

# REFACTORING: IMPROVING THE DESIGN OF EXISTING CODE

*CHAPTER 3, 4, 5*

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# Overview

- Chapter 3 - Bad Smells in Code
- Chapter 4 - Building Tests
- Chapter 5 - Toward a Catalog of Refactorings

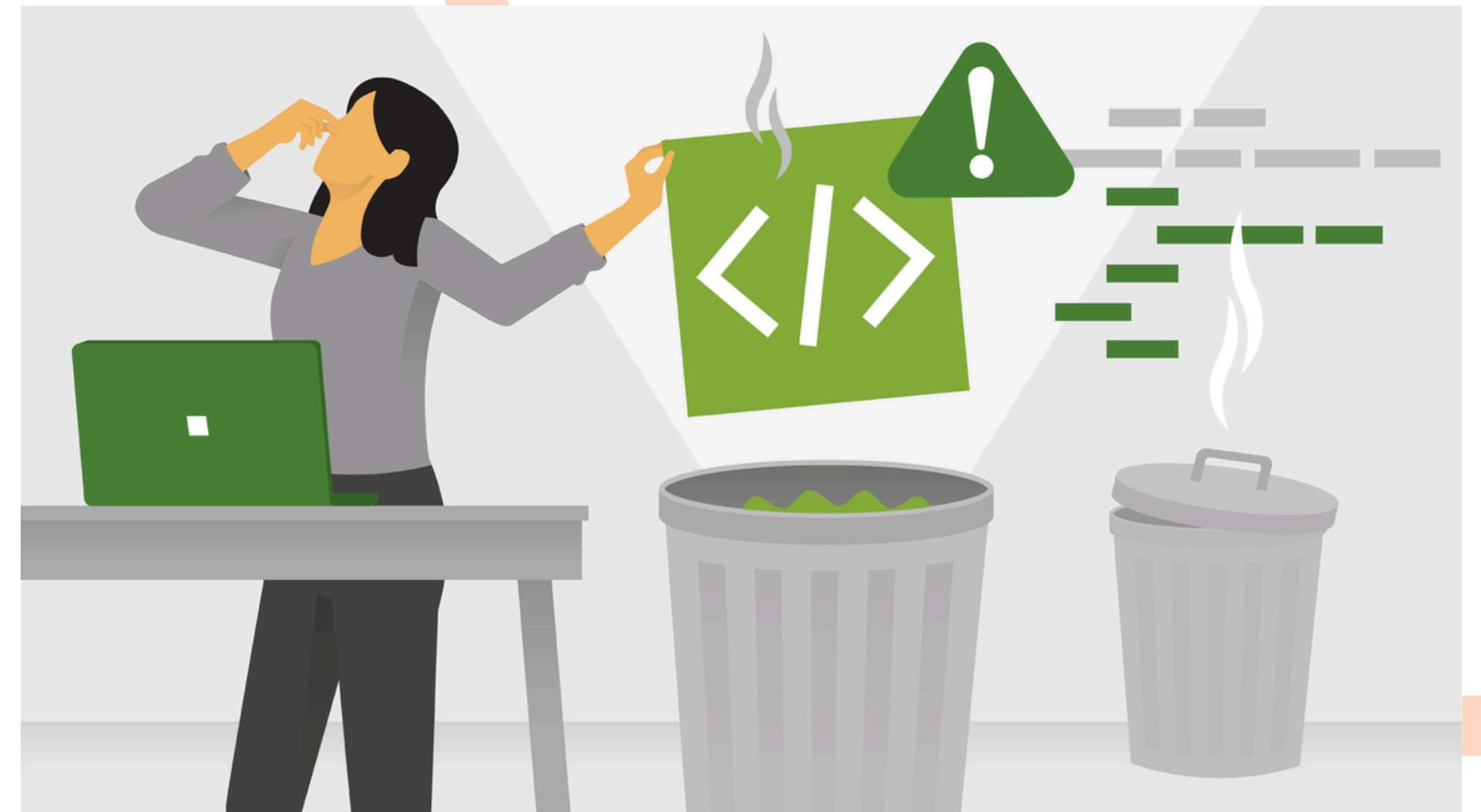


# CHAPTER 3

## BAD SMELLS IN CODE

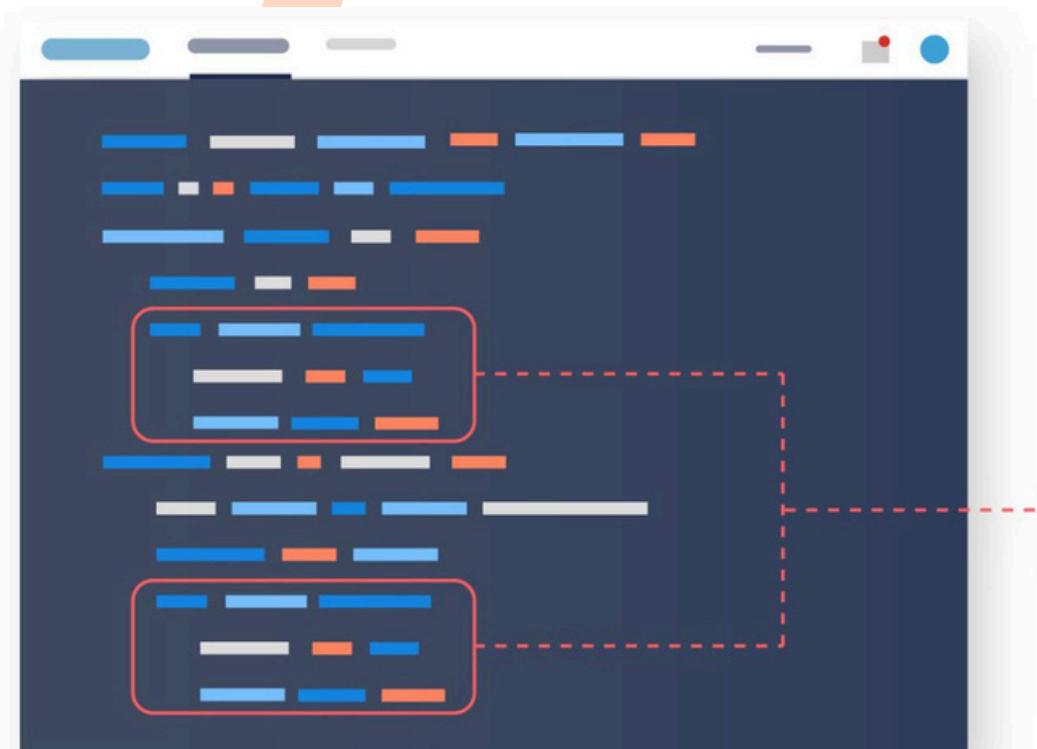
Identifying and addressing common 'bad smells' in code to improve software design and maintainability.

"If it stinks, change it."



## Duplicated Code

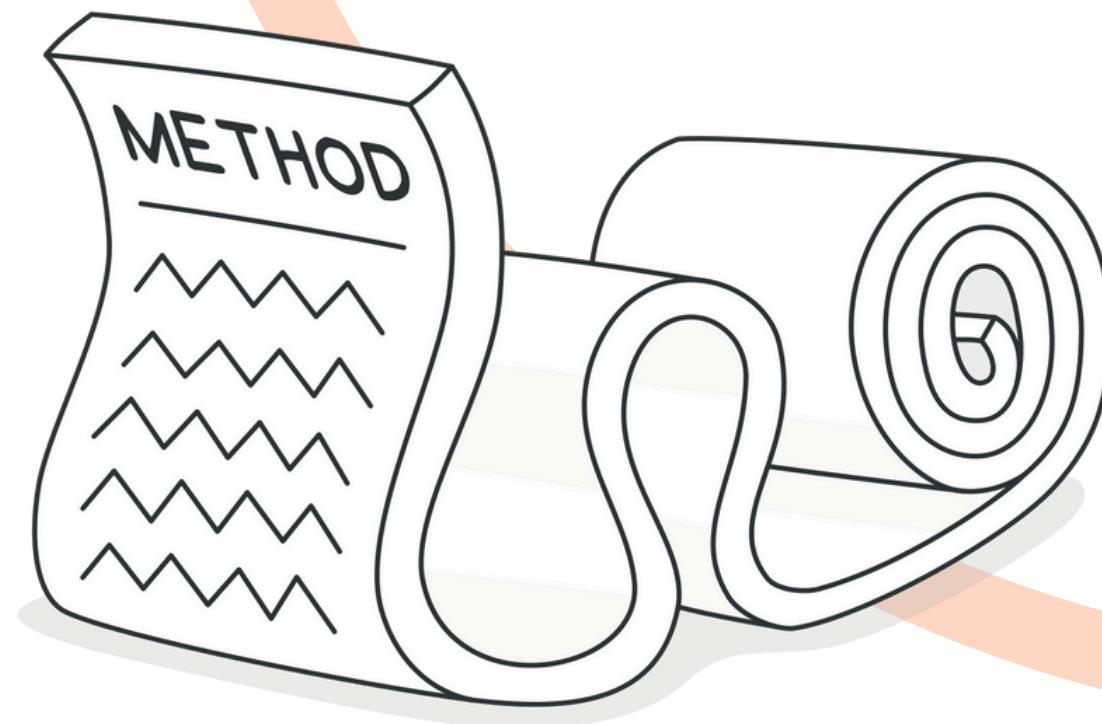
The presence of identical or very similar code in multiple places within a codebase.



