

Refactoring Spaghetti Code

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1 What is Spaghetti Code?

The Spaghetti Code AntiPattern is the classic and most famous AntiPattern; it has existed in one form or another since the invention of programming languages. Spaghetti Code appears as a program or system that contains very little software structure.

1.1 How to deal with 2k lines of code Spaghetti code?

Let's suppose someone want to refactor 2k lines of code without unit tests, what he can do? Some key factors that help refactoring spaghetti code:

- Try to define project structure
- Try to define build system, do need a quick README to point the project's specifics, and gracefully guide the user/developer/researcher and try to connect it with CI, So keep build project up to date.
- after understanding project structure, try to write unit tests for every functions and refactor them step by step with keeping them passes.
- Documentation goes hand in hand with code. Code itself is documentation. But there must be clear-cut instructions on how to build, use, and maintain things.
- Code comments, as mentioned above, are also documentation. Developers like to express their feelings about their code.
- Implement code quality checkers and automatic reporting in the build system.
- Install a good SCM or any other version control.

I think above way, is a good practice to reduce writing test cases due to we refactor and write unittest and so on until the whole system refactored with design pattern.