Technical Debt - Refactor or Rewrite

Tuesday, October 6, 2009

A few disclaimers



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Your Mileage May Vary

## YAGNI

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You Ain't Gonna Need It

## **TATFT**

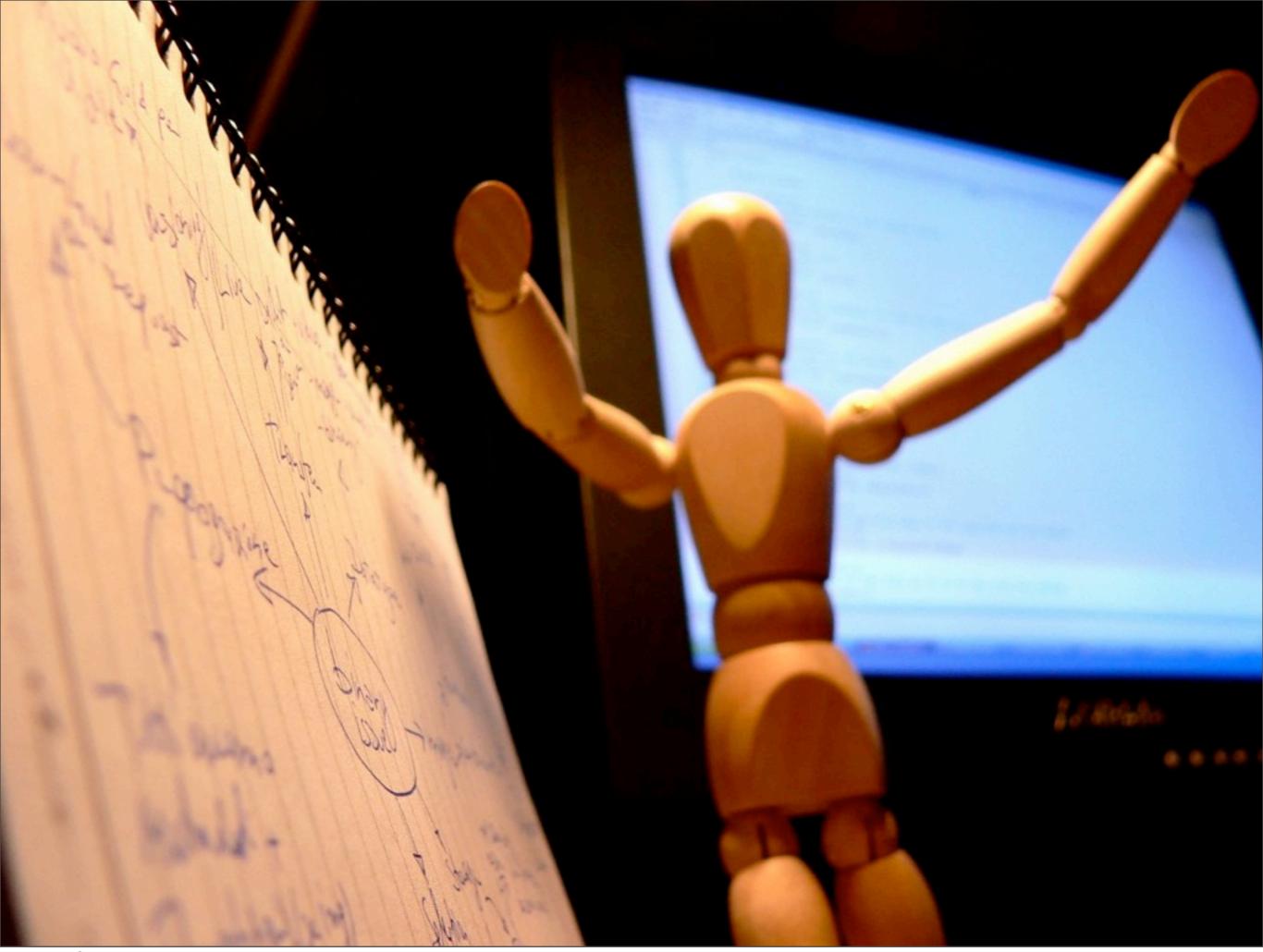
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Test All the F'ing Time

## **IANAL**

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I Am Not A Lawyer



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Our job as developers: build stuff to accomplish a goal (make money) as quickly as possible. The as quickly as possible means sometimes we have to make decisions without fully understanding the problem.



