

07-120
**Introduction to
Software
Construction**

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Administrivia

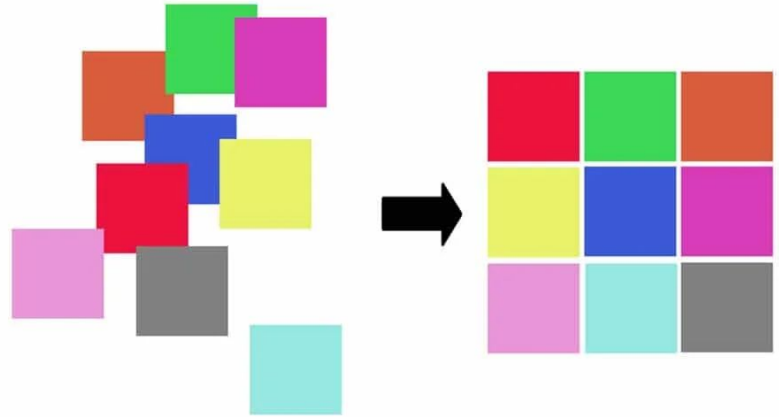
1. Make sure to install Processing IDE on your computers.
- 2.

Refactoring

What is Refactoring?

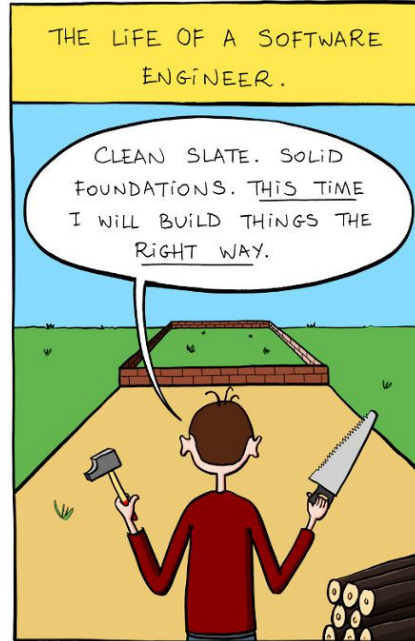
The process of restructuring existing computer code without changing its external behavior.

Any examples?



Why should we refactor?

- Improve/maintain code quality
- Readability
- Understandability
- Collaboration
- Change in requirements
- Better design
- *Google / Stack Overflow / LLM*



Signs that refactoring is needed

- Code Smells
 - certain patterns or characteristics in the source code that may indicate the presence of deeper problems
 - Same as bugs?

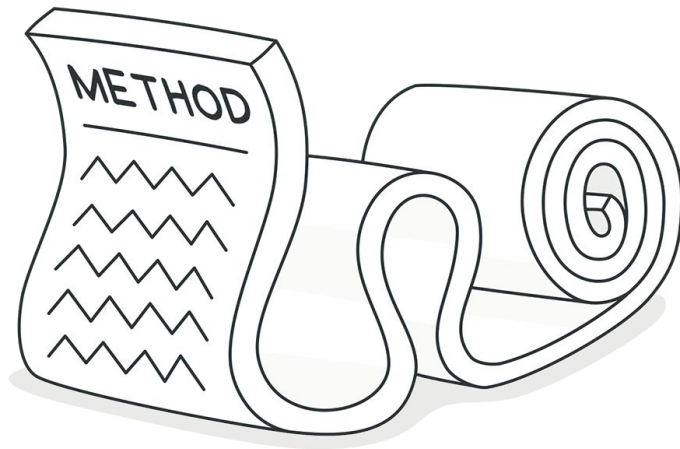
Signs that refactoring is needed: Code Smells

- Duplicate code
 - The same or very similar code appears in multiple places
 - But, why would it happen in the first place?
 - Why is it bad?
 - Makes the code lengthy and bulky
 - Hampers understandability
 - *What if the duplicated code was buggy?*

```
int calculate_square1(int x) {  
    return x * x;  
}  
  
int calculate_square2(int y) {  
    return y * y;  
}  
  
int main() {  
    int num1 = 5;  
    int num2 = 8;  
  
    int result1 = calculate_square1(num1);  
    int result2 = calculate_square2(num2);  
  
    printf("Square of num1: %d\n", result1);  
    printf("Square of num2: %d\n", result2);  
  
    return 0;  
}
```