**CODE  
DUPLICATES**

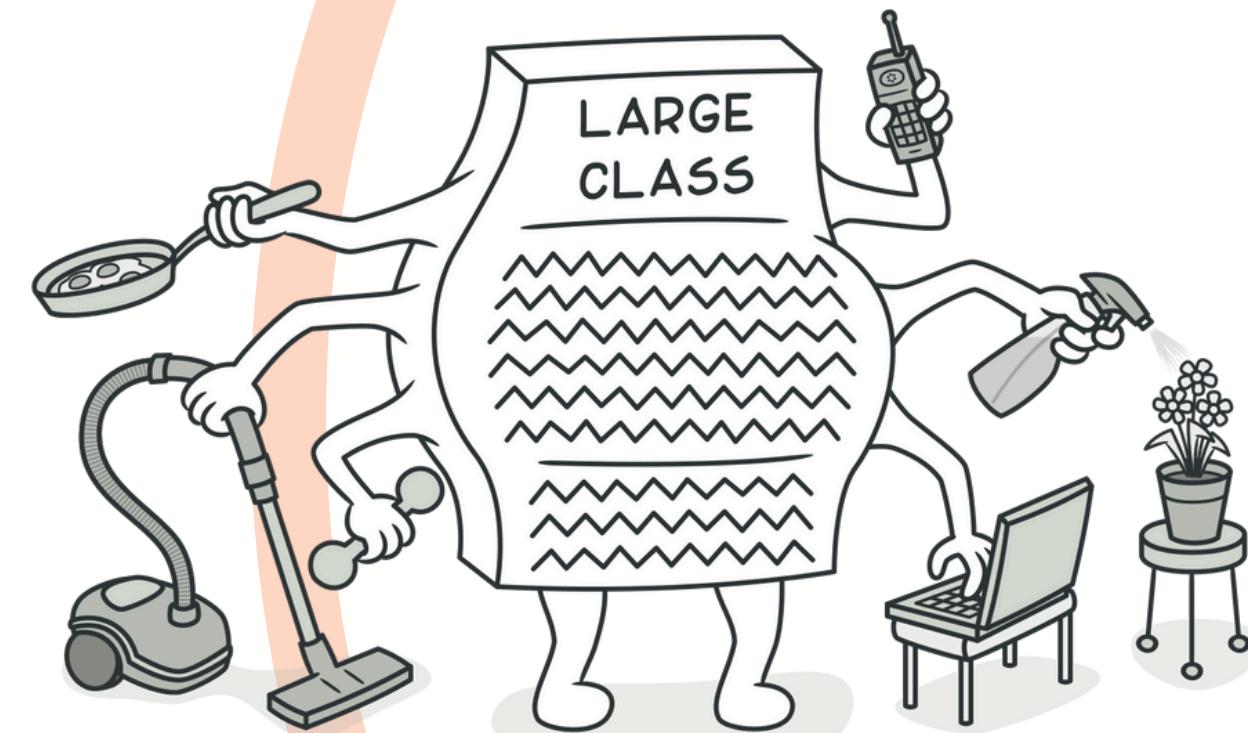
## Long Method

A method that has grown too large and tries to accomplish too much, often containing multiple responsibilities.



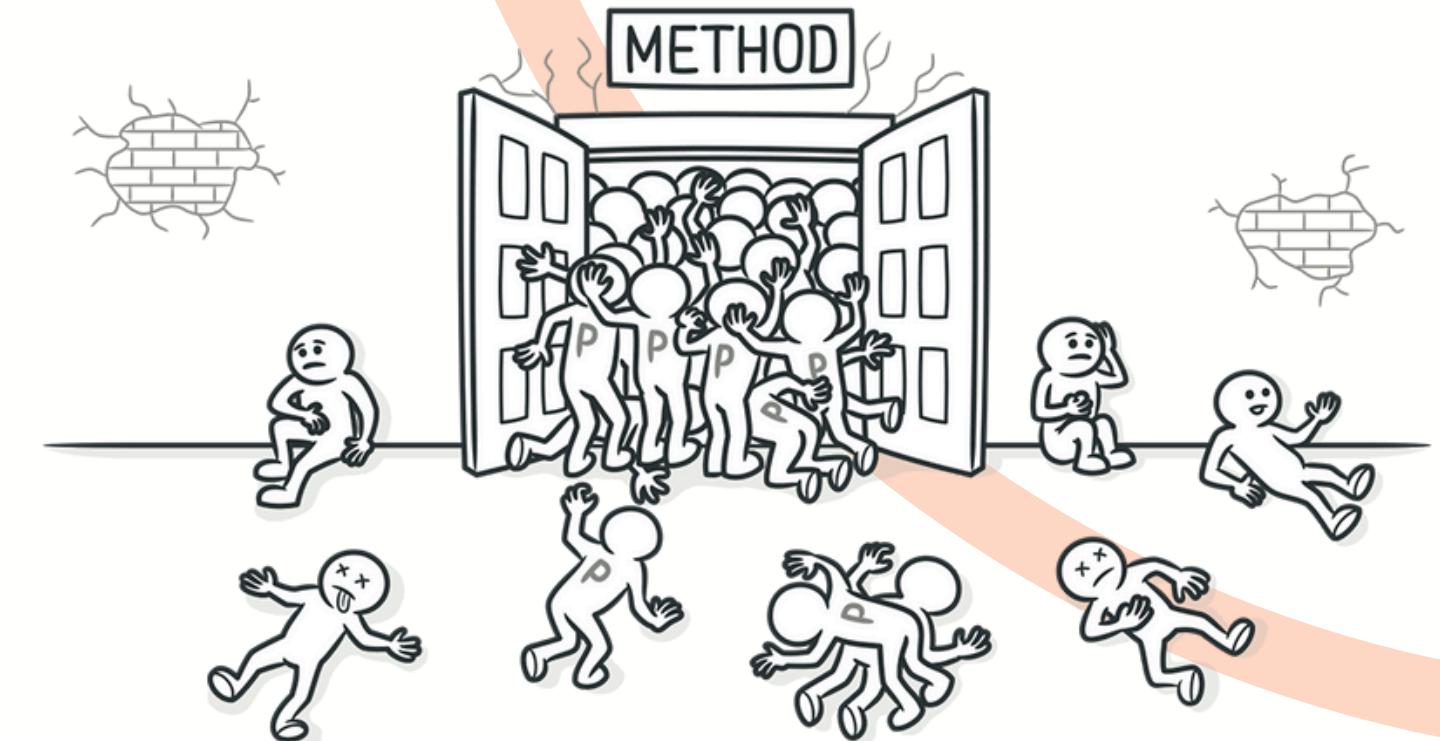
### **Large Class**

A class that has grown too large and tries to do too many things, violating the Single Responsibility Principle.



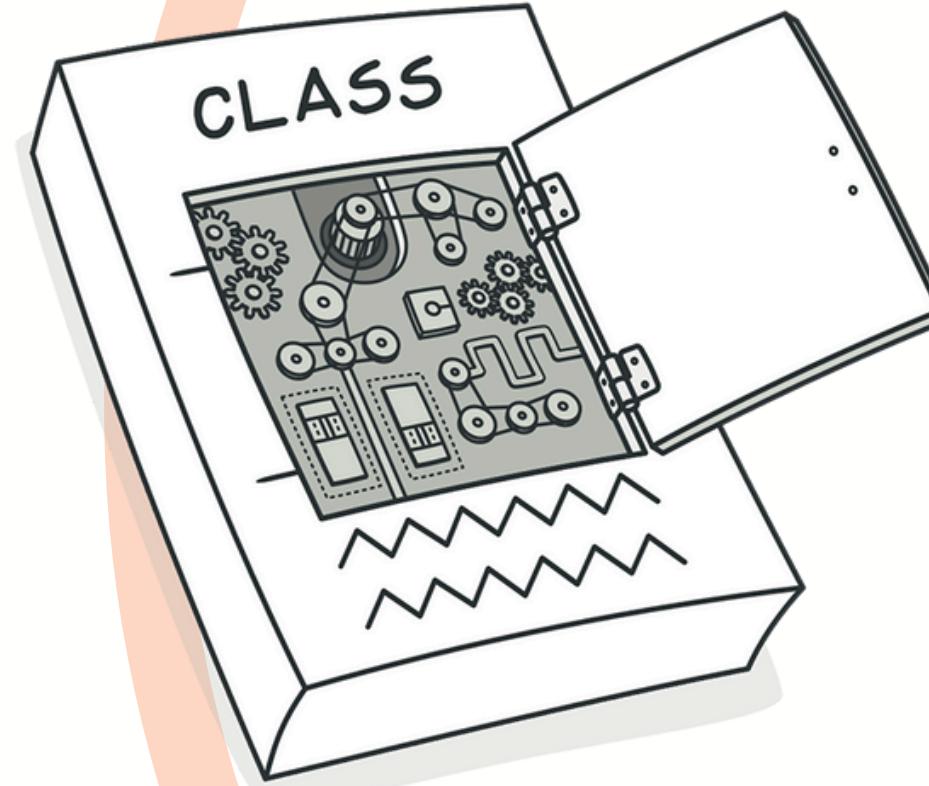
### **Long Parameter List**

A method that takes too many parameters, making it difficult to understand and use.