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Technical debt is developing software using the knowledge you have now to release sooner. Ward Cunningham coined the term in 1992

"Shipping first time code is like going into debt. A little debt speeds development so long as it is paid back promptly with a rewrite.... The danger occurs when the debt is not repaid. Every minute spent on not-quite-right code counts as <a href="interest">interest</a> on that debt. Entire engineering organizations can be brought to a stand-still under the debt load of an unconsolidated implementation, <a href="object-oriented">object-oriented</a> or otherwise."



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Paying back the technical debt is done by refactoring when you have a better understanding of what the code should do.

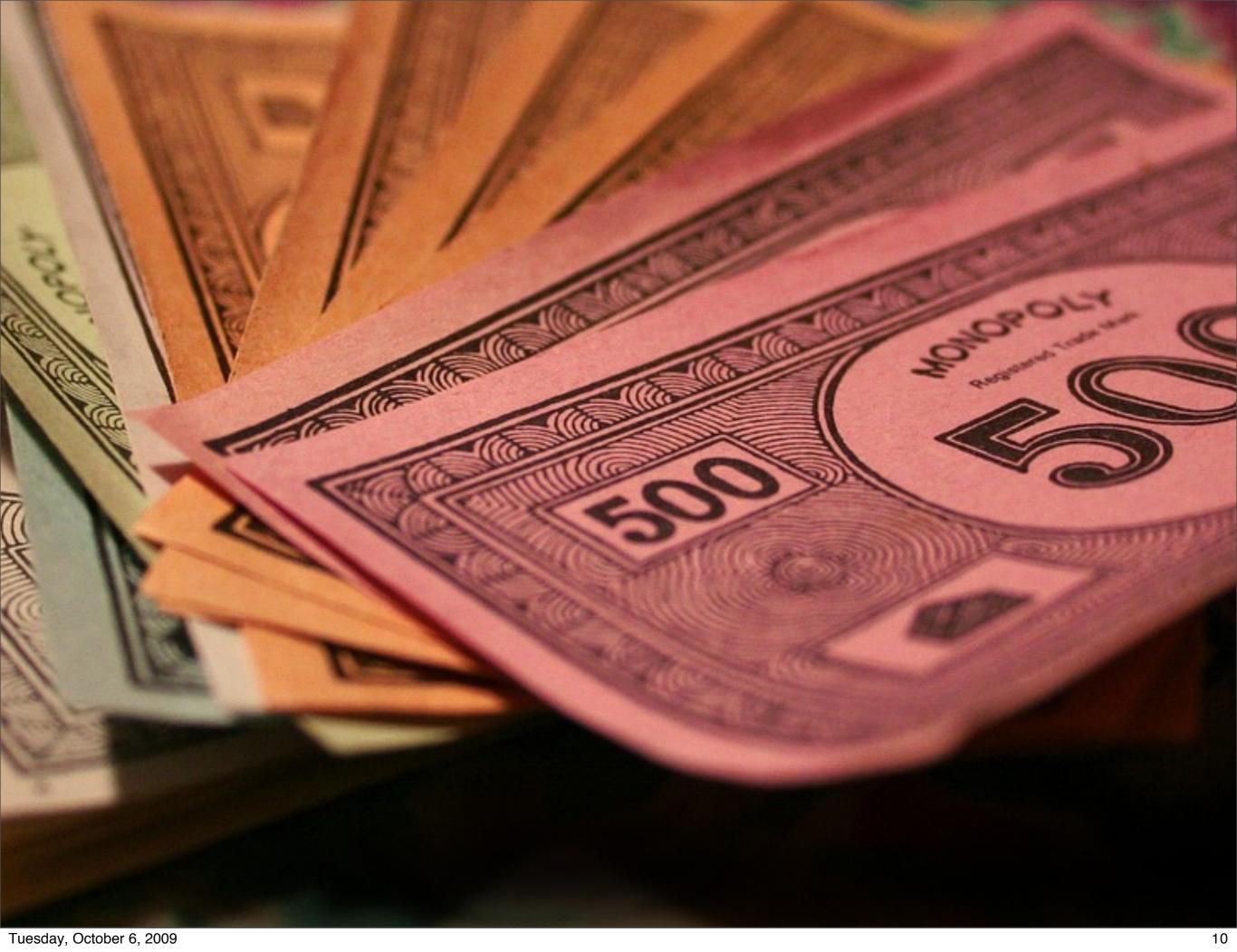


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Technical debt is NOT writing poor code (and poor

Technical debt is NOT writing poor code (and poorly tested code).

