  - Link seams: with different libraries
  - **Object seams**
- 
- Every seam has an **enabling point**, a place where you can make the decision to use one behavior or another.

# Is this a seam?

```
cell.recalculate();
```

# Seams

*cell*.recalculate();





# This is not a seam

```
public void buildSheet() {  
    Cell cell = new FormulaCell(this, "", "");  
    cell.calculate();  
}
```

# Seams

```
public void buildSheet(Cell cell) {  
  
    cell.recalculate();  
}
```

## Is this a seam?

```
public void buildSheet(Cell cell) {  
  
    recalculate(cell);  
}  
  
private static void recalculate(Cell cell) {  
}
```

# Break dependencies

1. Sensing: break dependencies to sense when we can't access values our code computes.

# Break dependencies

1. Sensing: break dependencies to sense when we can't access values our code computes.
2. Separation: break dependencies to separate when we can't even get a piece of code into a test harness to run.

What if I don't want to  
write **tests**?

# What I don't want to write tests...

- Sprout method

# Sprout method

```
public void postEntries(List<Entry> entries) {  
  
    for (Entry entry : entries) {  
  
        entry.postDate();  
  
    }  
  
    transaction.getListManager().addAll(entries);  
}
```



# Sprout method

```
public void postEntries(List<Entry> entries) {  
    List entriesToAdd = new LinkedList();  
    for (Entry entry : entries) {  
        if(!transaction.getListManager().contains(entry)) {  
            entry.postDate();  
            entriesToAdd.add(entry);  
        }  
    }  
  
    transaction.getListManager().addAll(entriesToAdd);  
}
```

# Sprout method

```
public void postEntries(List<Entry> entries) {  
  
    for (Entry entry : entries) {  
  
        entry.postDate();  
  
    }  
  
    transaction.getListManager().addAll(entries);  
}
```

# Sprout method

```
public void postEntries(List<Entry> entries) {  
    List<Entry> filteredEntries = uniqueEntries(entries);  
    for (Entry entry : filteredEntries) {  
  
        entry.postDate();  
  
    }  
  
    transaction.getListManager().addAll(filteredEntries);  
}
```

# What I don't want to write tests...

- Sprout method
- **Sprout class**

# What I don't want to write tests...

- Sprout method
- Sprout class
- **Wrap method**

# Wrap method

```
public void pay() {  
    Money amount = new Money();  
    for (Timecard card : timecards) {  
        if (payPeriod.contains(date)) {  
            amount.add(card.getHours() * payRate);  
        }  
    }  
    payDispatcher.pay(this, date, amount);  
}
```

# Wrap method

```
public void dispatchPayment() {  
    Money amount = new Money();  
    for (Timecard card : timecards) {  
        if (payPeriod.contains(date)) {  
            amount.add(card.getHours() * payRate);  
        }  
    }  
    payDispatcher.pay(this, date, amount);  
}
```

# Wrap method

```
public void pay() {  
    logPayment();  
    dispatchPayment();  
}
```



# What I don't want to write tests...

- Sprout method
- Sprout class
- Wrap method
- **Wrap class**

# What I don't want to write tests...

- Sprout method
- Sprout class
- Wrap method
- Wrap class
- **Follow dependency tips**

# FAQ

# I don't understand the code to change it

- Read it many times (d'oh!)
- Do sketches
- Extract small methods
- **Scratch Refactoring**

# Class too big and I don't want it to get any bigger

- Divide responsibilities (techniques!)

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- Divide responsibilities (techniques!)
- Look for group methods
- Look at hidden methods
- Look for decisions that can change together
- Look for internal relationships
- Look for the primary responsibility of the class
- Do some scratch refactoring
- Focus on the current work

# My application is all API calls

- Skin and wrap the API
- Responsibility-Based Extraction

# My application has no structure

- Tell the story of the system.

