

# Developing a Nose for Code- Smells

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# Hi I'm Anibal

- Anibal Velarde (like **Hannibal** without the “H” sound)
- You can find me
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  - On GitHub: <https://www.github.com/anibalvelarde>
  - On Linked In: <https://www.linkedin.com/in/anibalvelarde>



# Up ahead...

- Why is important to get this right
- The dreadful code reviews
- Tools that can help us identify
  - Identify / Classify Code smells
  - Apply Patterns for Refactoring
  - Bonus tools: “practice makes perfect”

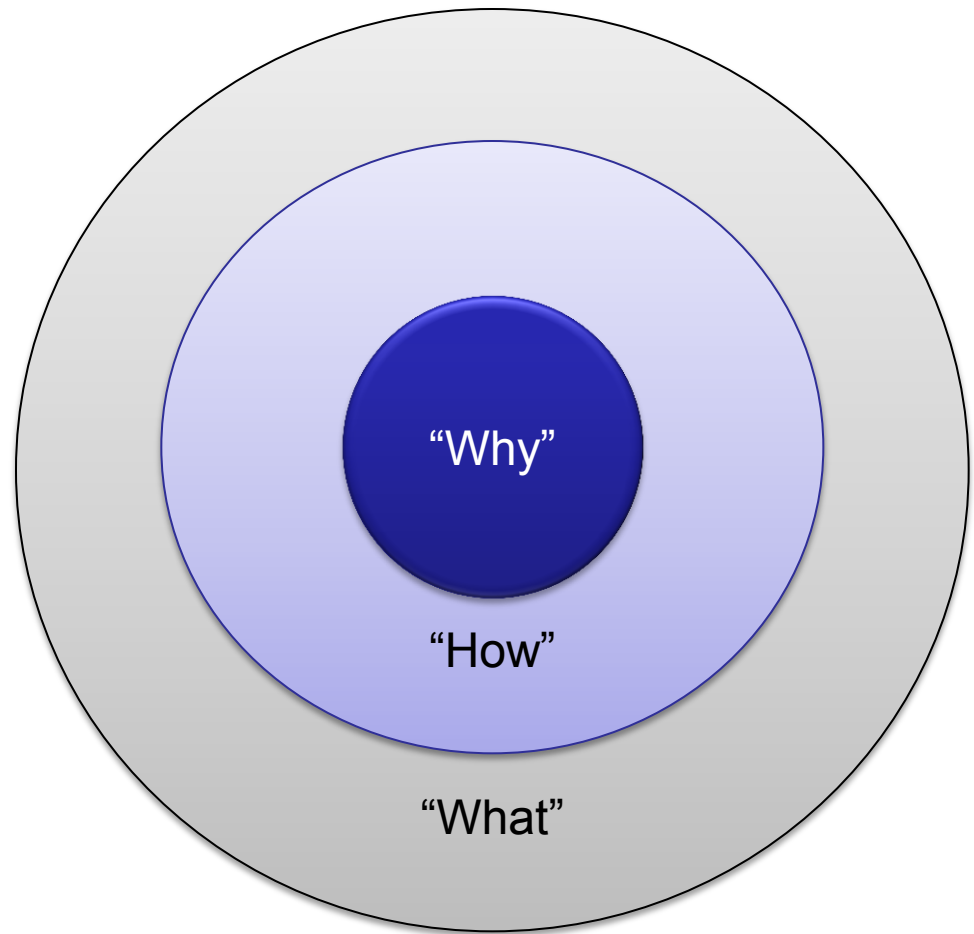
**Notice:** All cool imagery is courtesy of **refactoring.guru**

# Define your “why”...

## The Golden Circle:

- “What” you do
- “How” you do it
- “Why”
- Communicate from the inside out!

