

TDD: Refactoring



Topics

- What is and Why refactoring?
- Things to refactor
- Refactoring legacy code
- How to improve your refactoring skills?

What is and Why Refactoring?

What is refactoring?

- A series of small steps, each of which changes the program's internal structure without changing its external behavior (Martin Fowler)
 - > Verify “no change in external behavior” by Unit testing
- Example scenarios that require refactoring
 - > Code smells
 - > We have too much duplicate code
 - > The class is too big

Why refactoring?

- Helps us deliver more business value faster
- Minimize technical debt
 - > To “fix broken windows” (Pragmatic Programmers)
- Improves the design of the our software
 - > Easier to maintain and understand
 - > Easier to facilitate change
 - > Increased re-usability
- Understand unfamiliar code
- To help find bugs

The background is a solid orange color with a repeating pattern of vertical, wavy lines. On the right side, there is a large, white, curved shape that resembles a stylized letter 'C' or a partial circle, creating a cutout effect.

Things to refactor

Remove Complexity: Make future change easier

- Bad names (variables, methods, classes)
- Big class
- Long methods
- Deep conditionals
- Magic numbers
- Local variables
- Improper variable scoping
- Missing encapsulation
- Irrelevant comments

Remove Cleverness: Make code more readable

- Cryptic code
- Abbreviated code
- Hijacking a method (changing its intent for your own purpose)

Refactoring Legacy Code

What is Legacy Code?

- Code without tests
- Code with “code smells”
 - > Smells are certain structures in the code that indicate violation of fundamental design principles and negatively impact design quality
 - > “I can't test this code”

Technical Challenges of Legacy Code

- Challenges
 - > Usage of static method of another class
 - > Usage of singleton
 - > Creation of dependency inside of the code
- Approach to take
 - > Write testing code without changing the target code – use seam approach
 - > Once testing code is done, start refactoring the target code – dependency should be injected (dependency injection)

Best Practices with working with Legacy Code

- Start testing from shortest to deepest branch
 - > The shortest branch provides the highest level of abstraction to be tested
- Start refactoring from deepest to the shortest branch
 - > The deepest branch provides smallest amount of code that needs to be refactored

How to Improve Your Refactoring Skills?

Tips for improving your refactoring skills

- Practice with Kana examples
 - > Kana is Karate form that can be practiced repeatedly each time making a small progress
- Take some legacy code and start TDD-driven refactoring
 - > The more practice you have the better you will be in refactoring

Lab:

Exercise 1: Trip service refactoring
Exercise 2: Movie rental refactoring
1657_tdd_refactoring.zip



Thank You!