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Interest is paid until the refactoring is done as it takes longer to complete new features.



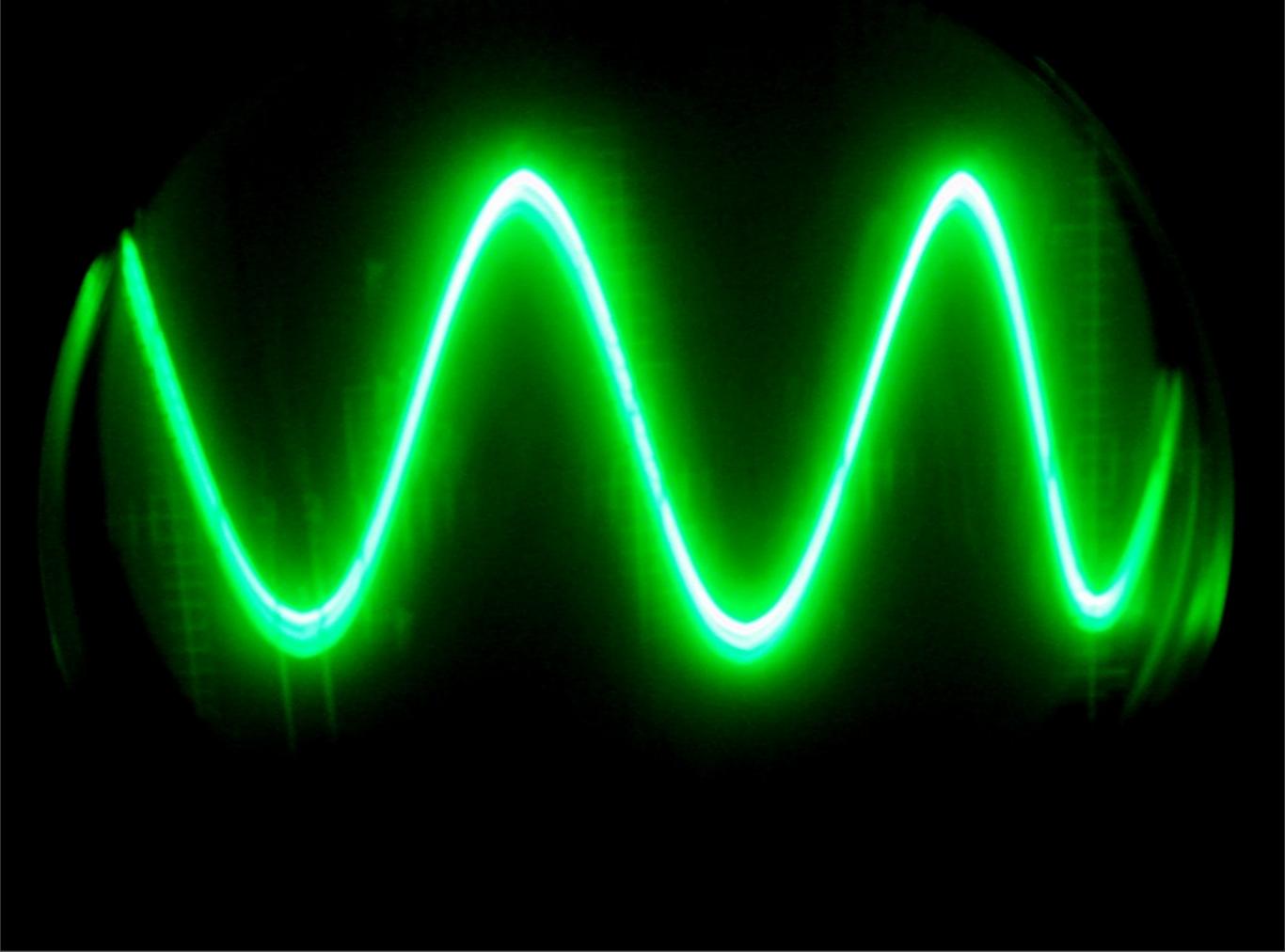
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If you only add new features then you will continue to pay more and more interest. Eventually your debt will outweigh the gains and a rewrite will likely be necessary.

