



Refactoring Review

Name these refactorings. In case *"two possible answers"*, then write the name of either **one** refactoring.

The *Refactoring Category* is shown at the bottom of each slide.

#1

BEFORE

```
def normalize(text):  
    """Reformat some text"""  
    text = text.trim()  
    text = text.replace('_',  
                        ' ')  
    return text
```

AFTER

```
def normalize(text):  
    """Reformat some text"""  
    result = text.trim()  
    result =  
        result.replace('_', ' ')  
    return result
```

Refactoring Category: Composing Methods

#2 (two possible answers)

BEFORE

```
def roots(a, b, c):  
    """Roots of Quadratic"""  
    if b*b - 4*a*c >= 0:  
        x1 = (-b +  
              sqrt(b*b-4*a*c))/(2*a)  
        x2 = (-b -  
              sqrt(b*b-4*a*c))/(2*a)  
        return (x1, x2)  
  
    return None
```

AFTER

```
def roots(a, b, c):  
    """Roots of Quadratic"""  
    descrim = b*b - 4*a*c  
    if descrim >= 0:  
        descrim = sqrt(descrim)  
        x1 = (-b + descrim)/(2*a)  
        x2 = (-b - descrim)/(2*a)  
        return (x1, x2)  
  
    return None
```

#3

BEFORE

```
def find(text: str):  
    """Find text in file"""  
    found = False  
    line = None  
    file = open("somefile")  
    while not found:  
        line = file.readline()  
        if text in line:  
            found = True  
    file.close()  
    return line
```

AFTER

```
def find(text: str):  
    """Find text in file"""  
    with open("somefile")  
        as file:  
        for line in file:  
            if text in line:  
                return line  
  
    return None
```

Simplifying Conditional Expressions
(many students wrote code like this in ISP)

#4

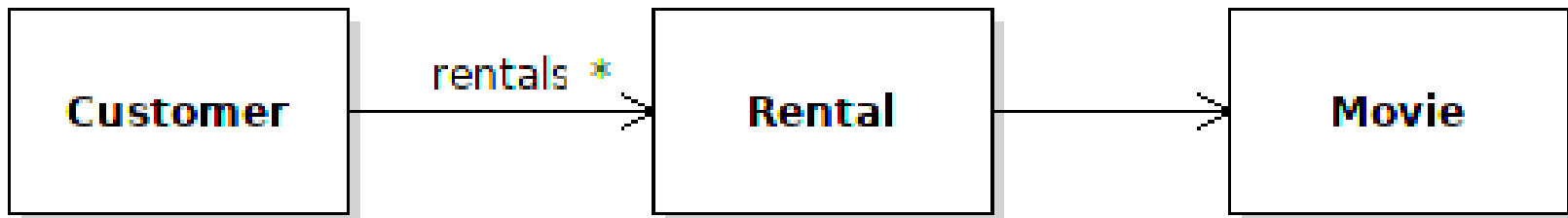
BEFORE

```
title = rental.get_movie()\
        .get_title()
```

AFTER

```
title = rental.get_title()
```

Movie still has get_title()



Moving Features Between Objects

#5

BEFORE

```
first = 'Bill'
last  = 'Gates'
email = 'bill@msft.com'

print_person(
    first, last, email)

def print_person(*args):
    print(f"{args[0]}
           {args[1]}
           email <{args[2]}>")
```

AFTER

```
@dataclass
class Person:
    first: str
    last: str
    email: str

p = Person("Bill", "Gates", ...)
print_person(p)

def print_person(person):
    print(f"{person.first}
           {person.last}
           email <{person.email}>")
```

Simplifying Method Calls

#6

BEFORE

```
def print_rental(title,
                 days_rented, price):

    print("{:20s} {:6d} {:.f}"
          .format(title,
                  days_rented,
                  price))

r = Rental("Frozen", 3)
print_rental(r.get_title(),
             r.get_days_rented(),
             r.get_price())
```

AFTER

```
def print_rental(r: Rental):

    print("{:20s} {:6d} {:.f}"
          .format(
              r.get_title(),
              r.get_days_rented(),
              r.get_price()))

r = Rental("Frozen", 3)
print_rental(r)
```

Simplifying Method Calls

#7

BEFORE

```
def vote(question, choice):
    if not question.can_vote():
        messages.error(
            "voting not allowed")
    else:
        if choice not in
            question.choice_set():
            messages.error(
                "invalid choice")
        else:
            Vote.objects.create(
                user=user, question=...)
            return redirect('polls:result')
# if any error, redirect to detail
return redirect('polls:detail',...
```

AFTER

```
def vote(question, choice):
    if not question.can_vote():
        messages.error(
            "voting not allowed")
        return redirect('polls:detail',...)
    if choice not in
        question.choice_set():
        messages.error(
            "invalid choice")
        return redirect('polls:detail',...)

    Vote.objects.create(
        user=user, question=...)
    return redirect('polls:result',...)
```

