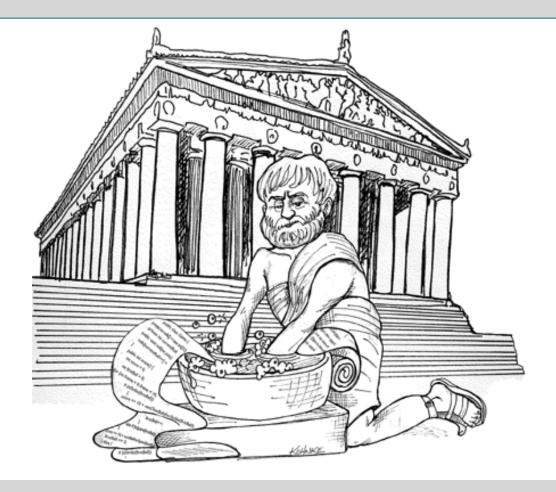
#### **Hexacta Labs**

Clean Code













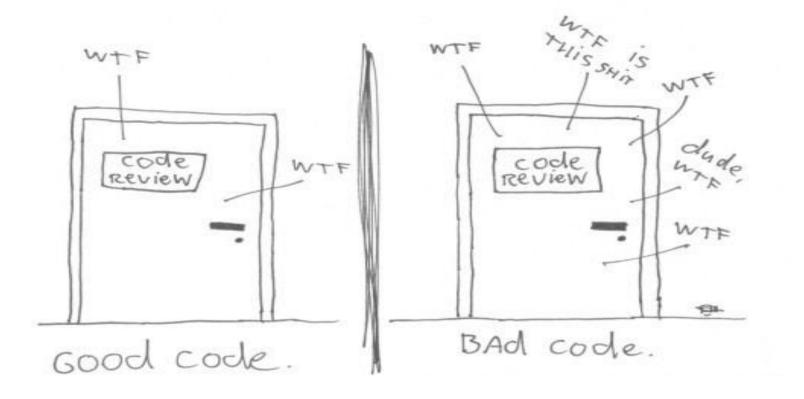


#### **Agenda**

- > ¿Clean code?
- > Reglas básicas
- > Code Smells
- > Refactorings mas utilizados
- Herramientas
- Bibliografía

#### Índice WTF

The ONLY VACID MEASUREMENT OF Code QUALITY: WTFs/minute





¿ Clean Code?

Expresivo Duplicados colaboradores explícitos



## somos @autores

```
import java.util.List;
/ * *
 * @author pepe
public class CycloDetector {
                     ~10:1
```

#### Nombres que revelen intención

```
int h; //hours since game started
```

int hoursSinceGameStarted;

# Nombres que revelen intención

boolean linearSearchFor(Object element)

boolean includes (Object element)

### Nombres pronunciables

```
public DateFormatContainer(String dfStr) {
    this.dfStr = dfStr;
}

public DateFormatContainer(String aDateFormat) {
    this.dateFormat = aDateFormat;
}
```

# Único nivel de abstracción

```
public void ...() {
    Html html = new Html();
    html.addText("Hola");
    StringBuffer buffer = new StringBuffer()
    buffer.append("holaaaa</br>");
    buffer.append("como les va!");
    html.addFragment(buffer.toString());
}
```

# Único nivel de abstracción

```
public void ...() {
    Html html = new Html();
    html.addText("Hola");
    html.addParagraph("holaaaa");
    html.addBreak();
    html.addParagraph("como les va!");
}
```