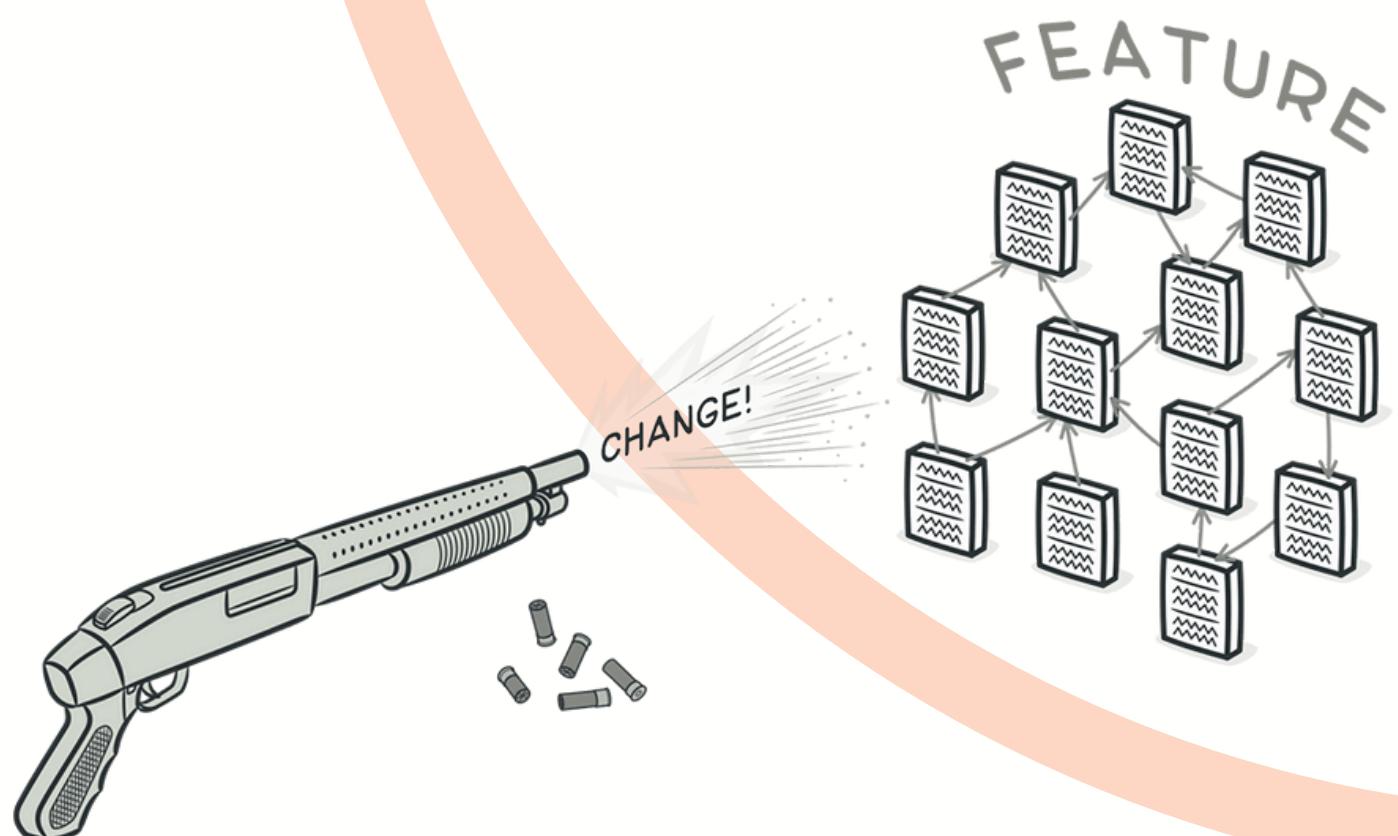
## Divergent Change

A class that suffers from frequent changes for different reasons, indicating that it has multiple responsibilities.



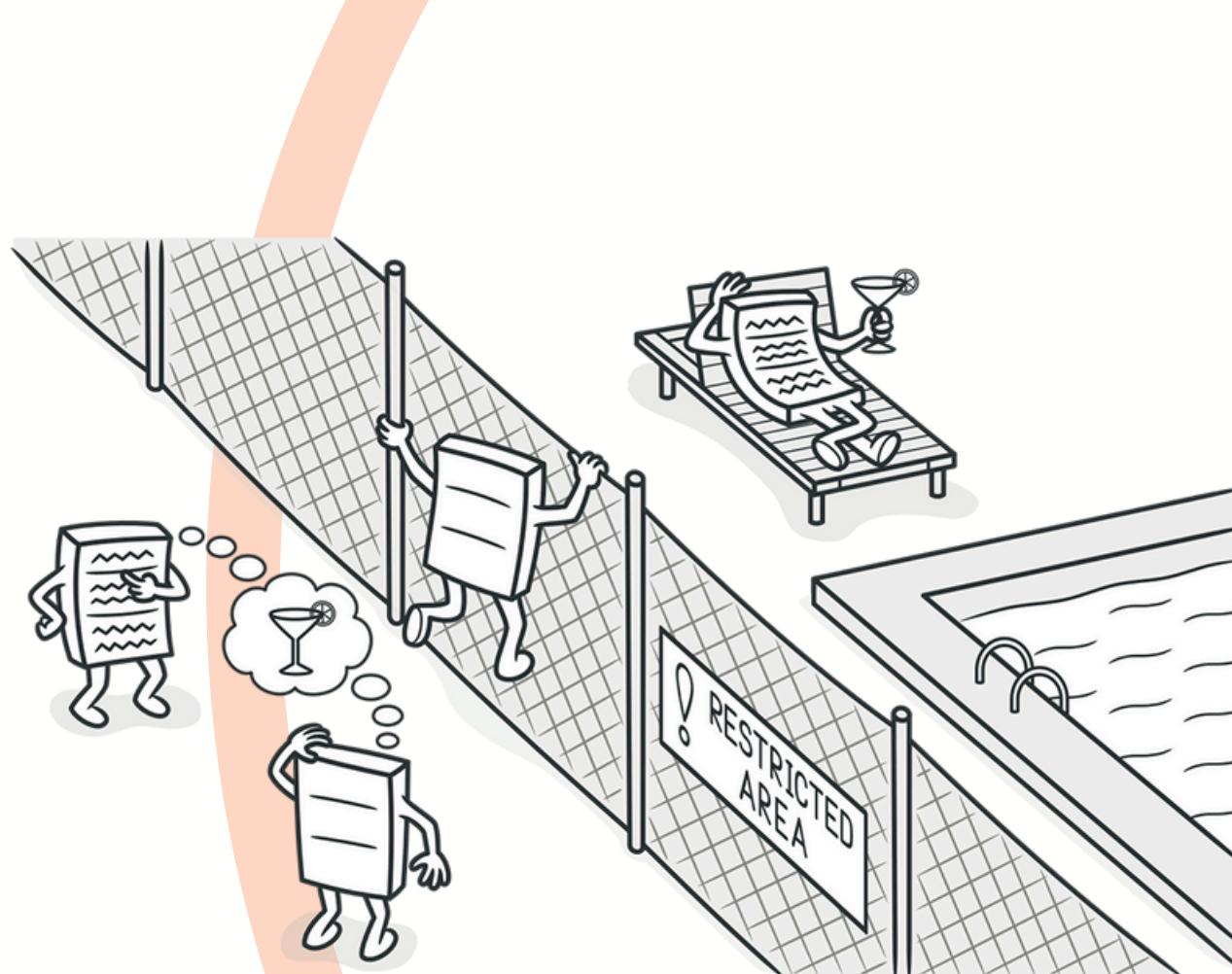
## Shotgun Surgery

A change that requires altering many small pieces of code in different places, indicating poor modularity.



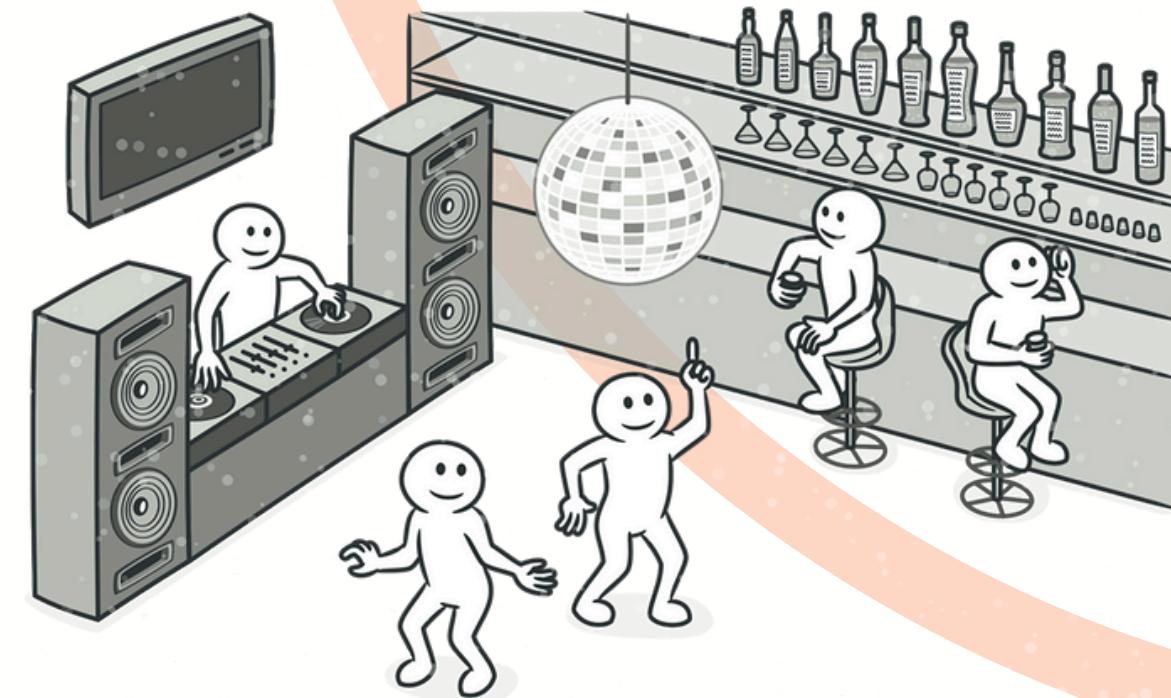
## **Feature Envy**

A method that is more interested in the data of another class than that of the class it is in.