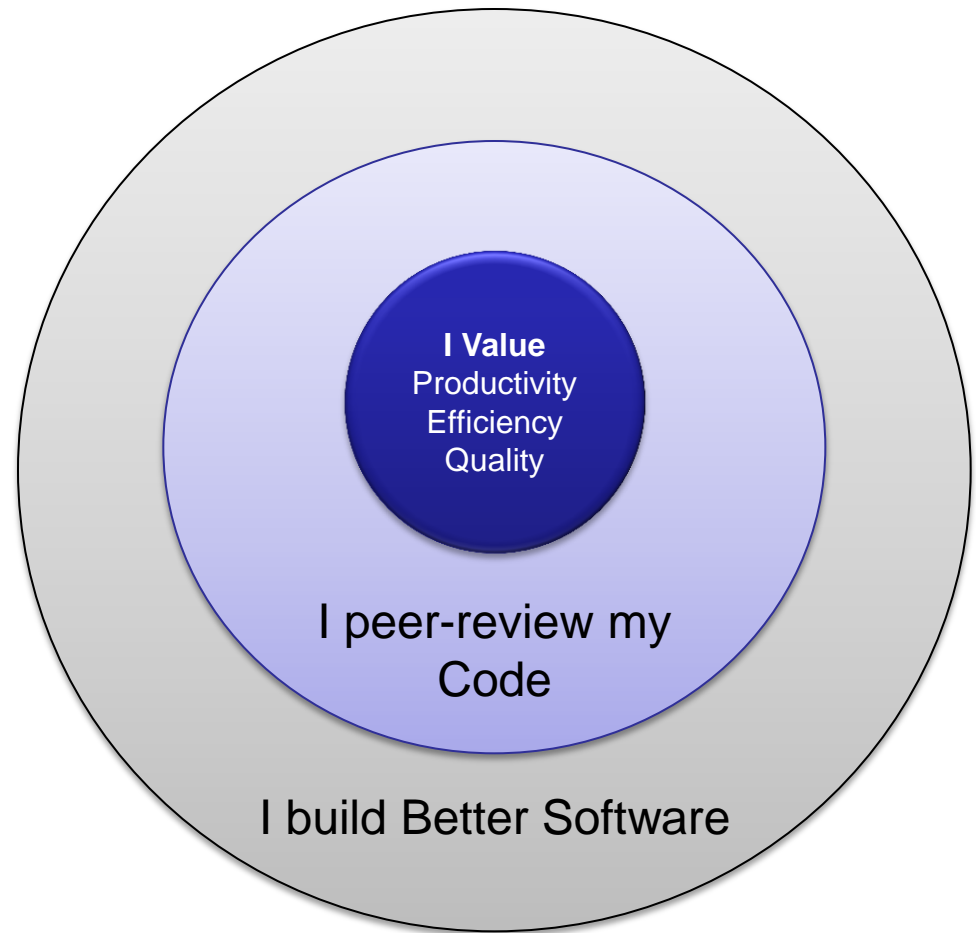
By Simon Sinek



# Define your “why”...

## Be Ready to Explain Why:

- Articulate you motivation
- Mentor others
- Inspire excellence



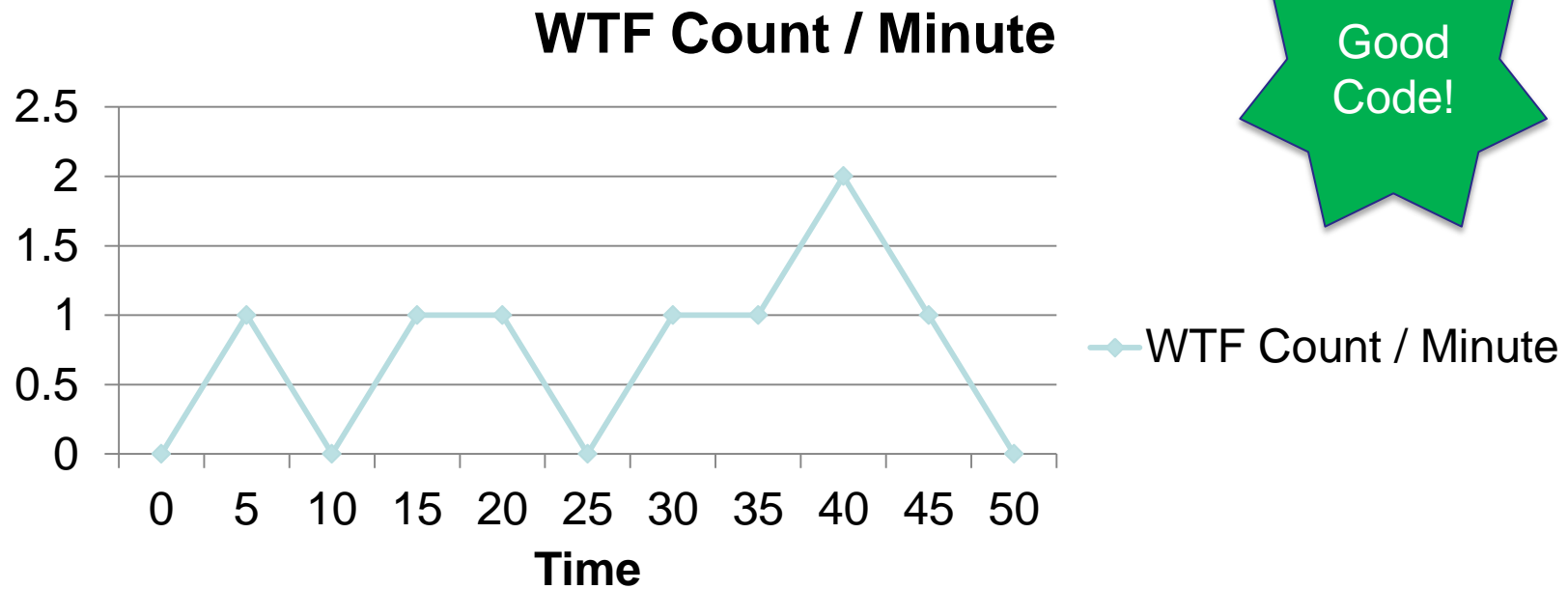


# My Feelings Towards Code Reviews

- I don't do them as often as I should
- I want to get better at it
