

# Refactoring: Improving the Design of Existing Code

One of the best references on software refactoring, with illustrative examples in Java:

*Refactoring: Improving the Design of Existing Code.*

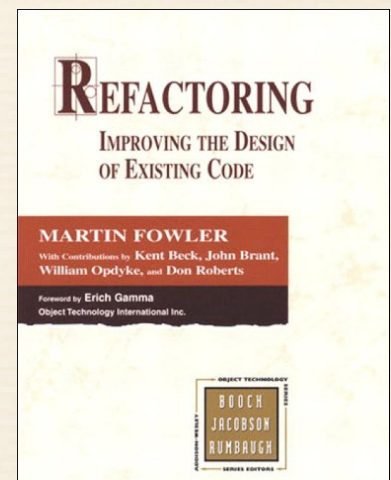
Martin Fowler. Addison Wesley, 2000. ISBN:  
0201485672

See also [www.refactoring.com](http://www.refactoring.com) Overview of this

presentation

A. Refactoring basics

B. Categories of refactoring



# Categories of refactorings (according to [Fowler2000])

## Small refactorings

(de)composing methods [9]

moving features between objects

[8] organizing data [16]

dealing with generalisation [12]

simplifying method calls [15]

## Big refactorings

Tease apart inheritance

Extract hierarchy

Convert procedural design to

objects Separate domain from

presentation