#### Sin efectos secundarios

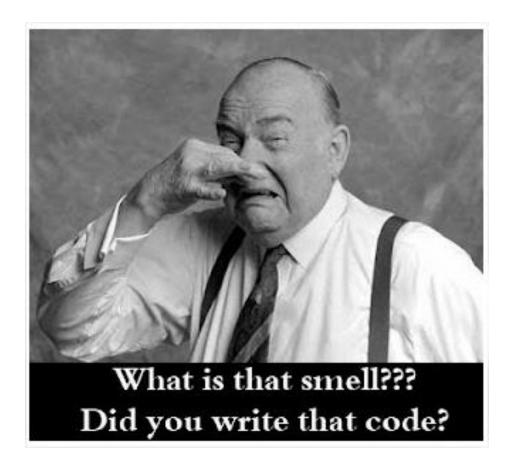
```
public boolean checkPassword(User user, String password) {
   Phrase userCodedPhrase = user.getPhraseEncodedByPassword();
   Phrase phrase = cryptographer.decryp(password);

if (phrase.sameAs(userCodedPhrase)) {
    Session.initialize();
    return true;
}

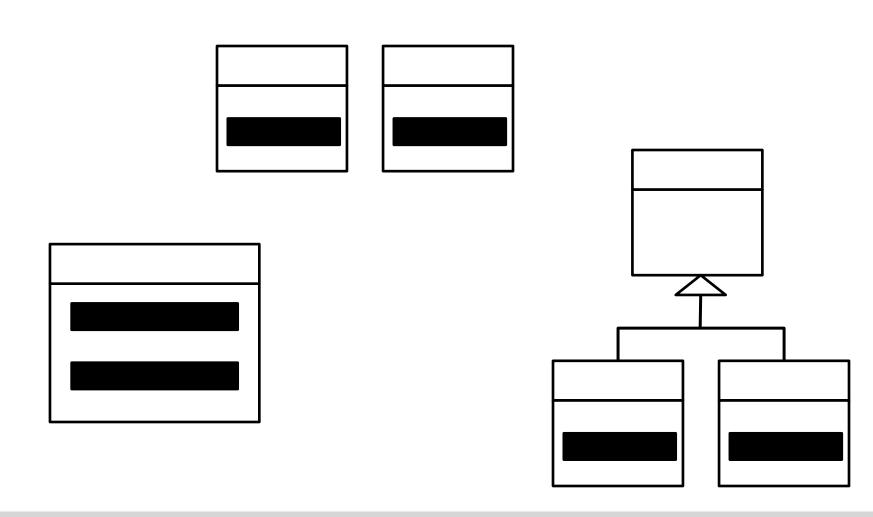
return false;
```