# What methods should I test?

- Do characterization tests

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- Sketches



# What methods should I test?

- Do characterization tests
- Sketches
- Look for interception and pinch points

# Tricks

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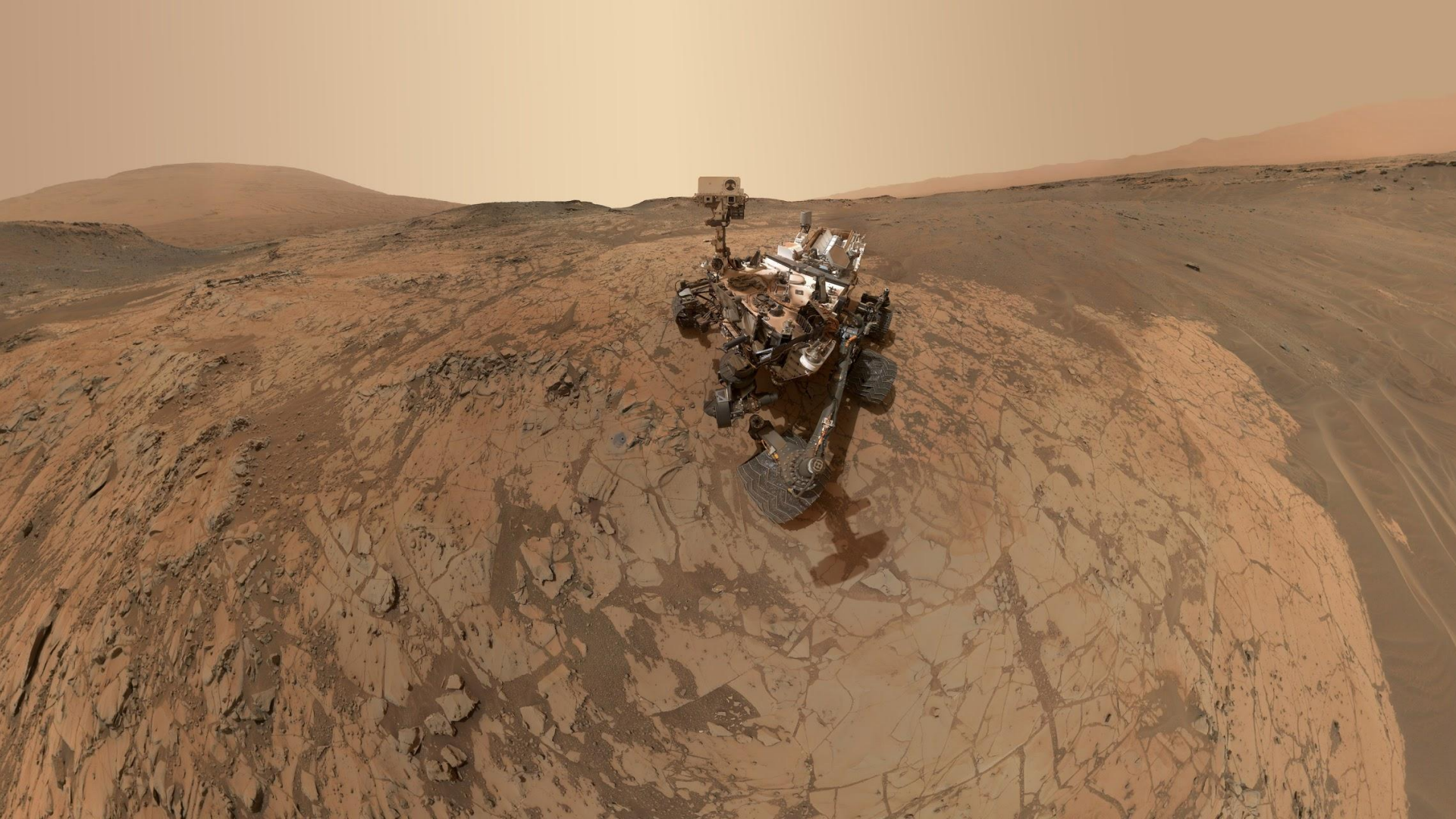
- Use DI, fakes, nulls, null objects, extract interfaces... to separate dependencies
- Preserve signatures

# Tricks

- Minimize **coupling points** when extracting: the number of values that pass into and out of the method
- Do extractions with these goals:
  1. To separate logic from dependencies
  2. To introduce seams

# Tricks

- Do 1 thing at a time



# Techniques

# Techniques

- Adapt Parameter: change signature to pass a parameter

```
public void populate(HttpServletRequest request) {  
    String[] values = request.getParameterValues( pageStateName);  
    if (values != null && values.length > 0) {  
        marketBindings.put(pageStateName + getDateStamp(), values[ 0]);  
    }  
}
```



# Techniques

- Adapt Parameter: change signature to pass a parameter

```
public void populate(ParameterSource source) {  
    String[] values = source.getParameterForName(pageStateName);  
    if (values != null && values.length > 0) {  
        marketBindings.put(pageStateName + getDateStamp(), values[0]);  
    }  
}
```

# Techniques

- Adapt Parameter: change signature to pass a parameter
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- **Extract and Override Call / Factory Method / Getter**

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```
protected void rebindStyles() {  
    styles = StyleMaster.formStyles(template, id);  
}
```

# Techniques

- Extract and Override Call / Factory Method / Getter

```
protected void rebindStyles() {  
    styles = formStyles(template, id);  
}
```

```
public class TestingPageLayout extends Hello {  
    protected List formStyles(StyleTemplate template, int id) {  
        return new ArrayList();  
    }  
}
```

# Techniques

- Adapt Parameter: change signature to pass a parameter
- Break Out Method Object: create a class with the method
- Encapsulate Global References
- Expose Static Method
- Extract and Override Call / Factory Method / Getter
- **Extract interface**



# Techniques

- Adapt Parameter: change signature to pass a parameter
- Break Out Method Object: create a class with the method
- Encapsulate Global References
- Expose Static Method
- Extract and Override Call / Factory Method / Getter
- Extract interface
- Introduce Instance Delegator

# Techniques

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- Skeletonize / Find Sequences
- Introduce Static Setter
- Parameterize Constructor / method
- Replace Global Reference with Getter
- Supersede Instance Variable
- Text redefinition

**What to draw from this book...**



# What to draw from this book...

- **Techniques** to allow safe changes to enable unit tests
- The concept of **Seams**

# About the book itself (IMHO)

- FAQ & Catalogue
- Java/C/C++
- Long
- **Many** refactoring examples
- Very test focused
- I don't **love** this book

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# questions?

@nhpatt  
@cylicon\_valley  
@agilespain

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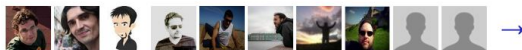
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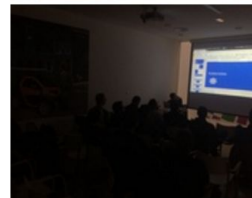
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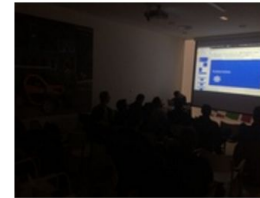
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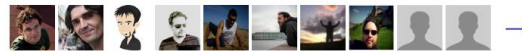
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