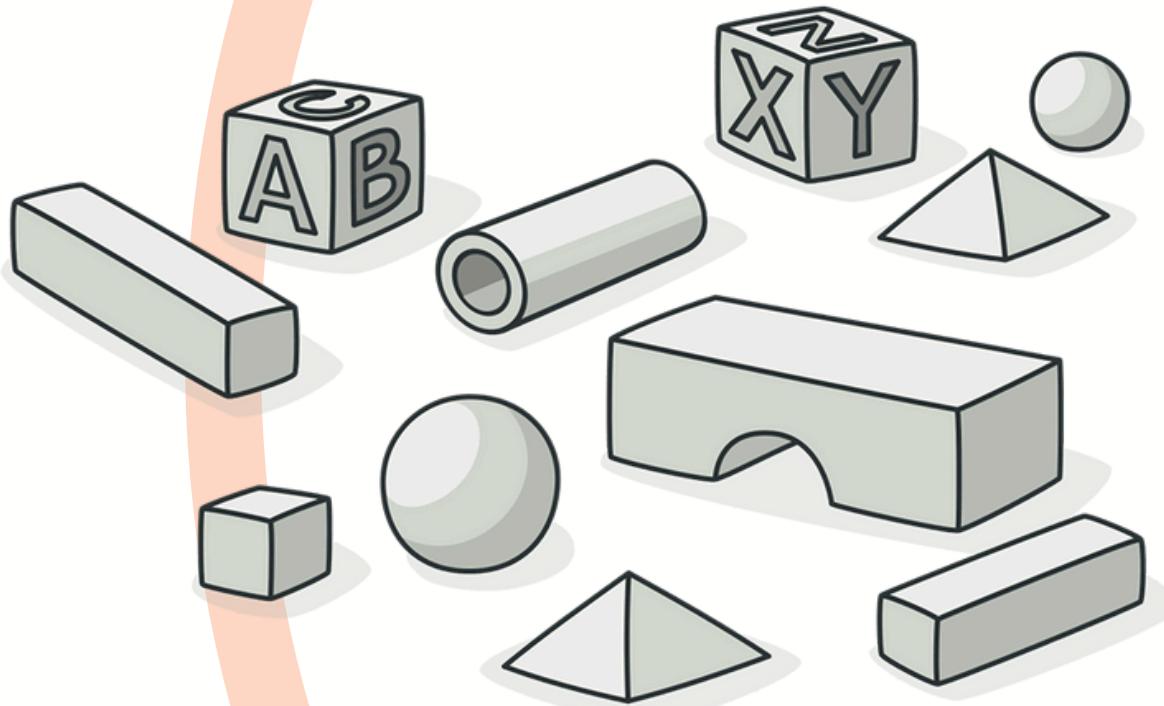
## **Data Clumps**

Groups of data items that tend to be passed around together and should be combined into their own object.



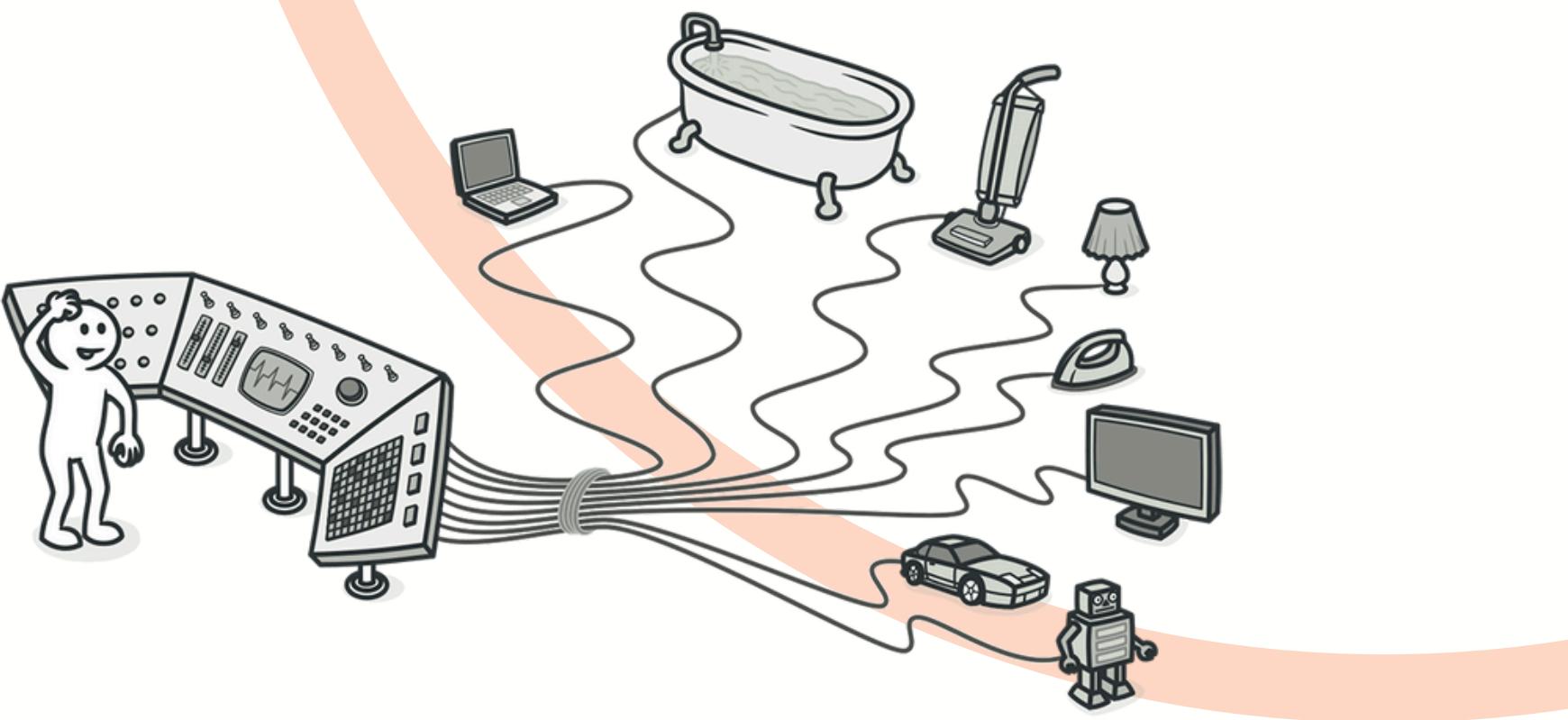
## Primitive Obsession

The excessive use of primitive data types instead of small objects for simple tasks.