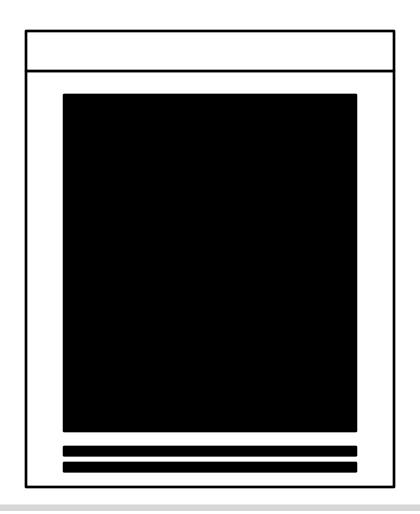
#### Code smells



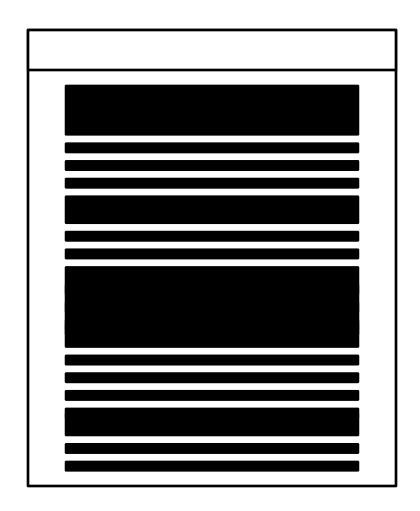
## Duplicated Code



## Long Method



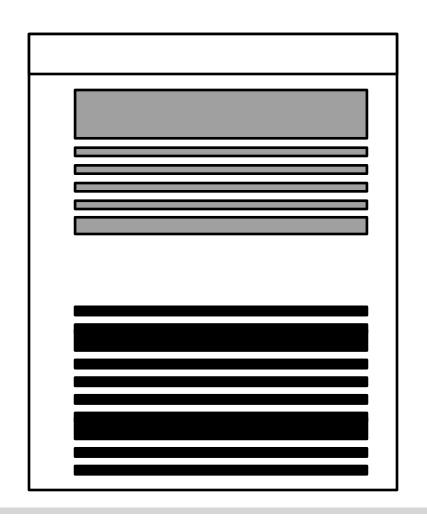
## Large Class



### Long parameter list



### Divergent Change



## feature envy

```
class CapitalCalculator {
public double capital(Loan loan) {
  if (loan.getExpiry() == null && loan.getMaturity() != null)
   return loan.getCommitment() *loan.duration() *loan.riskFactor();
  if (loan.getExpiry() != null && loan.getMaturity() == null) {
    if (loan.getUnusedPercentage() != 1.0)
       return loan.getCommitment() * loan.getUnusedPercentage() *
                loan.duration() * loan.riskFactor();
    else
       return (loan.outstandingRiskAmount()*loan.duration()
                  * loan.riskFactor())
             + (loan.unusedRiskAmount() * loan.duration()
                  * loan.unusedRiskFactor());
   return 0.0;
```



## Data Clumps

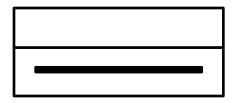
method1(  $\blacksquare$   $\blacktriangle$   $\bullet$   $\bullet$  )

method2(  $\blacksquare$   $\blacktriangle$   $\bullet$   $\bullet$  )

method3(  $\blacksquare$   $\blacktriangle$   $\bullet$   $\bullet$  )

method4( **■ ▲ ◆ ●** )

### Lazy Class



#### Message Chains



#### Data Class

#### Cuenta

Código

Persona

Categoría

Rubro

contactos

getCodigo()

getPersona()

setPersona()

getCategoria()

setCategoria()

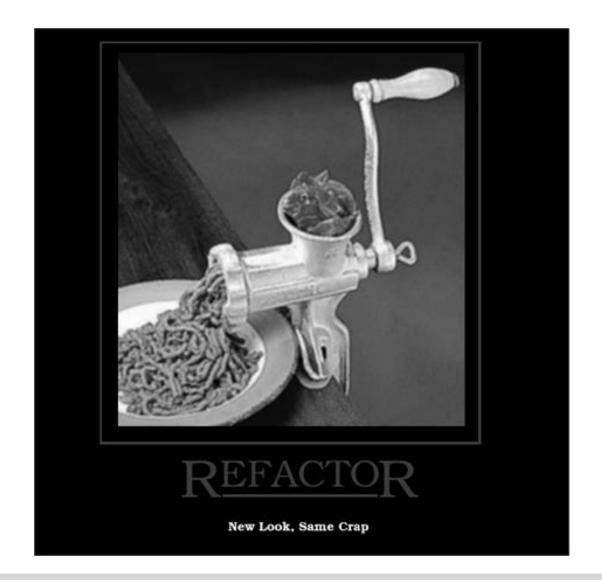
getRubro()

setRubro()

getContactos()

setContactos()

#### Refactorings mas utilizados





```
if ((platform.toUpperCase().indexOf("MAC") > -1)
     && (platform.toUpperCase().indexOf("IE") > -1)
     && wasInitialized()
     && resize > 0) {
  someCode();
otherCode();
```

#### Introduce Explaining Method

```
if (isPlatformSupported()
    && wasInitialized()
    && wasResized()) {
    someCode();
}
```

```
boolean wasResized() {
   return resize > 0;
boolean isIEBrowser() {
   return platform.toUpperCase().indexOf("IE") > -1;
boolean isMacOs() {
  return platform.toUpperCase().indexOf("MAC") > -1;
boolean isPlatformSupported() {
   return isMacOs() && isIEBrowser();
```





```
double getDistanceTravelled (int time) {
   double result;
   double acc = primaryForce / mass;
    int primaryTime = Math.min(time, delay);
    result = 0.5 * acc * primaryTime * primaryTime;
    int secondaryTime = time - delay;
    if (secondaryTime > 0) {
        double primaryVel = acc * delay;
     acc = (primaryForce + secondaryForce) / mass;
        result += primaryVel * secondaryTime + 0.5 * acc *
secondaryTime * secondaryTime;
    return result;
```