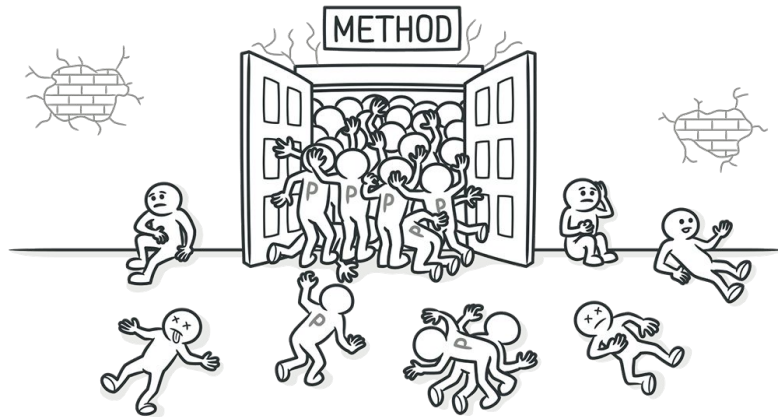
Signs that refactoring is needed: Code Smells

- Long Function / Method
 - “any method longer than ten lines should make you start asking questions.”
 - Why is it bad?
 - Decreases readability
 - Hampers understandability
 - Maybe indicate that a function is doing too much



Signs that refactoring is needed: Code Smells

- Long Parameter List
 - A method has many parameters
 - “More than three or four parameters for a method.”
 - Why is it bad?
 - Hampers understandability
 - Hard to maintain
 - Maybe indicate that a function is doing too much



Signs that refactoring is needed: Code Smells

- Shotgun Surgery
 - Making any modifications requires that you make many small changes to many different classes.
 - Why fix?
 - Better organization
 - Less code duplication
 - Easier maintenance

```
class SavingsAccount {  
  
    withdraw(amount) {  
        if(this.balance < MIN_BALANCE) {  
            this.notifyAccountHolder(WITHDRAWAL_MIN_BALANCE);  
            return;  
        }  
        // implementation  
    }  
  
    transfer(amount) {  
        if(this.balance < MIN_BALANCE) {  
            this.notifyAccountHolder(TRANSFER_MIN_BALANCE);  
            return;  
        }  
        // implementation  
    }  
  
    processFees(fee) {  
        this.balance = this.balance - fee;  
  
        if(this.balance < MIN_BALANCE) {  
            this.notifyAccountHolder(MIN_BALANCE_WARNING);  
        }  
    }  
}
```

<https://medium.com/thinkster-io/code-smell-shotgun-surgery-66a3f5ed60ea>

Basic Principles of Refactoring

- Small incremental changes and keep it simple
 - Maintains stability and reduces the risk of introducing bugs
- Maintain working code
 - Each small change should follow by running tests to ensure that the code still functions correctly.
- Refactor with a purpose
 - Identify why you are refactoring *right now*. E.g., improving readability, reducing duplication, etc.
- Version control
- Refactoring as a continuous process

Consolidate Conditional Expression

```
double disabilityAmount() {  
    if (seniority < 2) {  
        return 0;  
    }  
    if (monthsDisabled > 12) {  
        return 0;  
    }  
    if (isPartTime) {  
        return 0;  
    }  
    // Compute the disability amount.  
    // ...  
}
```

Solution?

Decompose Conditional

```
if (date.before(SUMMER_START) || date.after(SUMMER_END)) {  
    charge = quantity * winterRate + winterServiceCharge;  
}  
else {  
    charge = quantity * summerRate;  
}
```

Solution?

Add comments? *This is actually a code smell!*

Extract Method

```
void calculateInterest()
{
    //code to calculate interest
    //.....
    //.....

    printf("Name: %s\n",name);
    printf("Address: %s\n",address);
    printf("Interest owed: %d\n", interest);

    //code to save the calculated interest in the customer's database
    //.....
    //.....
}
```

Solution?

Best Practices and Things to Keep in Mind

- Use descriptive variable names
- Use comments judiciously. Mostly use to explain **why** and not **how**
- Revisit your contracts and tests
- Use diagrams to inform refactoring
- Revisit visualizations and diagrams after refactoring
- When not to refactor?

Best Practices and Things to Keep in Mind

- Use descriptive variable names
- Use comments judiciously. Mostly use to explain **why** and not **how**
- Revisit your contracts and tests
- Use diagrams to inform refactoring
- Revisit visualizations and diagrams after refactoring
- When not to refactor?
 - When the code is not working
 - To fix an error (conditions apply)