# Big refactorings

Require a large amount of time (>1 month)

Require a degree of agreement among the development team

No instant satisfaction, no visible progress

# Big Refactorings

## Refactorings

1. Tease apart inheritance
2. Extract hierarchy
3. Convert procedural design to objects
4. Separate domain from presentation

# Big refactorings:

## 1. Tangled inheritance



### Problem

A tangled inheritance hierarchy that is doing 2 jobs at once

### Solution

Create 2 separate hierarchies and use delegation to invoke one from the other

# Big refactorings:

## 1. Extract part inheritance



### Approach

Identify the different jobs done by the hierarchy. Extract least important job into a separate hierarchy.

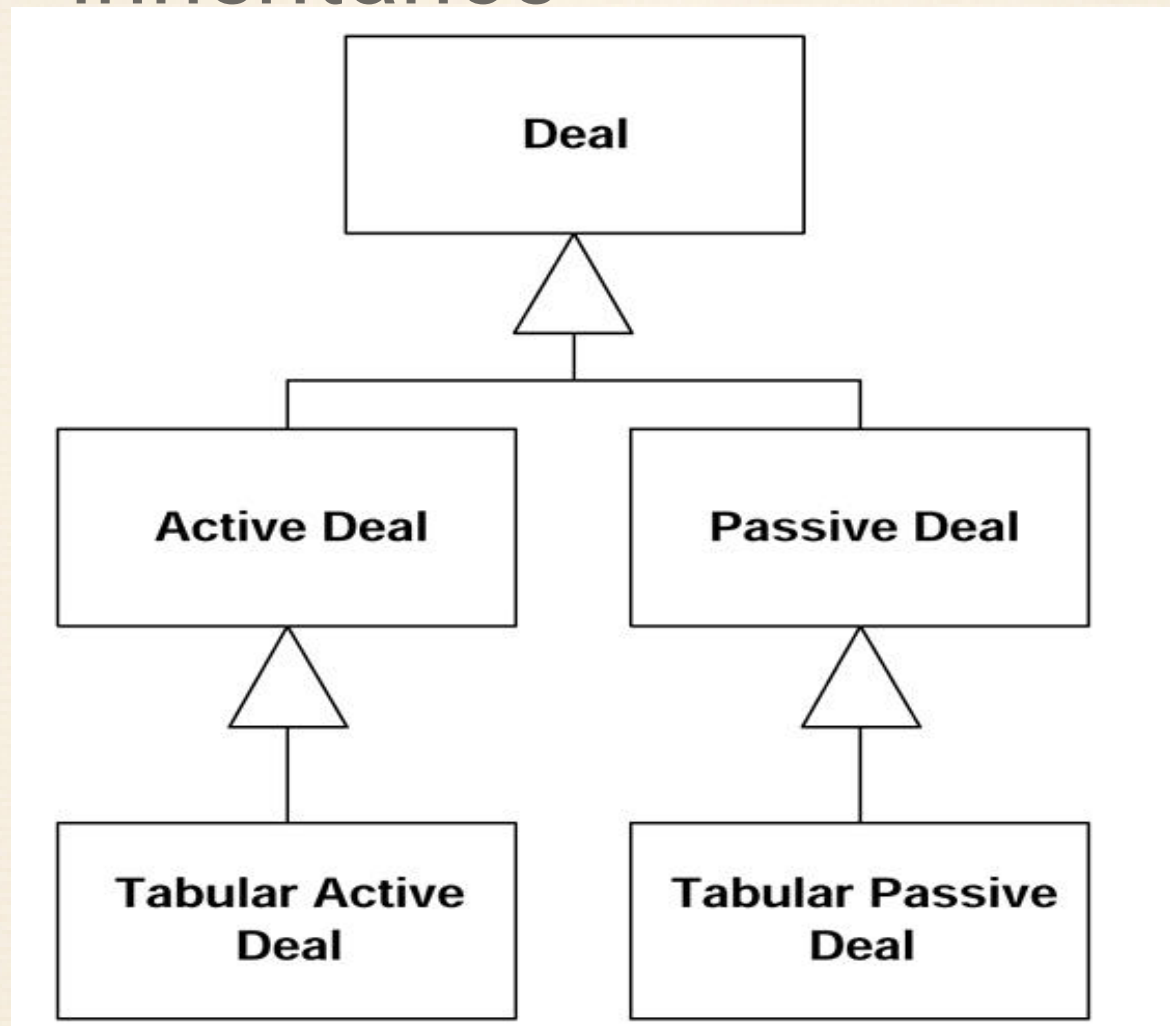
Use **extract class** to create common parent of new hierarchy. Create appropriate subclasses.

