# Refactoring

Use the C/C++ Projects, Outline, or the Editor view **Refactor > Rename** context menu to refactor class & type names, methods, function & member names.

To refactor an object select the object, right click and select **Refactor > Rename...**

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The refactoring engine will rename all instances of the object in all referenced files. You can Undo refactoring by right clicking a second time and selecting **Refactor > Undo**

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[Open Declaration](http://docs.google.com/concepts/cdt_c_open_declarations.htm)

[CDT Projects](http://docs.google.com/concepts/cdt_c_projects.htm)

[C/C++ search](http://docs.google.com/concepts/cdt_c_search.htm)



[Searching for C/C++ elements](http://docs.google.com/cdt_t_search.htm)



[C/C++ search page, Search dialog box](http://docs.google.com/reference/cdt_u_search.htm)