Story: 1999 - Building the first Signature Domains The desktop app Adding more services Abstracting the communications layer

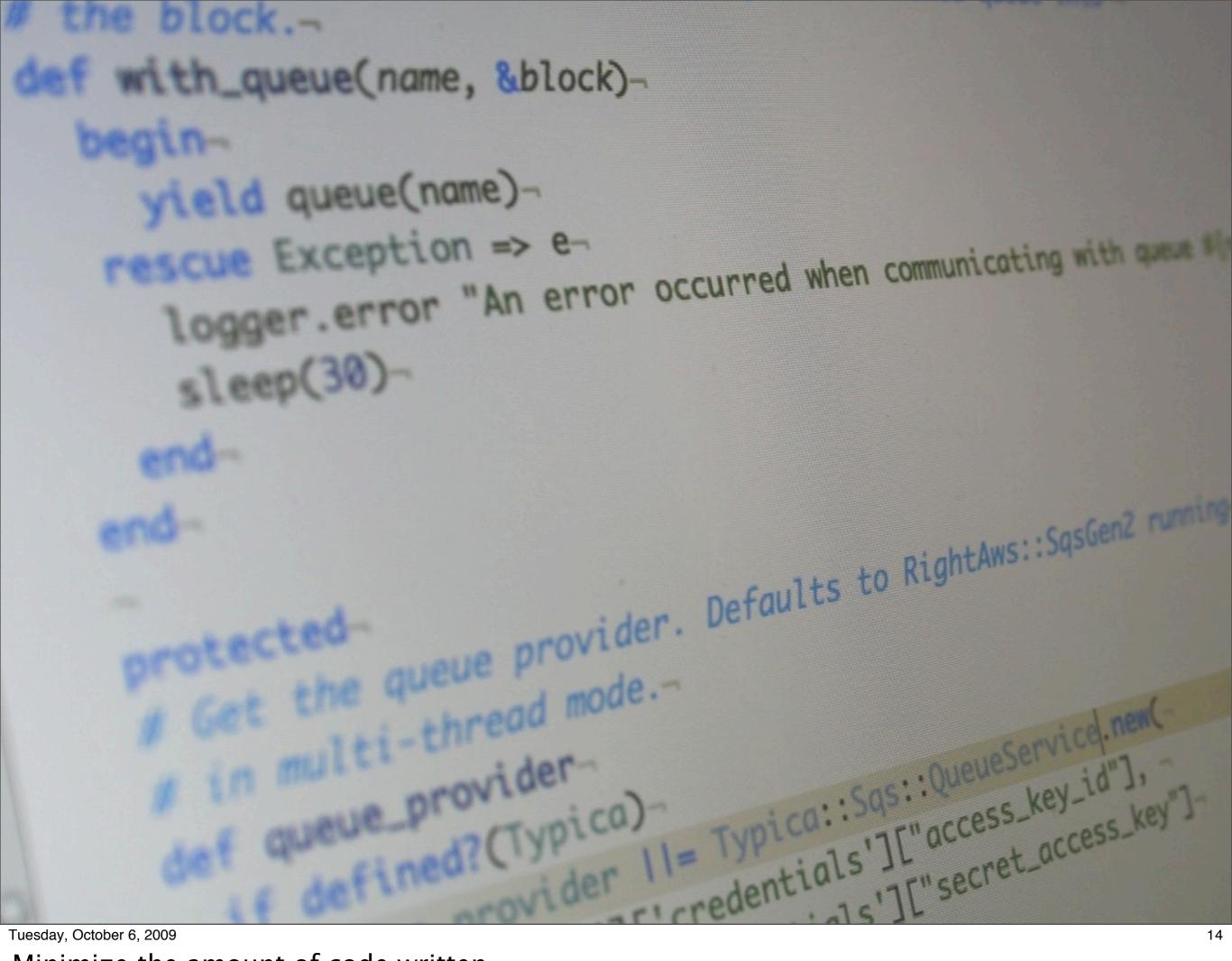


Techniques for acquiring technical with the intent of repaying it



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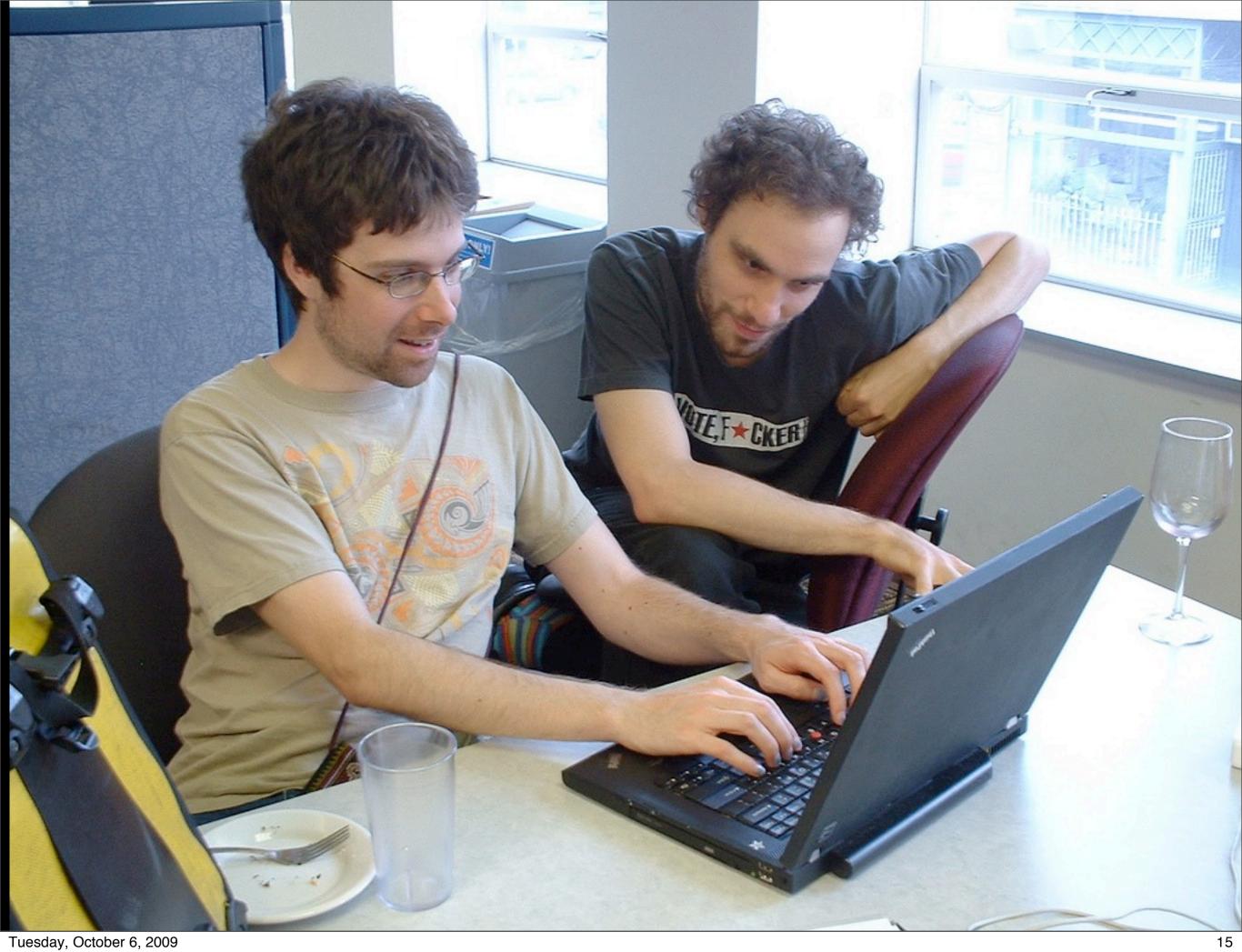
Test first, test last, test all the time, just test.



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Minimize the amount of code written.

The less code you write the less opportunity for acquiring debt.



Ensure knowledge is not limited to one person (pair program)

These are essentially the current best practices for software development



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Payback time



Ensure that time is set aside for refactoring



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Remove cruft

Remove commented-out code (Desi)
Remove methods no longer invoked
Remove entire classes and source code files that are not used



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Write tests for remaining code that is untested

Use your client to understand the business logic (Desi)

Writing tests for untested code, when used in conjunction with client knowledge, may result in being able to throw away some code as well



