

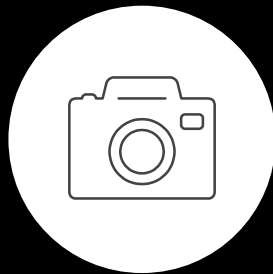
Refactoring to Cleaner Code

with @JayBazuzi
& @LlewellynFalco



AnyDesk





Zoom

Camera On = I am present

Camera Off = I've stepped out of the room



Mob Programming

Why we Refactor?

Change

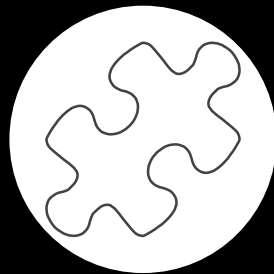
Change what the code does

Change how you use code

Insights

Gain an insight

Record an insight



Better Games

We work at an online game company that wants to improve the BigDiceGame experience.

Our product owner '**has a few ideas**' and we want to make the code flexible to try things out

Some possible ideas...



Simpler

Maybe there are too many different options already



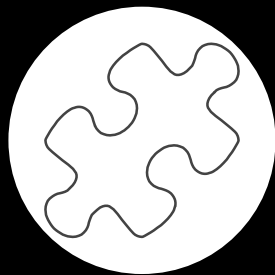
New Scores

Add scoring for Straight and 3 of a kind. Maybe some others



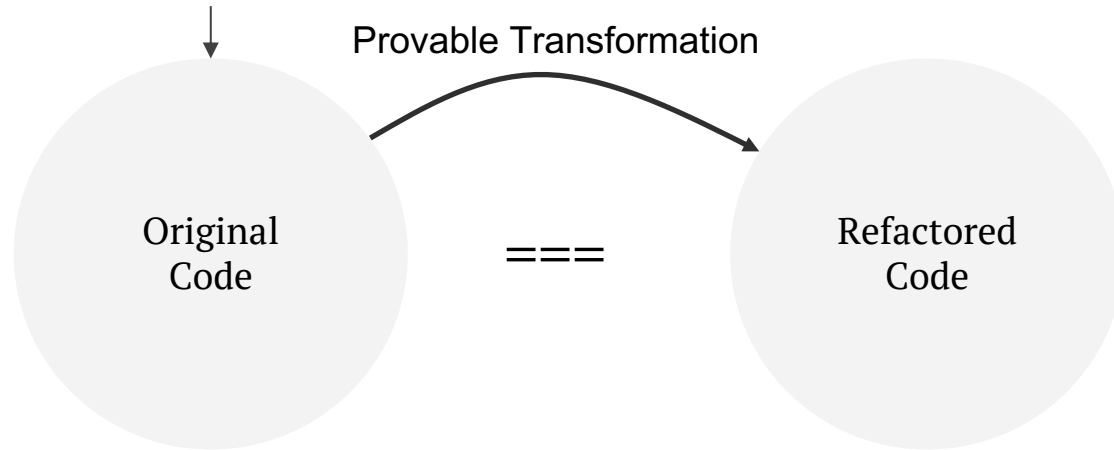
Different Levels

Easy, Normal, Expert versions with subsets of the rules

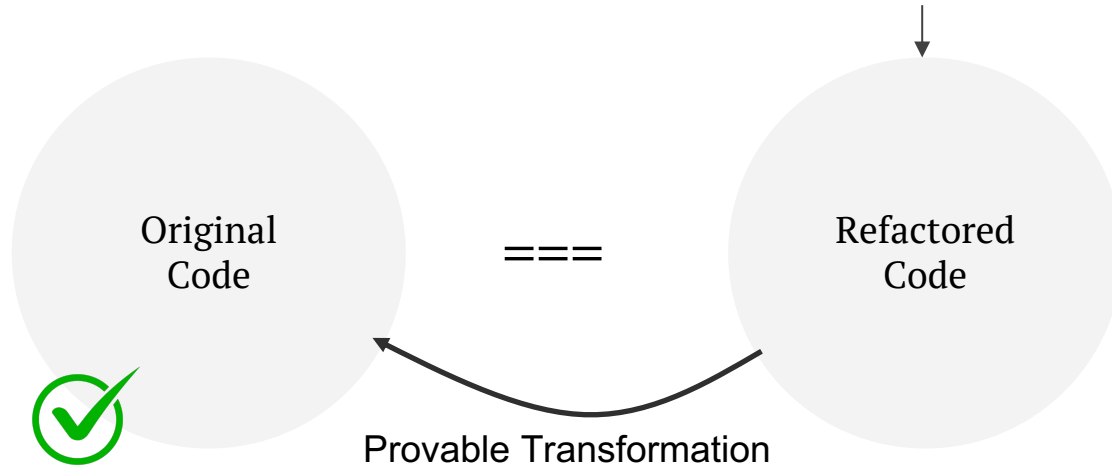


Let's Refactor!

Checking For Behavior Preservation



Checking For Behavior Preservation



A diagram illustrating a code transformation process. On the left, a light gray circle contains the text "Original Code". An arrow points from this circle to the right, where another light gray circle contains the text "Refactored Code". The arrow is labeled "Provable Movement". Below the arrow, the word "Commit" is written.

Original
Code

Provable Movement →

Refactored
Code

Commit

Original
Code

Original
Code

Hand Refactor



Refactored
Code

Provable Refactor



Check source control for no changes

Ctrl + Z



Refactored
Code

Commit



“

*Instead of extending the system to add your feature,
extend it to add extendibility
and then plug in your feature*

Home work

Draw 6 test scenarios

[illegible]



thanks!

Any questions?

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