#### Split Temporary Variable

```
double getDistanceTravelled(int time) {
   double result:
   double primaryAcc = primaryForce / mass;
   int primaryTime = Math.min(time, delay);
   result = 0.5 * primaryAcc * primaryTime * primaryTime;
   int secondaryTime = time - delay;
   if (secondaryTime > 0) {
      double primaryVel = primaryAcc * delay;
      double secondaryAcc = (primaryForce + secondaryForce) / mass;
      result += primaryVel * secondaryTime + 0.5
              * secondaryAcc * secondaryTime * secondaryTime;
   return result;
```





```
int discount(int value, int quantity) {
    if (value > 50) {
        value -= 2;)
    }
    if (quantity > 100) {
        value -= 5;)
    }
    return value;
}
```

# Remove assignments to parameters

```
int discount(final int value, final int quantity) {
    int discount = value;
    if (value > 50) {
        discount -= 2;
    }
    if (quantity > 100) {
        discount -= 5;
    }
    return discount;
}
```



```
class Page {
      private String[] lines;
      private double widthNumber;
      private String widthUnits;
      private double heightNumber;
      private String heightUnits;
      /**
       * return the page area in inches.
       * /
      public double area() {
         double widthInches;
         double heightInches;
         widthInches = widthNumber *
                         ((widthUnits.equals("mm")) ? 25.4 : 1.0);
         heightInches = heightNumber *
                         ((heightUnits.equals("mm")) ? 25.4 : 1.0);
         return widthInches * heightInches;
```



#### **Extract Class**

```
class Length {
     private final double magnitude;
     private final Unit unit;
     public Length(Unit unit, double magnitude) {
         this.unit = unit;
         this.magnitude = magnitude;
      private static Length newInInches(double magnitudeInInches) {
         return new Length (Unit. inches, magnitudeInInches);
      public Length multipliedBy(Length aLength) {
         return Length.newInInches(this.magnitudeInInches()
                       + aLength.magnitudeInInches());
      private double magnitudeInInches() {
         return magnitude;
     private double magnitudeInMM() {
         return magnitude * Unit.mmFactor();
```



```
class Page {
    private String[] lines;

    private Length width;
    private Length height;

    public Length area() {
        return width.multipliedBy(height);
    }
}
```



```
double chargeFor(Date date, int quantity) {
      double totalCharge = 0;
      if (date.after(WINTER START) && date.before(WINTER END)) {
         totalCharge = quantity * WINTER RATE
                           + WINTER SERVICE CHARGE;
      } else {
         totalCharge = quantity * NORMAL RATE;
      return totalCharge;
     if !(date.before(WINTER START) || date.after(WINTER END)) {
```