- Could not find the time
- Everyone does it their way
- I don't want to insult you but...
- I have no idea what this code is doing
- I've never used that C# keyword

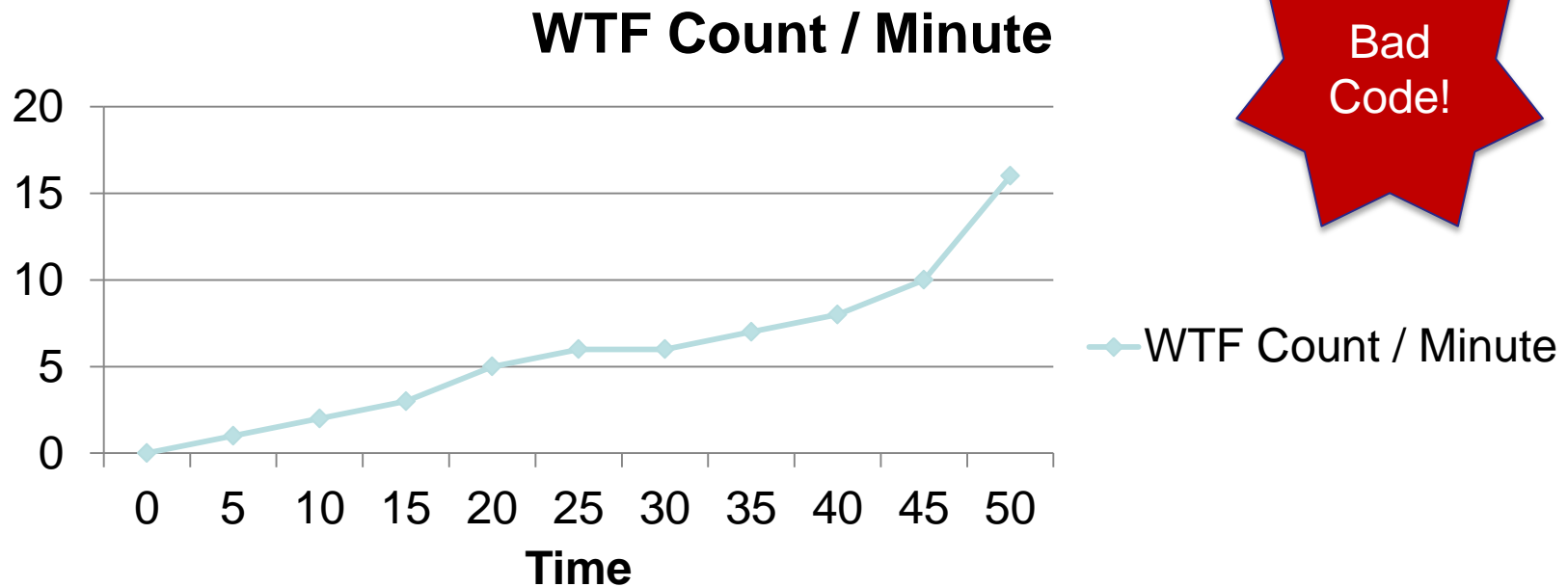
# Characteristics of Good Code

- What is the best way to measure code quality during a code review?