Use **move method** to move part of the behaviour from the old hierarchy to the new one.



# Big refactorings:

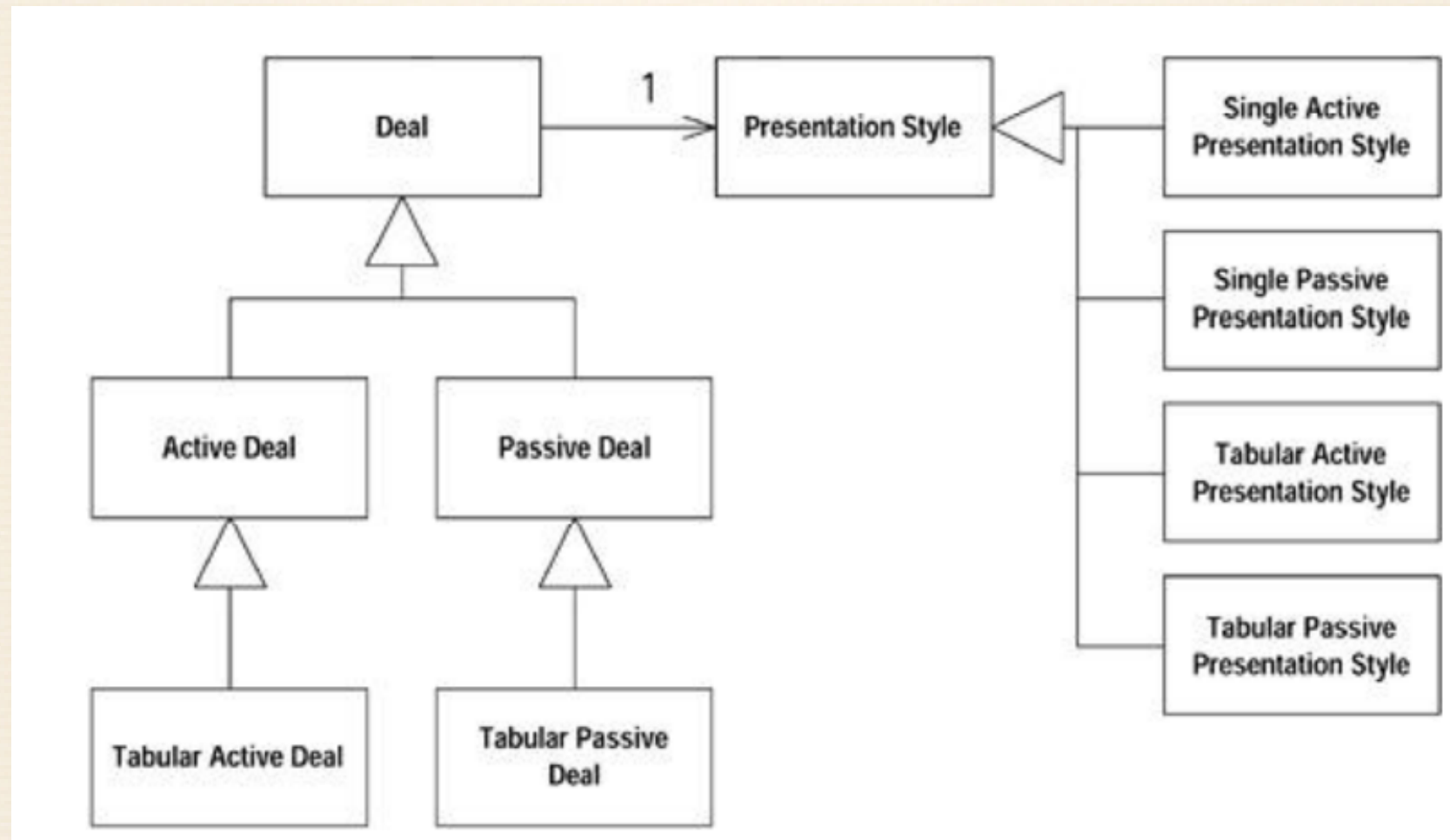
## 1. Teaser parts: inheritance



# Big refactorings:

## 1. The Facade pattern:

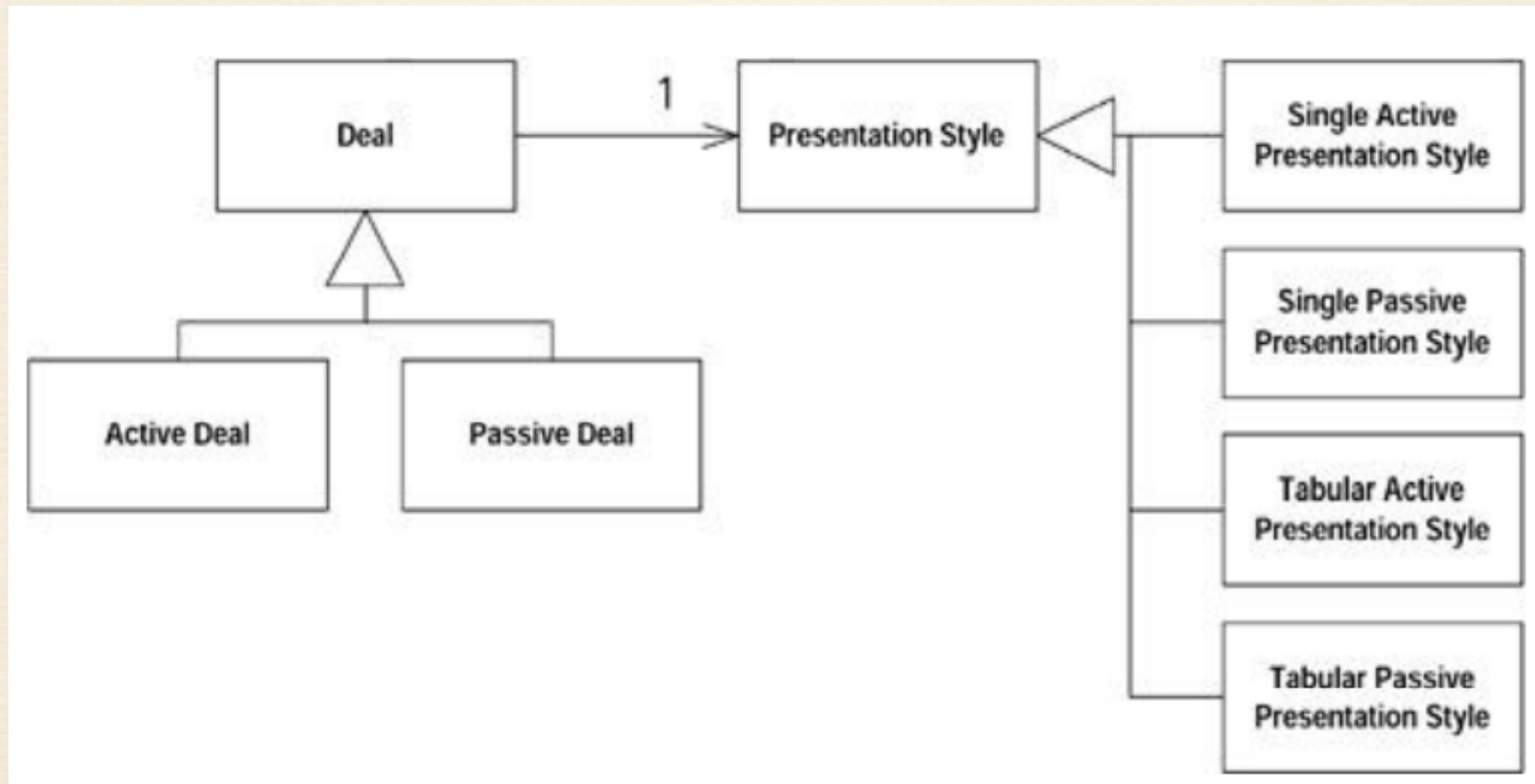
### inheritance





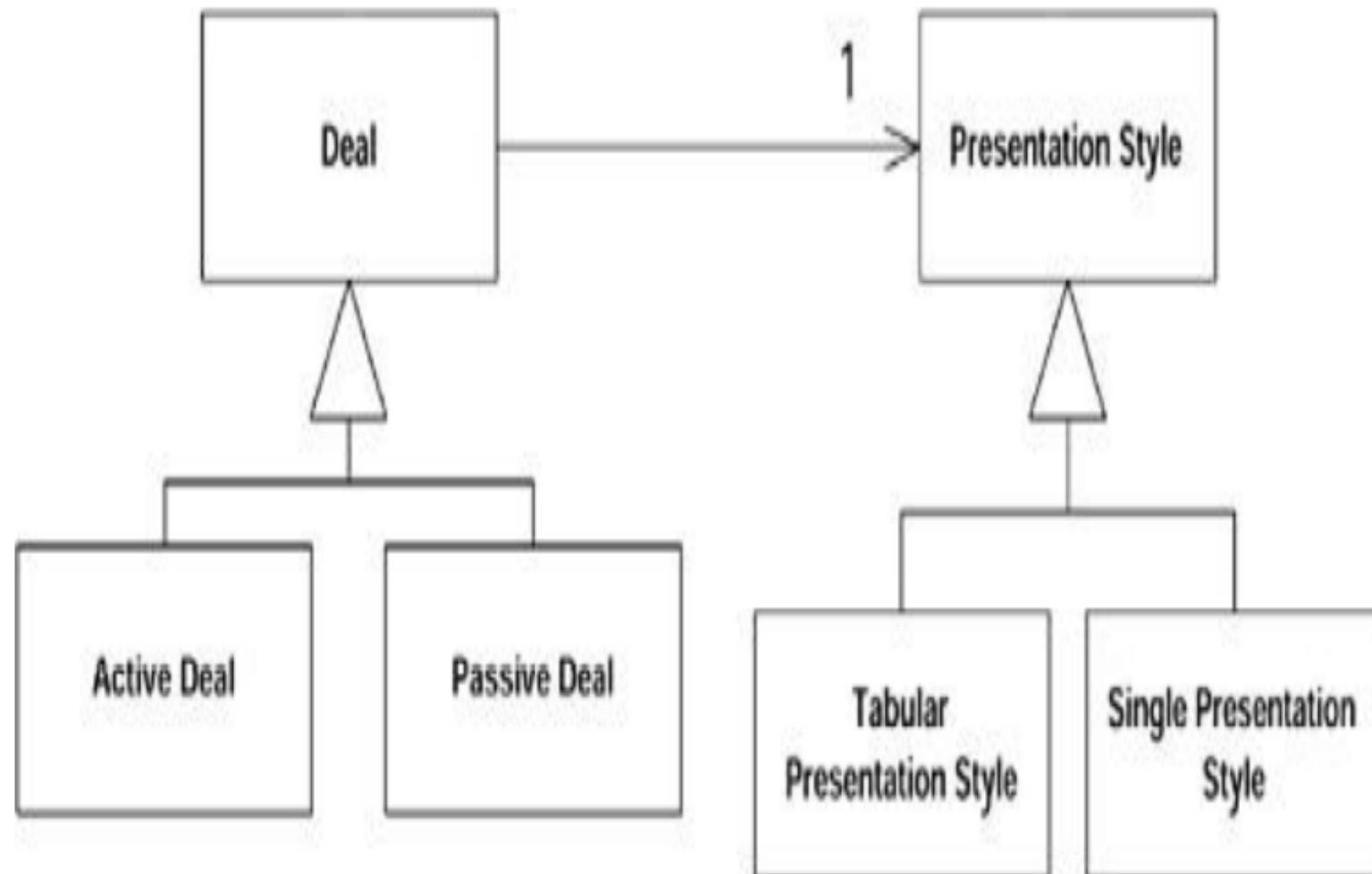
# Big refactorings:

## 1. The refactoring: inheritance



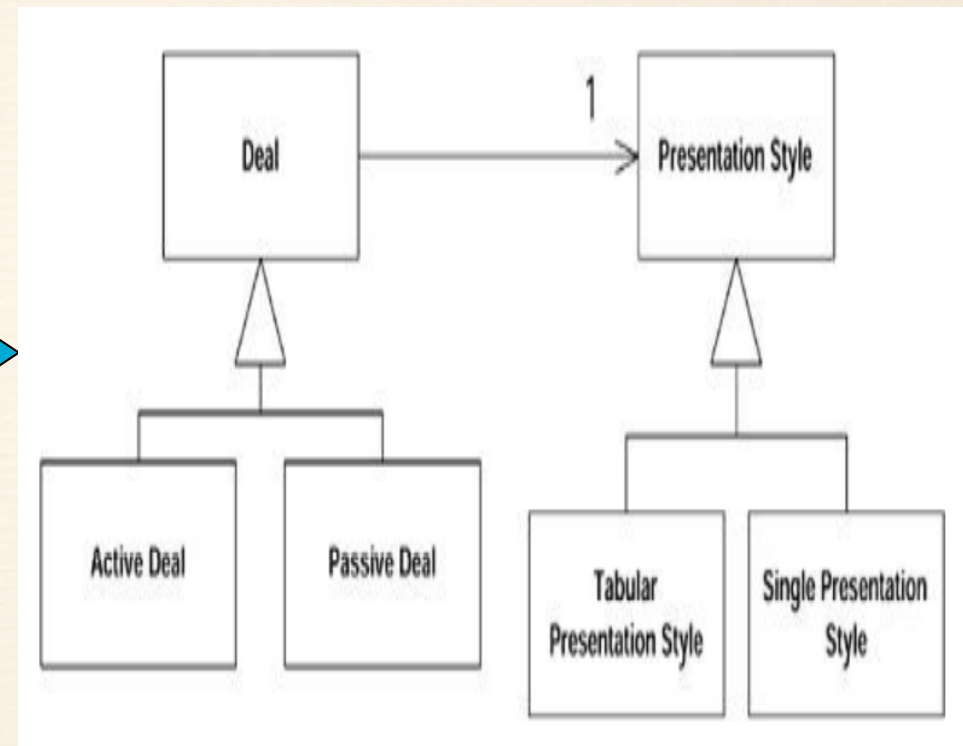
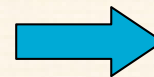
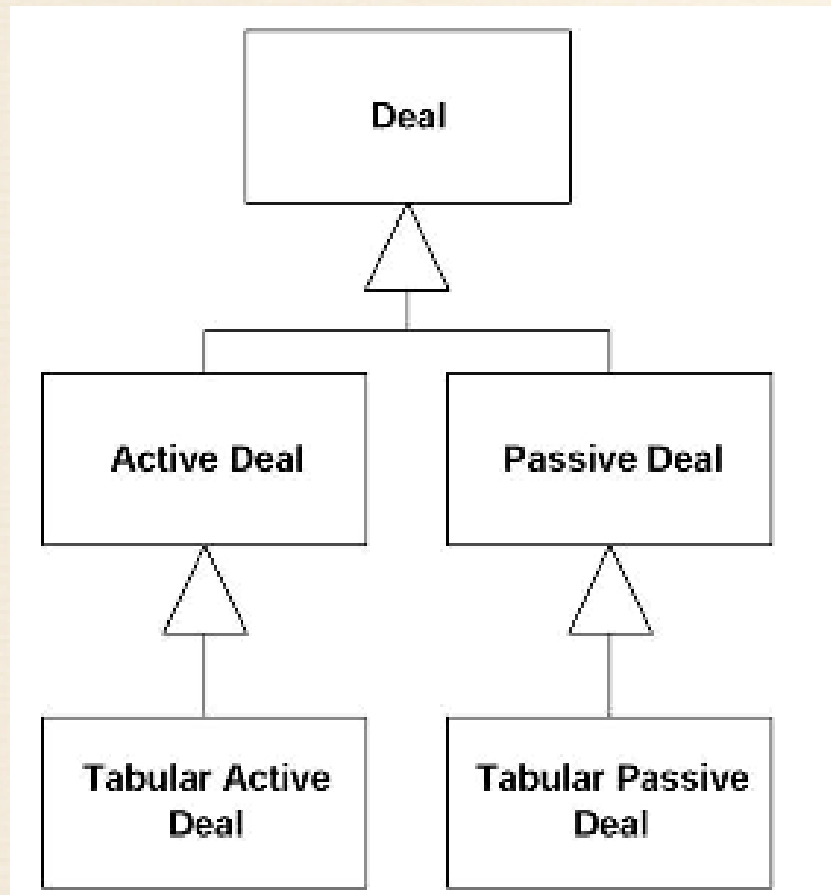
# Big refactorings:

## 1. Template inheritance



# Big refactorings:

## 1. Template inheritance



# Big refactorings:

## 2. Extracting hierarchy



### Problem

An overly-complex class that is doing too much work, at least in part through many conditional statements.

### Solution

Turn class into a hierarchy where each subclass represents a special case.

# Big refactorings: 2. Factory Method: hierarchy



## Approach

Create a subclass for each special case.

Use one of the following refactorings to return the appropriate subclass for each variation:

replace constructor with factory method    replace type code

with subclasses

replace type code with state/strategy

Take methods with conditional logic and apply: replace

conditional with polymorphism

# Big refactorings:

## 2. Extra functionality (example)



Calculating electricity bills.

Lots of conditional logic needed to cover many different cases:

- different charges for summer/  
winter
- different tax rates

- different billing plans for personal / business /  
government / ...