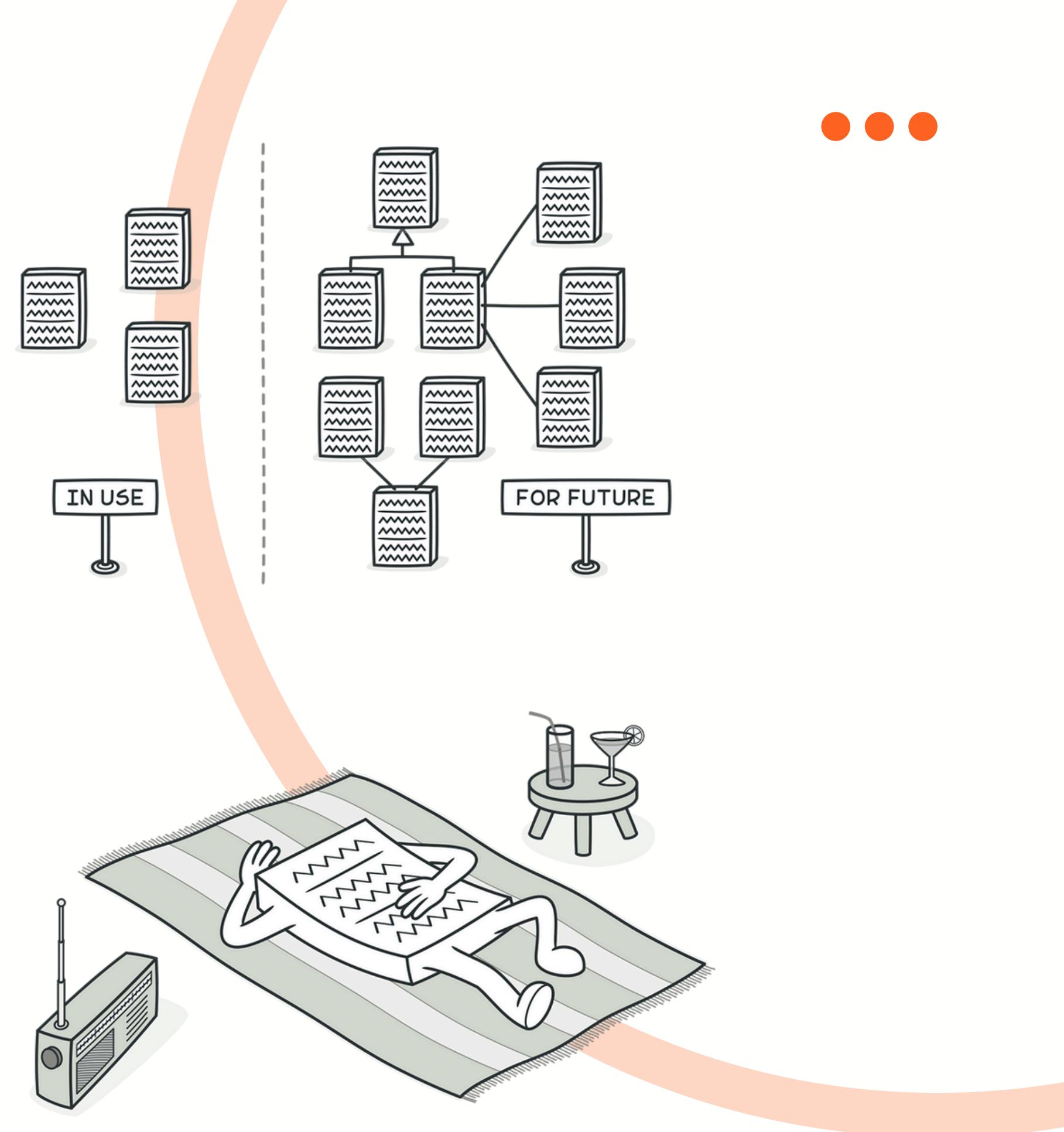
## Switch Statements

Frequent switch statements that can be replaced with polymorphism to improve code clarity and maintainability.



## Speculative Generality

Code that is more general or flexible than it needs to be, often because of anticipating future requirements.

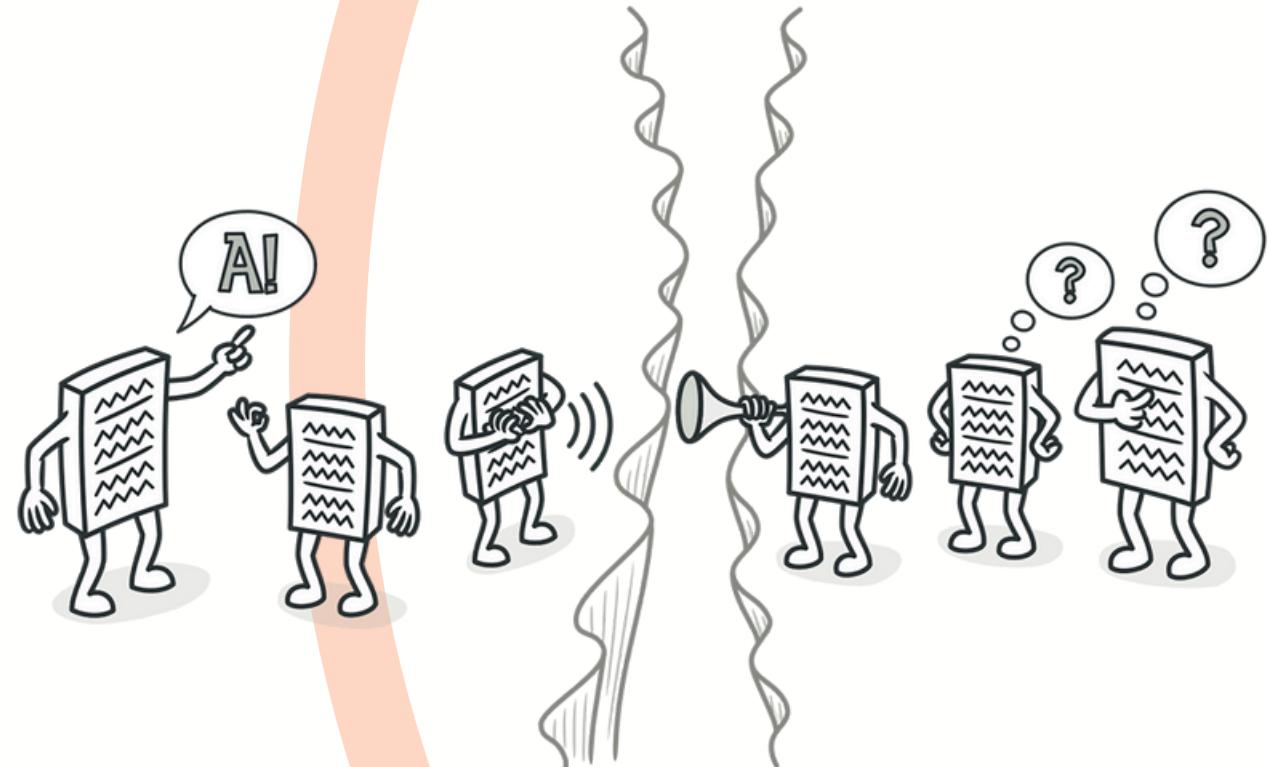


## Lazy Class

A class that does too little and does not justify its existence in the codebase.

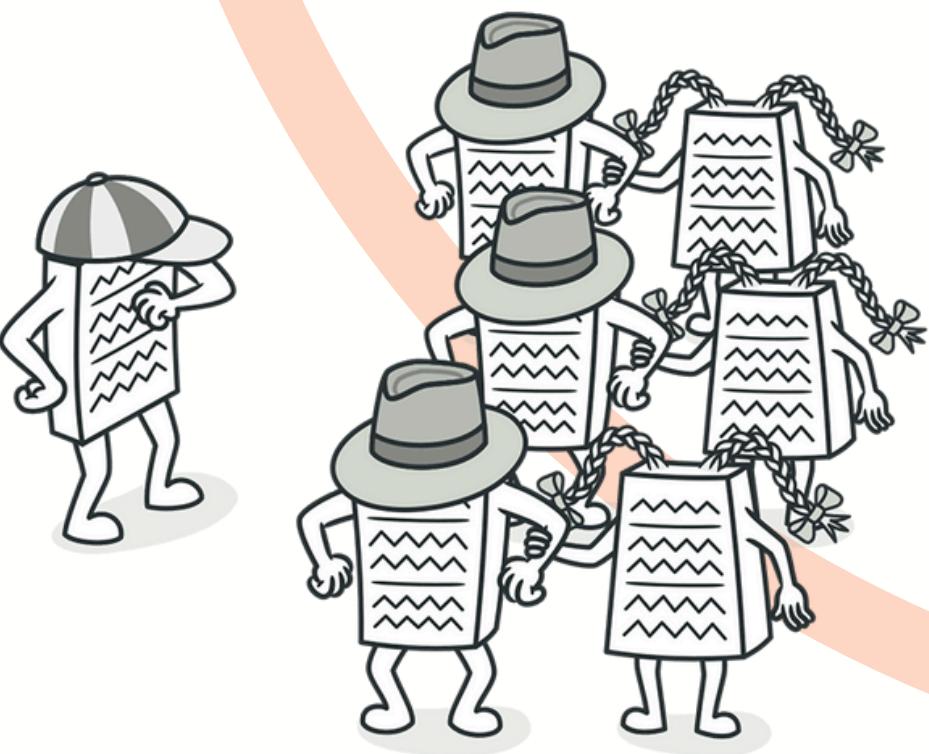
## **Message Chains**

A sequence of calls that navigate through multiple objects to get a desired value, leading to tight coupling.



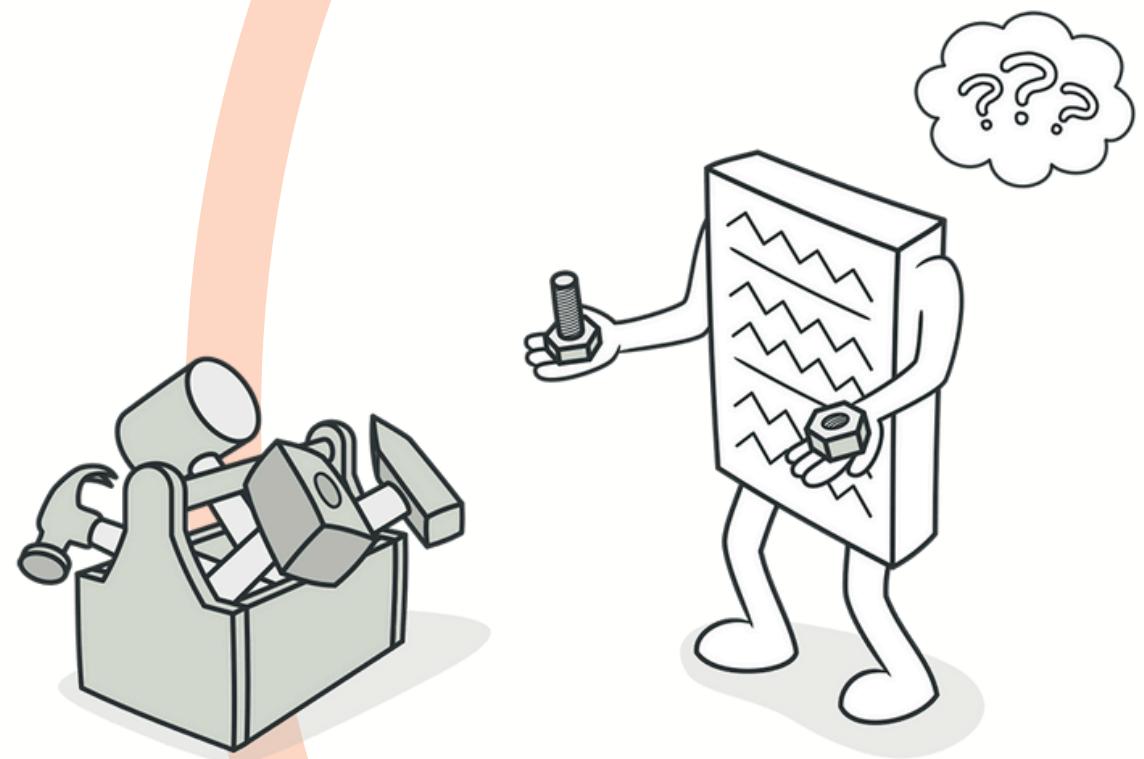
## **Middle Man**

A class that delegates almost all of its work to another class, adding unnecessary complexity.