### Decompose Conditional

```
double chargeFor(Date date, int quantity) {
      if (isAWinter(date)) {
         return winterCharge(quantity);
      return normalCharge (quantity);
double chargeFor(Date date, int quantity) {
      return isAWinter(date) ?
             winterCharge(quantity) : normalCharge(quantity);
```



```
private boolean isAWinter(Date date) {
    return date.after(WINTER_START) || date.before(WINTER_END);
}

private double normalCharge(int quantity) {
    return quantity * NORMAL_RATE;
}

private double winterCharge(int quantity) {
    return quantity * WINTER_RATE + WINTER_SERVICE_CHARGE;
}
```



```
class TicTacToeGame {
      boolean isGameOver() {
         if (allPositionsAreFilled()) {
            return true;
         if (oneRowIsFilledByOnePlayer()) {
            return true;
         if (oneColumnIsFilledByOnePlayer()) {
            return true;
         if (oneDiagonalIsFilledByOnePlayer()) {
            return true;
         return false;
```





```
boolean isGameOver() {
   if (allPositionsAreFilled()
         | | oneRowIsFilledByOnePlayer()
          || oneColumnIsFilledByOnePlayer()
            oneDiagonalIsFilledByOnePlayer()) {
      return true;
   return false;
boolean isGameOver() {
   return allPositionsAreFilled()
          || oneRowIsFilledByOnePlayer()
         || oneColumnIsFilledByOnePlayer()
            oneDiagonalIsFilledByOnePlayer();
```

```
public double getRate() {
    if (onVacation()) {
        if (lengthOfService() > 10) {
            return 1;
        }
    }
    return 0.5;
}
```

```
public double getRate() {
   if (onVacation() && lengthOfService() > 10) {
      return 1;
   }
   return 0.5;
}

public double getRate() {
   return (onVacation() && lengthOfService() > 10) ? 1 : 0.5;
}
```



```
public double finalPrice(double price) {
    double total = 0;
    if (isSpecialDeal()) {
        total = price * 0.95;
        changed();
    } else {
        total = price;
        changed();
}
return total;
}
```

# Consolidate duplicate conditional fragments

```
public double finalPrice(double price) {
    double total = 0;
    if (isSpecialDeal()) {
        total = price * 0.95;
    } else {
        total = price;
    }
    changed();
    return total;
}
```



```
public boolean exist(String nameToFind) {
      boolean found = false;
      for (String name : names) {
         if (name.equals(nameToFind)) {
            found = true;
      return found;
```

### Remove control flag

```
public boolean exist(String nameToFind) {
    for (String name : names) {
        if (name.equals(nameToFind)) {
            return true;
        }
    }
    return false;
}
```



```
double getPayAmount() {
   double result;
   if (isDead) {
      result = deadAmount();
   } else {
      if (isSeparated) {
         result = separatedAmount();
      } else {
         if (isRetired) {
            result = retiredAmount();
         } else {
            result = normalAmount();
   return result;
```

# Replace nested conditionals with guard clauses

```
double getPayAmount() {
    if (isDead) {
        return deadAmount();
    }
    if (isSeparated) {
        return separatedAmount();
    }
    if (isRetired) {
        return retiredAmount();
    }
    return normalAmount();
}
```



```
calculateWeeklyPay(false);

calculateWeeklyPay(false);

public int calculateWeeklyPay(final boolean overtime) {
  int straightTime = Math.min(400, getHoursWorked());
  int straightPay = straightTime * getHoursRate();
  int overTime = Math.max(0, getHoursWorked() - straightTime);
  double overtimeRate = overtime ? 1.5 : 1.0 * getHoursRate();
```

int overtimePay = (int) Math.round(overTime \* overtimeRate);

return straightPay + overtimePay;

## Replace parameter with explicit methods

```
public int straightPay() {
     ...
}

public int overtimePay() {
     ...
}
```



```
interface ClaimsRepository {
    List<Claim> claimsReceivedIn(Date start, Date end);
    List<Claim> claimsApprovedIn(Date start, Date end);
    List<Claim> claimsRejectedIn(Date start, Date end);
}
```