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# Dealing with Toxic Levels of Smelly Code

- One approach
  - Ridicule the offender to the point that they would not want to use any keyboard ever again (not recommended)
- Another approach
  - Build and edify your team (even if it is one person at a time)

# Tour of Refactoring Guru

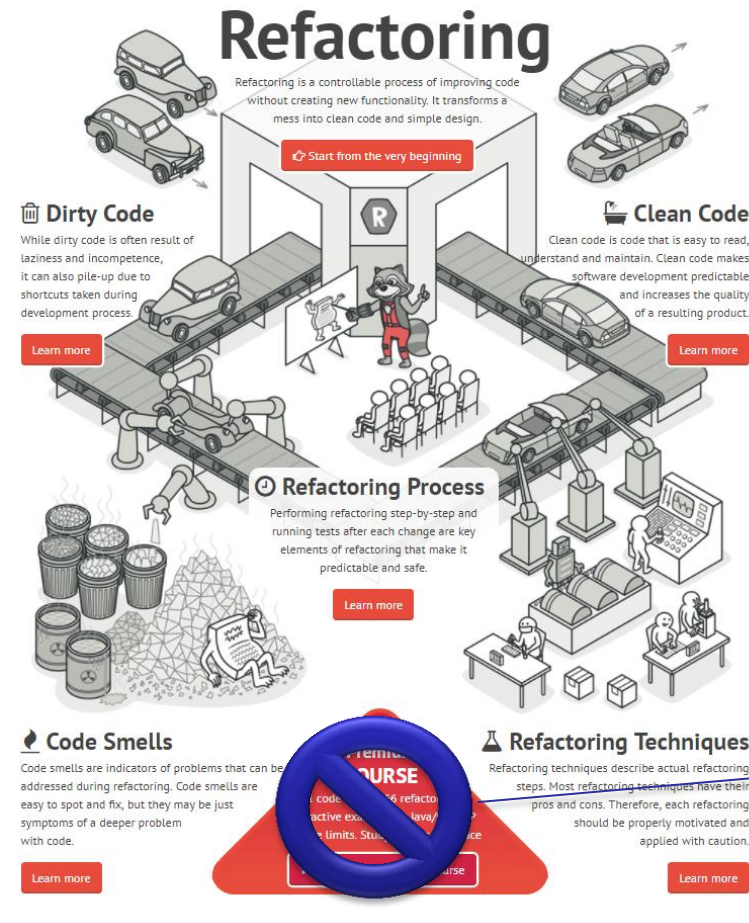
- It is free (you can also purchase)
- It is informative
- It is useful
- It can be shared with participants during code reviews
- From the site:
  - Refactoring.Guru is a shiny website where you can find tons of information on code-smells refactoring, design patterns, SOLID principles and other smart programming topics.



# Tour of Refactoring Guru

How to  
ID bad  
code?

How to  
Fix bad  
code?



It's free!

# Code Smell Categories

- Bloaters
- OO  
Abusers
- Change  
Preventers
- Dispensables
- Couplers

# Let's dive into a couple...

- **Bloaters**
- OO
- Abusers
- Change
- Preventers
- Dispensables
- **Couplers**



# Before we dive in...

- A word about
  - **Unit Testing**
  - **Integration Testing**

*“Good design is testable. Design that isn’t testable is bad.”*

Michael Fathers. **Working Effectively With Legacy Code.**

# Bloaters...

These are classes, methods or areas of the code that have gotten **HUGE** over time. They come in various categories

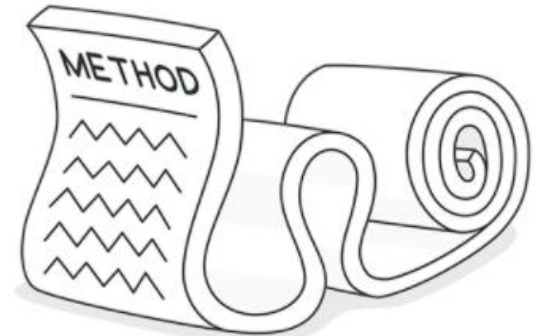
- Long Method
- Large Class
- Primitive Obsession
- Long Parameter List
- Data Clumps



