

Refactoring to Cleaner Code

with Jay Bazuzi
& @LlewellynFalco



Resources

[https://github.com/isidore/Talks/
blob/master/RefactoringToCleanerCode.md](https://github.com/isidore/Talks/blob/master/RefactoringToCleanerCode.md)



Mob Programming

Why we Refactor?

Change

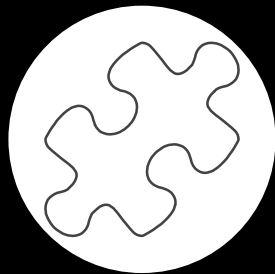
Change what the code does

Change how you use code

Insights

Record an insight

Gain 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



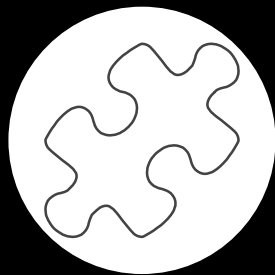
New Scores

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!

Some possible ideas...



Simpler

Maybe there are too many different options already



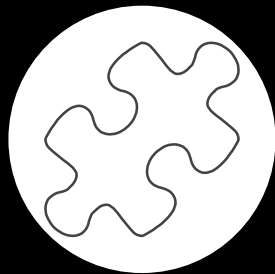
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Pop Quiz!

What does FiveOfAKindCalculator Do?



“

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

Homework

Making these behaviors stick

Refactoring to Cleaner Code

Awareness Homework

Redo The Refactoring Exercise ☐

(github.com/LazarWithLove/RefactoringToCleanerCode.net)

Next week at work:

of times commit a single refactor:
|||||

of times extract a paragraph to a method:
|||||

Methods to clean up

ClassName.MethodName

ClassName.MethodName

Want help?

[toby@CodeCleansingOnline](#)



Resources



thanks!

Any questions?

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