

Developing a Programming Aesthetic

Summary of Precepts for Programming Aesthetic

- Put domain behavior on instances
- Avoid instance methods knowing concrete class names
- Depend on injected abstractions, not hard-coded concretions
- Push object creation to application edges, separate creation from use
- Avoid Law of Demeter violations; use violations as clues for deeper abstractions
- These principles loosen coupling, increasing adaptability and maintainability
- Accept short-term complexity for long-term flexibility and easier change
- Develop internal heuristics (aesthetic) to guide decisions under uncertainty

Mechanical Process Appreciation

- "99 Bottles" code evolved by formal refactorings and recipes
- Refactorings guided by code smells and recipes limit unnecessary tinkering
- Working code may feel unsatisfying due to duplication or maintainability fears
- Voluntary changes cost time and opportunity cost must be considered
- Judgement and intuition guide when to improve code beyond recipes

Programming Aesthetic and Intuition

- Experienced programmers develop an aesthetic sense for code quality
- Intuition highlights potential improvements but must be verbally justified
- Programming aesthetic = principles guiding decisions under uncertainty

Clarifying Responsibilities with Pseudocode

- New requirement: support songs similar to "99 Bottles" with different lyrics
- Current code counts down verses; not open to varying verse generation
- Adding conditionals to verse method introduces code smells (Switch Statement, Long Function)
- Better to extract each variant into its own class (Extract Class)

Extracting the Verse

- Extract BottleVerse class from Bottles to isolate verse responsibility
- Steps:
 - Create BottleVerse class with initialize and attr_reader for number
 - Copy verse method to BottleVerse
 - Modify Bottles#verse to delegate to BottleVerse
 - Run tests to verify correctness
- Initial extraction leads to redundant parameters which can be cleaned up later

Coding by Wishful Thinking

- Alternative to incremental refactoring: code by speculation
- Replace Bottles#verse with BottleVerse.new(number).lyrics to express intent
- Rename BottleVerse#verse to BottleVerse#lyrics
- This approach reduces refactoring steps but adds risk; tests must confirm correctness
- Encourages developing programming aesthetic by trying different techniques

Inverting Dependencies (Dependency Inversion Principle - DIP)

- Bottles depends directly on concrete BottleVerse class, causing tight coupling
- DIP: depend on abstractions, not concretions
- Inject verse_template (default to BottleVerse) into Bottles to decouple
- Bottles then delegates verse generation to any injected verse_template
- Enables easily swapping different verse templates without changing Bottles

Isolating Variants

- Identify code to vary, name concept, extract code to class, inject back, forward messages
- Bottles composed of verse_template role players
- Allows creating and injecting new verse templates for new lyrics variants

Pushing Object Creation to the Edge

- BottleVerse#lyrics instance method still depends on concrete BottleNumber class
- Object creation (BottleNumber.for(number)) should be moved to outer layers (edges)
- Modify BottleVerse.lyrics class method to convert number to BottleNumber before creating instance
- Refactor BottleVerse to accept BottleNumber instance instead of number
- Gradually remove redundant number references with one-undo refactoring steps
- Final BottleVerse class:
 - class method .lyrics(number) creates instance with BottleNumber.for(number)
 - instance method #lyrics uses injected bottle_number without knowing creation details

Applying LoD to Bottles#verse

- Current code verse_template.new(number).lyrics violates LoD (message chain on injected class)
- Rule: inject instances, not classes, to avoid chaining new message
- Can't inject instance because number varies per verse
- Solution: add class method BottleVerse.lyrics(number) that creates instance internally and forwards lyrics call
- Bottles#verse simplified to verse_template.lyrics(number) obeying LoD

Law of Demeter (LoD)

- Understanding the Law
 - LoD restricts message sending to:
 - objects passed as method arguments
 - objects directly held by self
 - Avoid chaining calls to collaborators' collaborators (e.g., best_friend.pet.preferred_toy.durability)
 - Violations cause tight coupling, hard to reuse and test, and obscure intention
- Curing Demeter Violations
 - Use message forwarding (delegation) to replace chains with single messages
 - Rename messages to reflect caller's intent rather than concatenation of object roles
 - Example: Instead of best_friend.pet.preferred_toy.durability, Foo asks best_friend.playdate_time_limit
 - Enables easier reuse and adaptability

Grappling with Inversion

- DIP means high-level modules (Bottles) depend on abstractions (verse template role)
- Removes dependency on concrete classes (BottleVerse)
- Injection loosens coupling and supports polymorphism and extensibility