# Bloaters

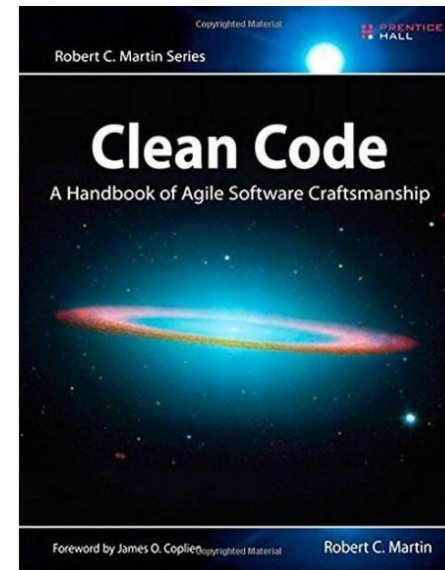
## Long Method

- **Symptoms**
  - Too many lines of code
  - $[10 - 25] >$  you should ask ?s
- **Reasons**
  - Ppl just keep on piling stuff in there!
  - Never is anything taken out!
  - No unit testing to speak of
- **Treatment**
  - Use “**Extract Method**” pattern to reduce the length of the body. If you comment something, consider putting that logic in another method
  - Other patterns: “**Replace Temp with Query**”, “**Introduce Parameter Object**”



# Jump over to VS

- Take a moment to discuss the idea of “Clean Code” with an example
- By Robert C. Martin



# Bloaters

## Large Class

- **Symptoms**

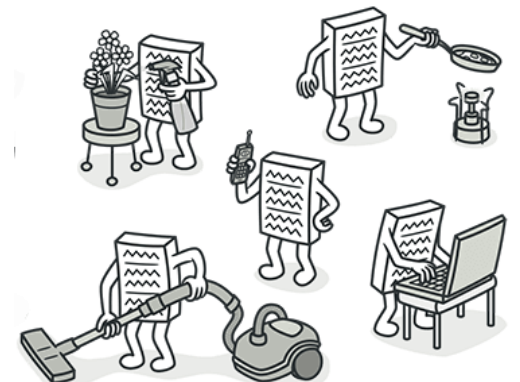
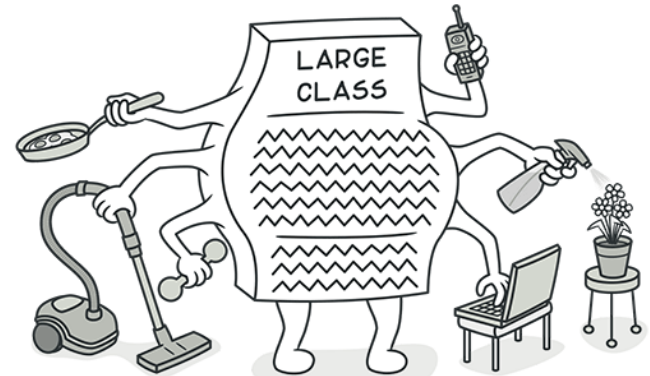
- Class has many
  - Fields
  - Methods
  - LoC

- **Reasons**

- Even small classes... tend get large over time
- Similar to “Long Method” things are never taken out

- **Treatment**

- Use “**Extract Class**” pattern to reduce the length of the class.
- Other patterns: “**Extract Subclass**”, “**Extract Interface**”