### Introduce parameter object

```
interface ClaimsRepository {
    List<Claim> claimsReceivedIn(Range<Date> range);
    List<Claim> claimsApprovedIn(Range<Date> range);
    List<Claim> claimsRejectedIn(Range<Date> range);
}
```

```
class RepositorioDeClientes {
      public void agregar (long id, String doc, String cuit,
             String nombre, String apellido, String telefono,
             String mail, String direction, String localidad,
             String piso, String provincia) {
             // Agrega un nuevo cliente a la DB
      public void modificar (long id, String doc, String cuit,
             String nombre, String apellido, String telefono,
             String mail, String direction, String localidad,
             String piso, String provincia) {
             // Agrega un nuevo cliente a la DB
```

```
class RepositorioDeClientes {
    public void agregar(Cliente cliente) {
        // Agrega un nuevo cliente a la DB
    }

    public void modificar(Cliente cliente) {
        // modifica un cliente de la DB
    }
}
```



```
int withdraw(double amount) {
   if (amount > balance) {
      return -1;
   balance -= amount;
   return 0;
void usoEnCodigoCliente () {
   if (withdraw(200) < 0) {
      handleError();
   moreCode();
```



```
void withdraw(double amount) {
   if (amount > balance) {
      throw new BalanceException(balance, amount);
   balance -= amount;
public void usoEnCodigoCliente() {
   try {
      withdraw(200);
   } catch (BalanceException e) {
      handleError();
   moreCode();
```

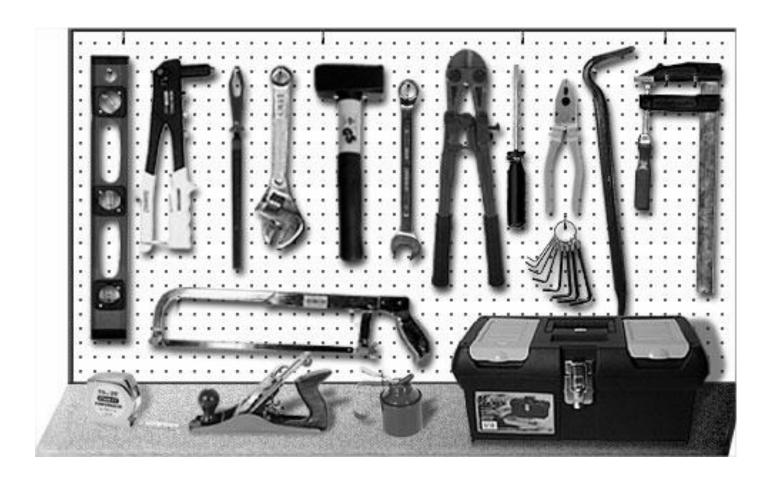


```
class ResourcePool {
   Stack<Resource> available;
   Stack<Resource> allocated;
   Resource getResource() {
      Resource result;
      try {
         result = available.pop();
         allocated.push (result);
         return result;
      } catch (EmptyStackException e) {
         result = new Resource();
         allocated.push (result);
         return result;
```

# Replace exception with test

```
class ResourcePool {
  Stack<Resource> available;
  Stack<Resource> allocated;
  Resource getResource() {
     Resource result:
     if (available.isEmpty()) {
        result = new Resource();
     } else {
        result = available.pop();
     allocated.push(result);
     return result;
```

## Herramientas



### Herramientas de chequeo automático



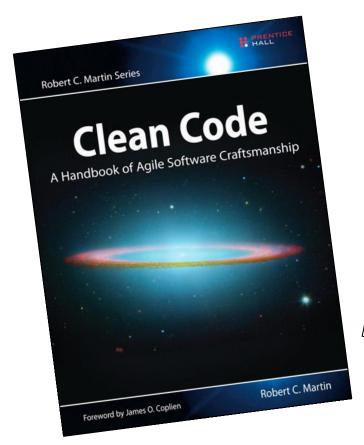


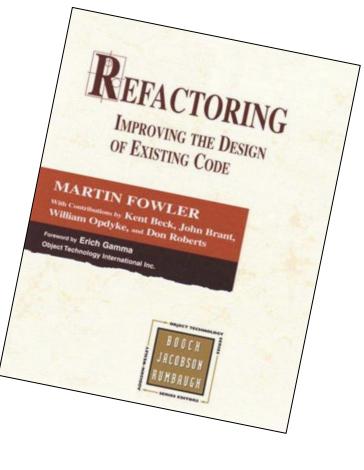


## Bibliografía



### Bibliografía "obligatoria"





## Bibliografía adicional





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