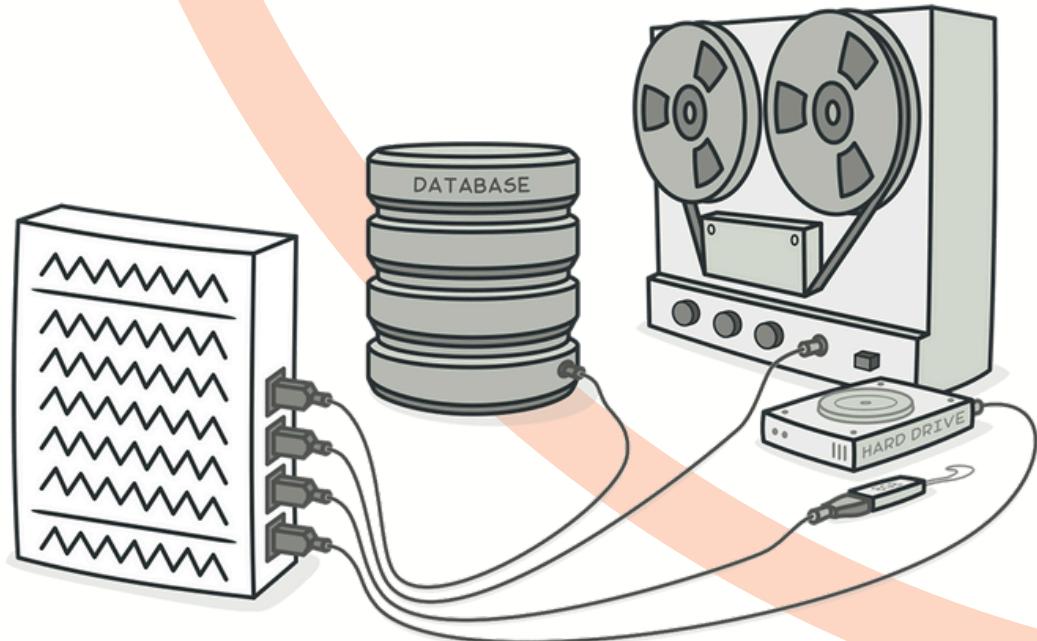
### **Incomplete Library Class**

A library class that lacks the needed functionality, requiring extensions or workarounds.



### **Data Class**

A class that primarily holds data with little or no behavior, leading to poor encapsulation.





# CHAPTER 4

## BUILDING TESTS

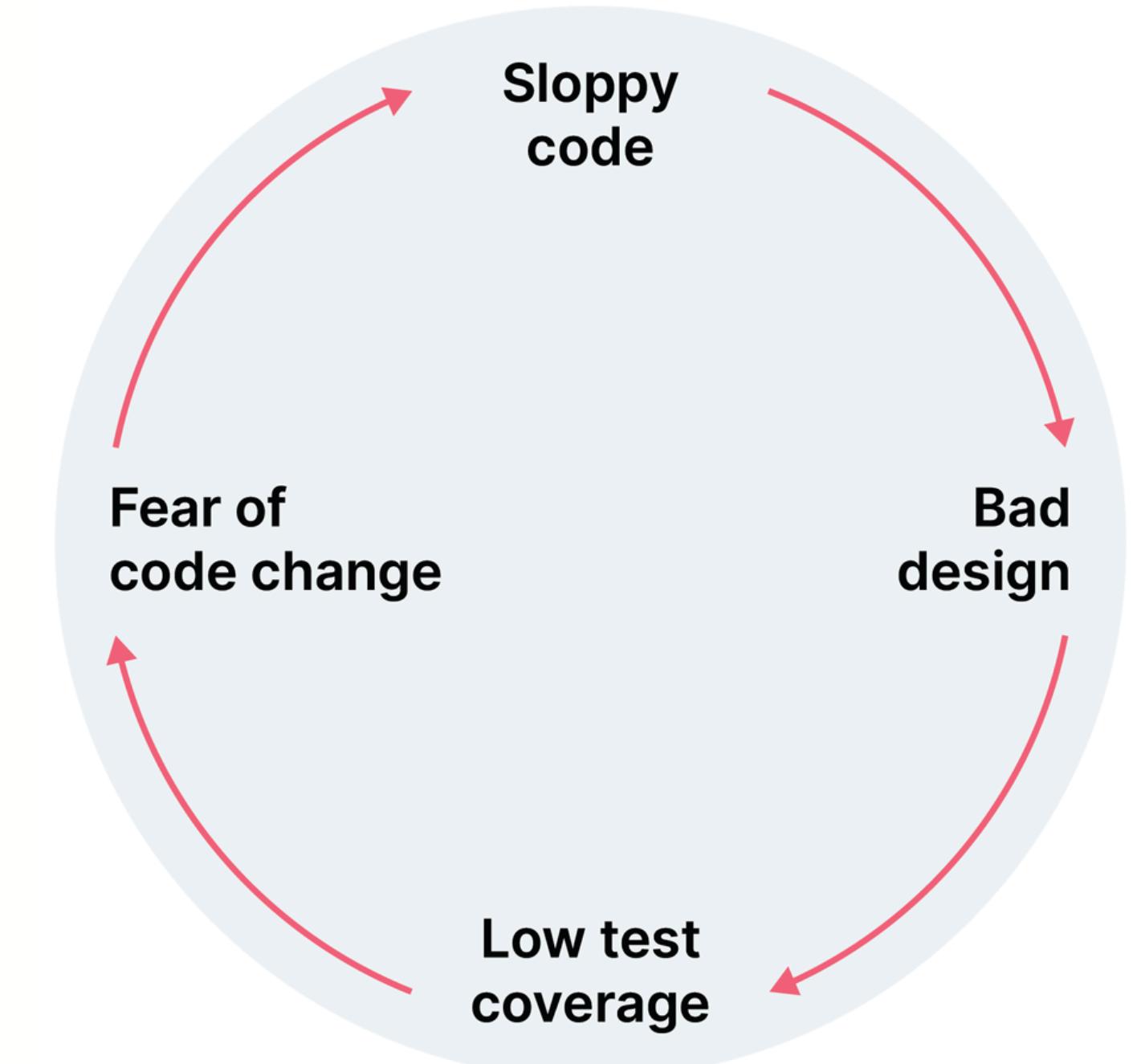
Building a solid suite of tests to ensure the stability and reliability of code during refactoring.



## Importance of Pre-existing Tests

Refactoring requires pre-existing tests to ensure code stability during changes.

Automated tests catch bugs early, reducing time spent on debugging.