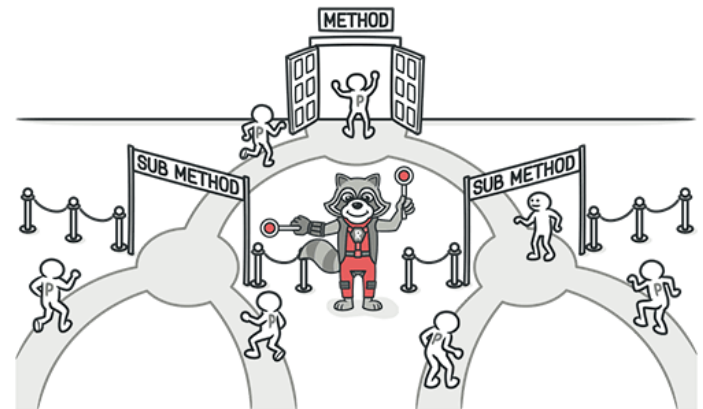
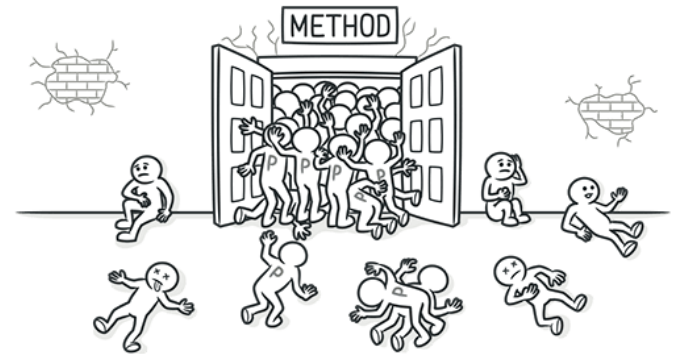




# Bloaters

## Long Parameter List

- **Symptoms**
  - More than 3 or 4 parameters for a method
- **Reasons**
  - Method is responsible for multiple logic paths
  - Logic for creating dependencies is with caller
- **Treatment**
  - Use “Replace Parameter with Method Call”
  - Try “Preserve Whole Object”
  - Try “Introduce Parameter Object”



# Couplers...

This kind of smell occurs when there is excessive coupling between classes. They come in various categories

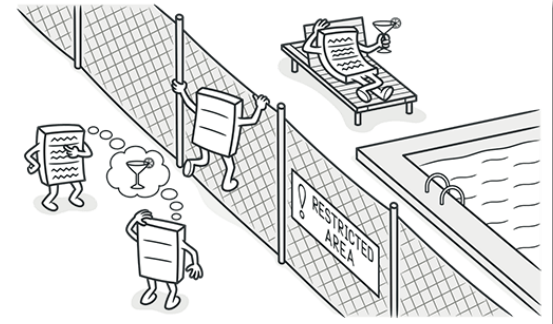
- Feature Envy
- Inappropriate Intimacy
- Message Chains
- Middle Man



# Couplers

## Feature Envy

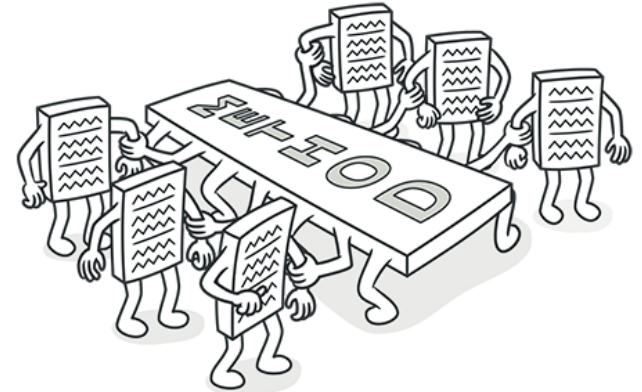
- **Symptoms**
  - A method accesses data of another object more than its own data
- **Reasons**
  - Fields in object “A” are moved to a Data Class
- **Treatment**
  - Some times you'll realize that the envious method should be in the other class. For that case use:  
**Move Method**
  - For some cases you may also consider using  
**Extract Method**



# Couplers

## Inappropriate Intimacy

- **Symptoms**
  - One class uses the internal fields and methods of another class.
- **Reasons**
  - Cohesion decreases within a class instead of increase
  - Single responsibility is not guarded
- **Treatment**
  - The simplest is to “**Move Method**” or “**Move Field**” to the class where the data / behavior is needed
  - Other options include: “**Extract Class**” or “**Inheritance**”





- Switch to Refactoring Guru for walk-thru of some scenarios
- <https://www.refactoring.guru>



- Bonus: Practice Makes Perfect
- <https://www.codewars.com>

# Continue the Education

- Share your code reviews tips and techniques on Twitter
- #tccc22
- #codereviews
  - < your tips >-

# Thanks for Watching!

- Questions?
- Comments?
- Do you use other tools?
- How do you deal with smelly code?
- Share your thoughts
- Slides and Examples available on **GitHub**
  - <https://github.com/anibalvelarde/CodeSmells>