- reduced rates for persons  
with disabilities or social  
security

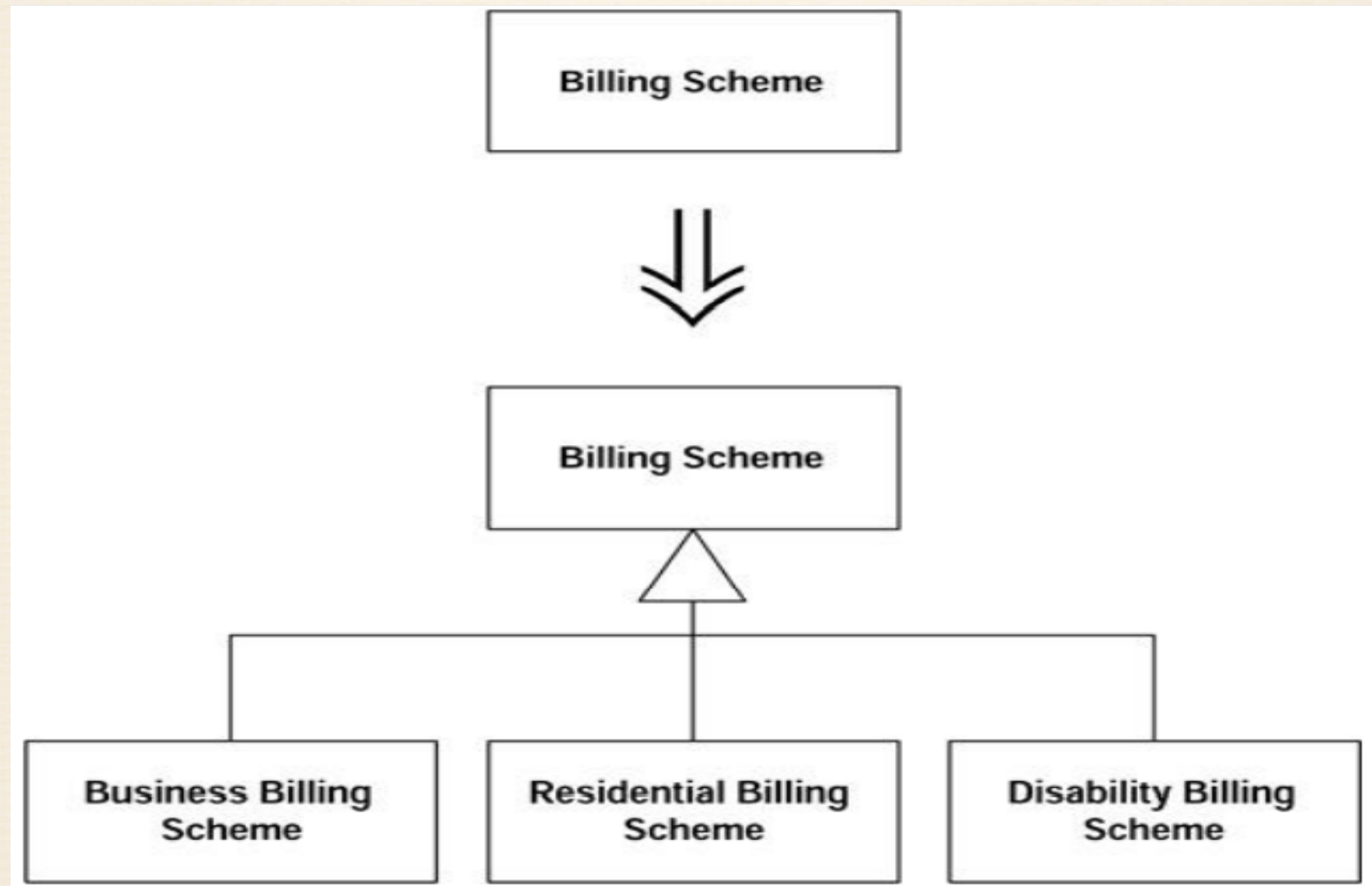
**Customer**

**Billing Scheme**



# Big refactorings:

## 2. Extracategoricity (example)



# Big refactorings:

## 3. Convert procedural design into objects



### Problem

You have code written in a procedural style.

### Solution

Turn the data records into objects, break up the behaviour, and move the behaviour to the objects.

### Smaller refactorings used

extract method, move method, ...

# Big refactorings:

## 4. Separating domain from presentation



### Goal

Change a two-tier design (user interface/database) into a three-tier one (UI/business logic/database).

### Solution

Separate domain logic into separate domain classes.

### Smaller refactorings used

extract method, move method/field, duplicate observed data, ...