## JUnit Test Framework

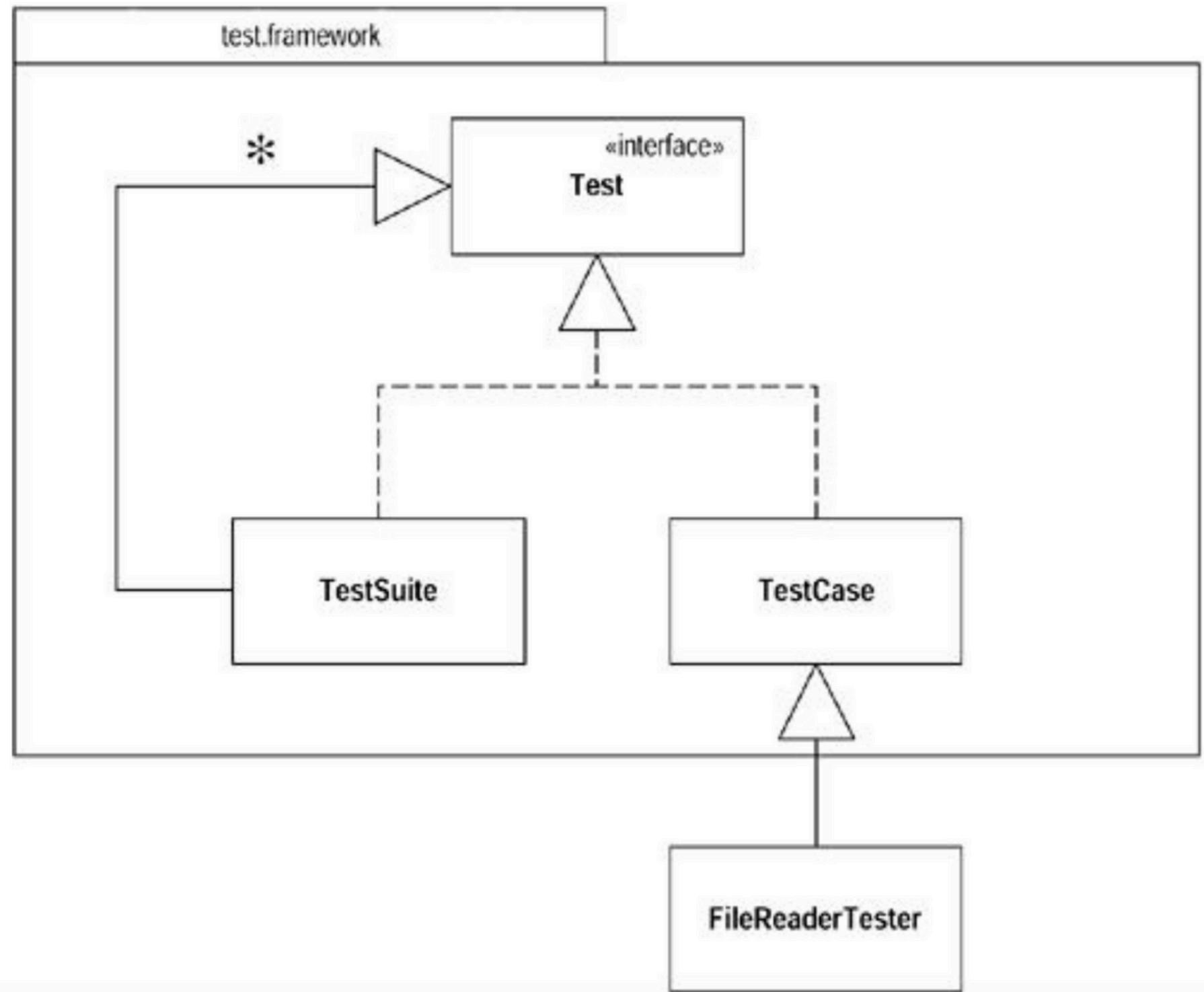
JUnit is a popular testing framework for Java applications.

It simplifies writing and running tests, ensuring code reliability.



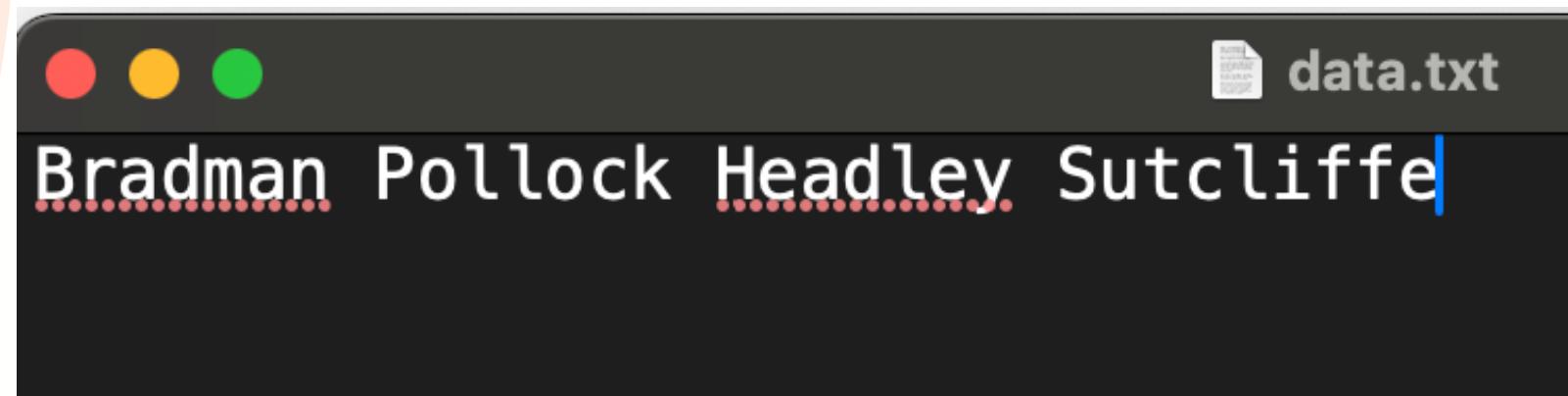
JUnit tests are written in classes that extend TestCase.

```
class FileReaderTester extends TestCase {  
    private FileReader _input;  
  
    public FileReaderTester(String name) {  
        super(name);  
    }  
  
    protected void setUp() throws IOException {  
        _input = new FileReader("data.txt");  
    }  
  
    protected void tearDown() throws IOException {  
        _input.close();  
    }  
}
```



## Test Methods

Test methods contain the actual test logic and assertions.



```
public void testRead() throws IOException {
    char ch = '&';
    for (int i = 0; i < 4; i++)
        ch = (char) _input.read();
    assertEquals('d', ch);
}
```

```
public void testReadAtEnd() throws IOException {
    int ch = -1234;
    for (int i = 0; i < 33; i++)
        ch = _input.read();
    assertEquals(-1, ch);
}
```



# Test Suites

A test suite groups multiple test classes together.

It allows running all related tests at once for comprehensive coverage.

```
public class MasterTester {  
    public static void main(String[] args) {  
        junit.textui.TestRunner.run(suite());  
    }  
  
    public static Test suite() {  
        TestSuite suite = new TestSuite();  
        suite.addTest(new FileReaderTester("testRead"));  
        suite.addTest(new FileReaderTester("testReadAtEnd"));  
        return suite;  
    }  
}
```

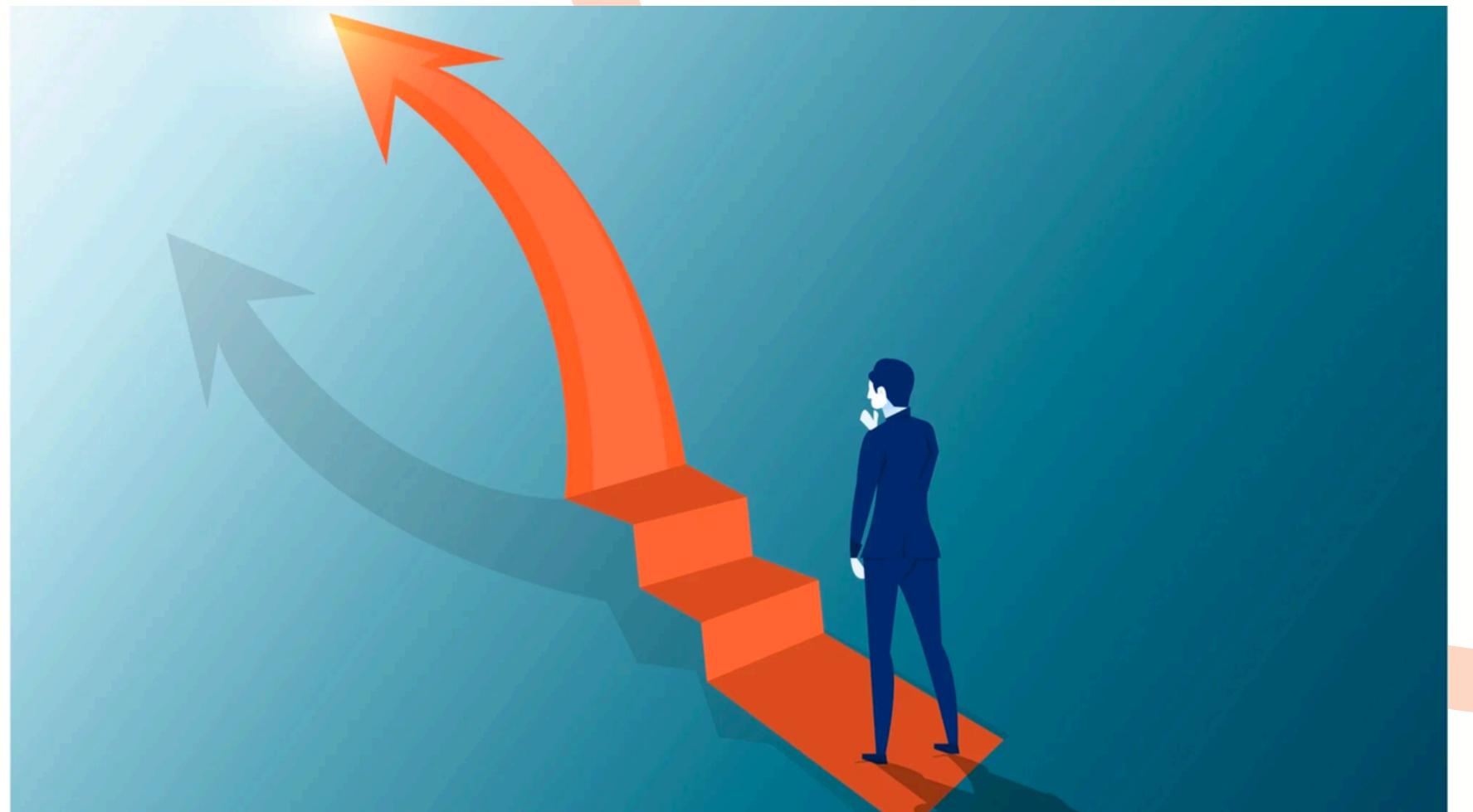
```
.  
Time: 0.110  
OK (1 tests)
```

```
.F  
Time: 0.220  
!!!FAILURES!!!  
  
Test Results:  
Run: 1 Failures: 1 Errors: 0  
There was 1 failure:  
1) FileReaderTester.testRead test.framework.AssertionFailedError
```