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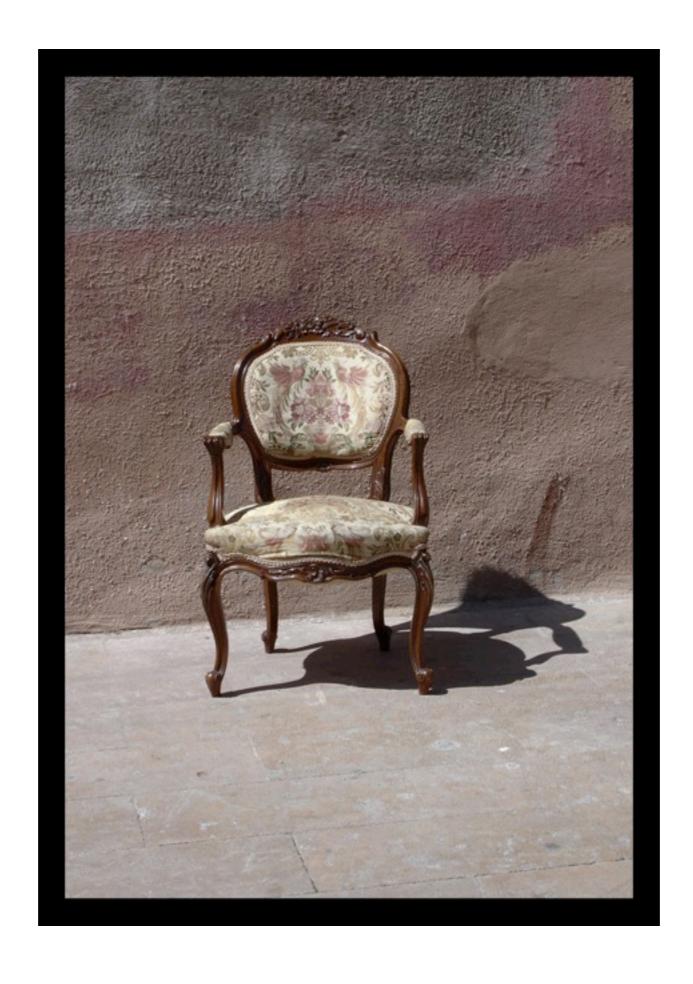
Refactor existing code

Replace custom code with built in code (Desi) Break up long methods into multiple short methods Refactor code for reuse

Story: refactoring a controller



Sometimes refactoring is not an option. Sometimes a rewrite is the only way to go.



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Key triggers for a rewrite: 0 tests, low-quality code, owner(s) of code are no longer on team



Warning: you'll fix some problems but create others during a rewrite

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Throw away the first
If you've already thrown one away then identify pieces to rewrite
Rewrite with purpose
Follow the best practices for writing refactorable code

Story: Portable Contacts library



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Summarize:
Technical debt is inevitable
Plan to pay it back
Build to refactor and then refactor
Rewrite when refactoring is not an option

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The perfect software architect - <a href="http://www.flickr.com/photos/ezu/297634534/">http://www.flickr.com/photos/ezu/297634534/</a>
Dictionary: Time - <a href="http://www.flickr.com/photos/katphotos/2216663973/">http://www.flickr.com/photos/katphotos/2216663973/</a>
Vespa Tuning - <a href="http://www.flickr.com/photos/anyone">http://www.flickr.com/photos/anyone</a> anywhere/149389999/
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Kevin & Jeff Pair Program - <a href="http://www.flickr.com/photos/igalko/3643220394/">http://www.flickr.com/photos/igalko/3643220394/</a>
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Put on a Happy Face - <a href="http://www.flickr.com/photos/44442915@N00/3981675322/">http://www.flickr.com/photos/44442915@N00/3981675322/</a>
Nude Sunbathing - <a href="http://www.flickr.com/photos/tochis/530311934/">http://www.flickr.com/photos/tochis/530311934/</a>
Sometimes Them's The Breaks - http://www.flickr.com/photos/78215847@N00/352958077/
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McDonald's Hawaiian Trash Cans - <a href="http://www.flickr.com/photos/phillipstewart/3767177311/">http://www.flickr.com/photos/phillipstewart/3767177311/</a>

In Search of Lost Time - <a href="http://www.flickr.com/photos/bogenfreund/556656621/">http://www.flickr.com/photos/bogenfreund/556656621/</a>

## Anthony Eden <a href="http://anthony.mp">http://anthony.mp</a>

As summarized by the American Psychological Association, the process involves the following: admitting that one cannot control one's addiction or compulsion; recognizing a greater power that can give strength; (ruby) examining past errors with the help of a sponsor (experienced member); (senior developer) making amends for these errors; (refactor or rewrite)

learning to live a new life with a new code of behavior; (best practices) helping others that suffer from the same addictions or compulsions. (this talk)

Tuesday, October 6, 2009

12 step program