# CHAPTER 5

## TOWARD A CATALOG OF REFACTORINGS

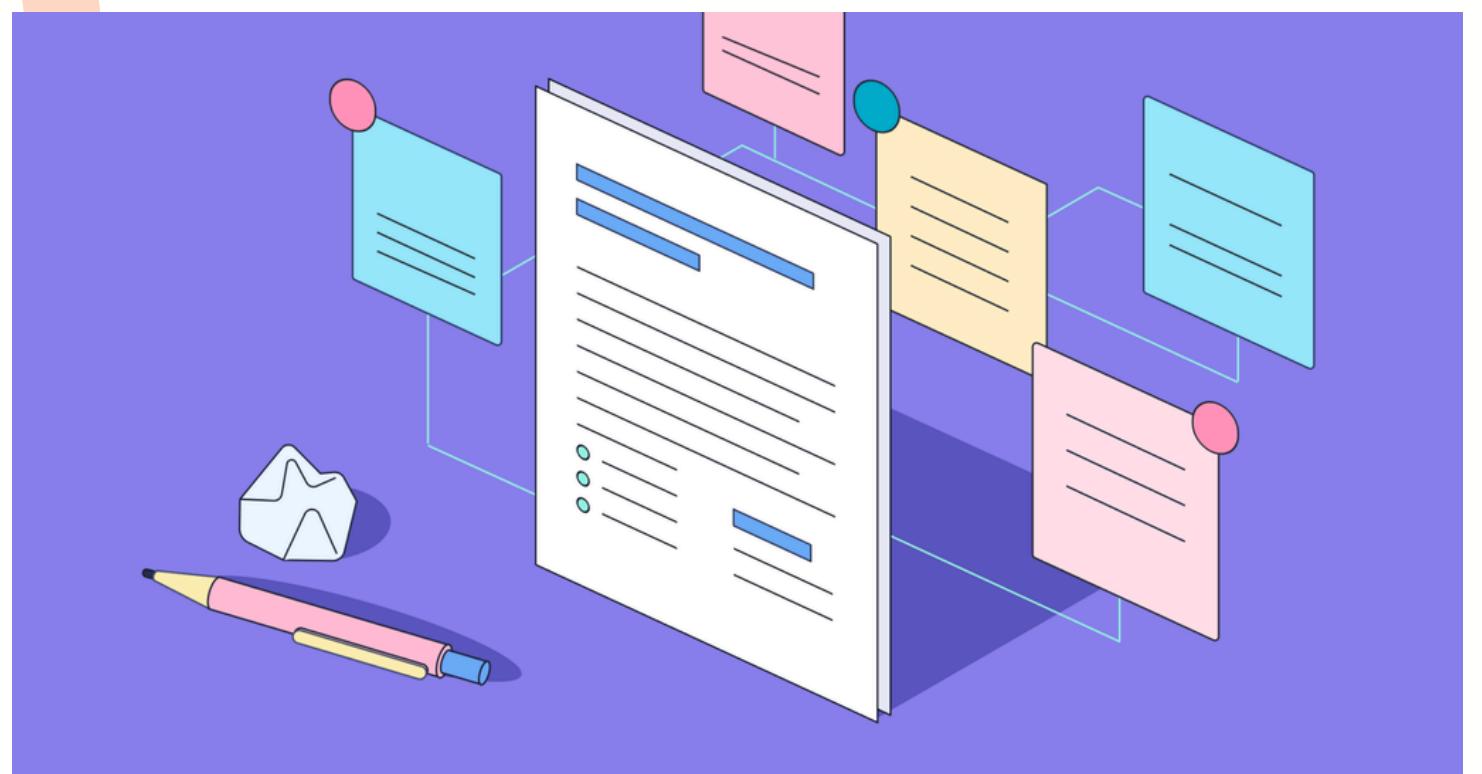
This chapter provides a solid starting point for your own refactoring work.





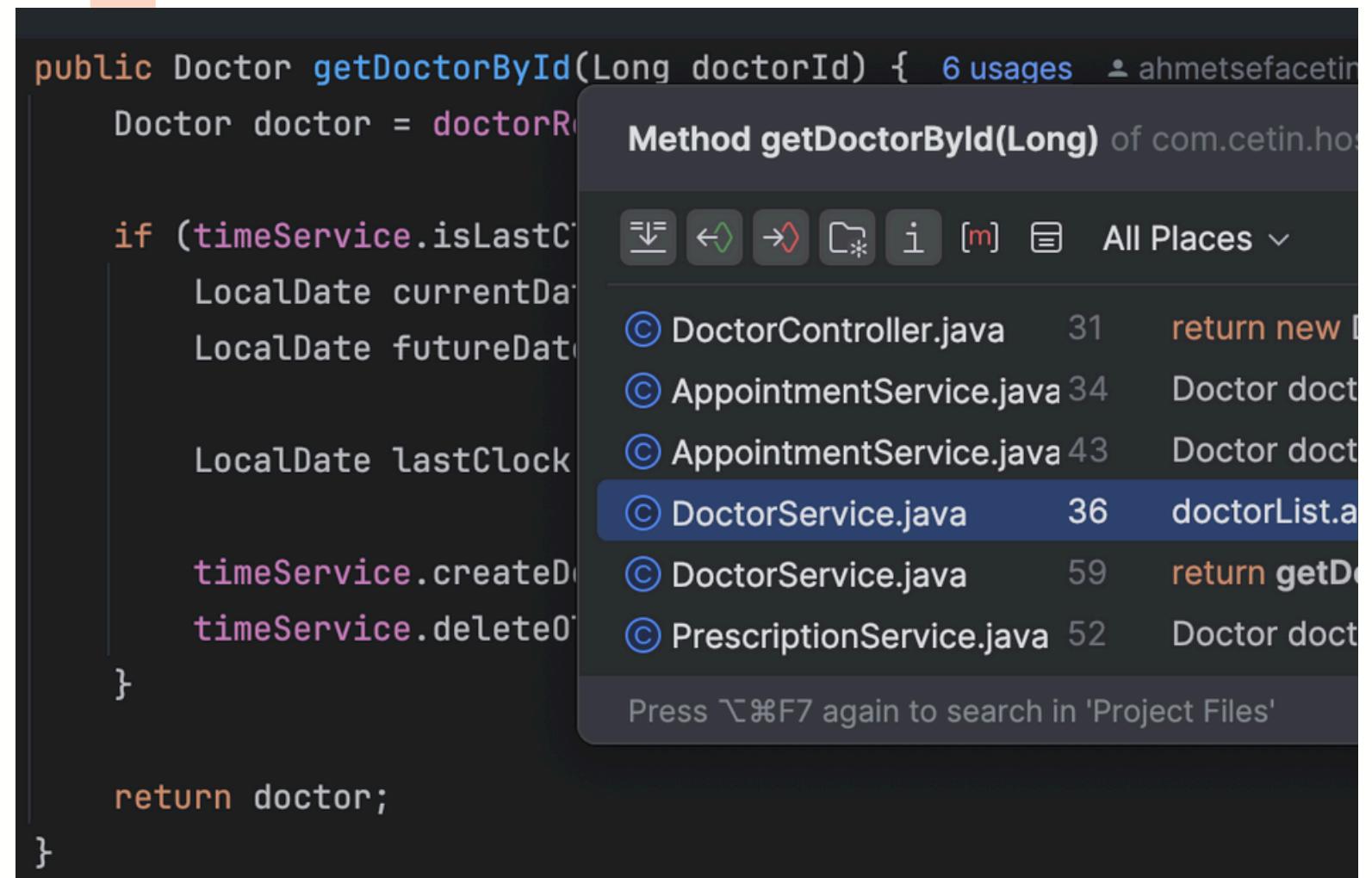
# Format of the Refactorings

- The **name** provides a clear and concise identifier for the refactoring.
- The **summary** briefly describes the refactoring's purpose and effect.
- The **motivation** explains why the refactoring is necessary and beneficial.
- The **mechanics** offer step-by-step instructions to perform the refactoring.
- The **examples** illustrate the code transformation before and after the refactoring.



# Finding References

- It is crucial to locate all references to a method, class, or variable before making changes.
  - Utilize automated tools and IDE features to efficiently find references.
  - Manual searching is error-prone and slow, making reliable tools essential.
  - Ensures that the refactoring process is thorough and consistent, maintaining code integrity and functionality.



## How Mature Are These Refactorings

- These refactorings have evolved and been refined over the years within the software community.
- Many software experts and academics have tested and improved these refactorings.
- Manual searching is error-prone and slow, making reliable tools essential.
- Ensures that the refactoring process is thorough and consistent, maintaining code integrity and functionality.





## References

1. Refactoring: Improving the Design of Existing Code - Second Edition
2. <https://refactoring.guru>
3. <https://chatgpt.com/>



# Thanks for watching!

Do you have any questions ?

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