Simplifying Conditional Expressions

#8 (two possible answers)

BEFORE

```
def greet(firstname):  
    if datetime.now().hour<12:  
  
        print("Good morning",  
              firstname)  
    else:  
        print("G'd afternoon",  
              firstname)
```

AFTER

```
def greet(firstname):  
    if is_morning():  
        print("Good morning",  
              firstname)  
    else:  
        print("G'd afternoon",  
              firstname)  
  
def is_morning():  
    return \  
        datetime.now().hour < 12
```

1. *Simplifying Conditional Expressions*
2. *Composing Methods*

#9

BEFORE

```
game = Game(800, 600)
```

AFTER

```
CANVAS_WIDTH = 800
```

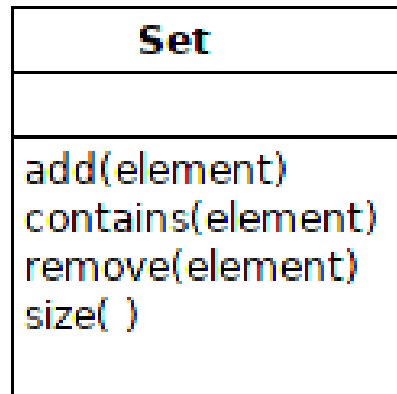
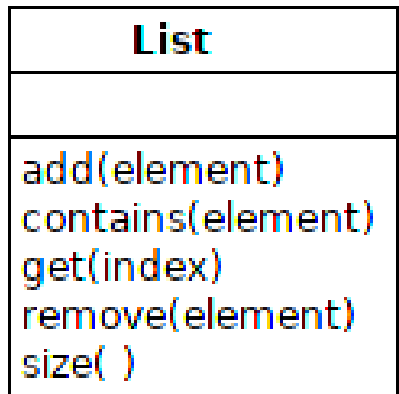
```
CANVAS_HEIGHT = 600
```

```
game = Game(CANVAS_WIDTH,  
            CANVAS_HEIGHT)
```

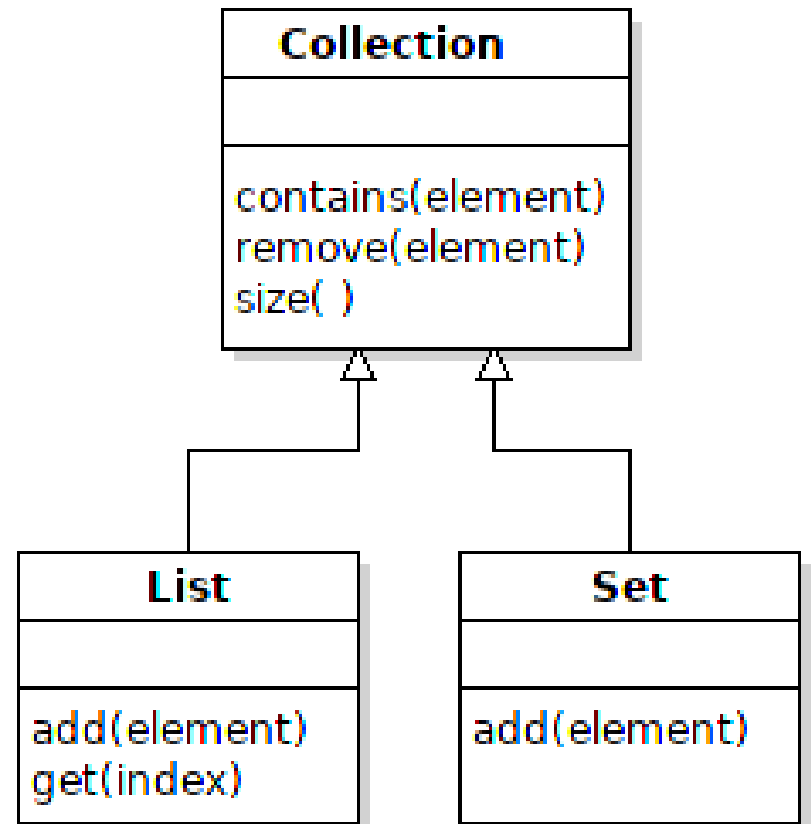
Organizing Data

#10

BEFORE



AFTER

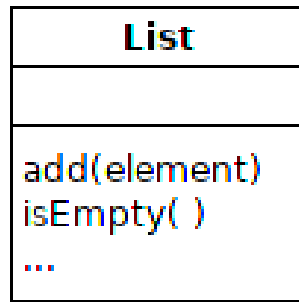


Dealing with Generalization

Why not move add(element) to Collection, too?

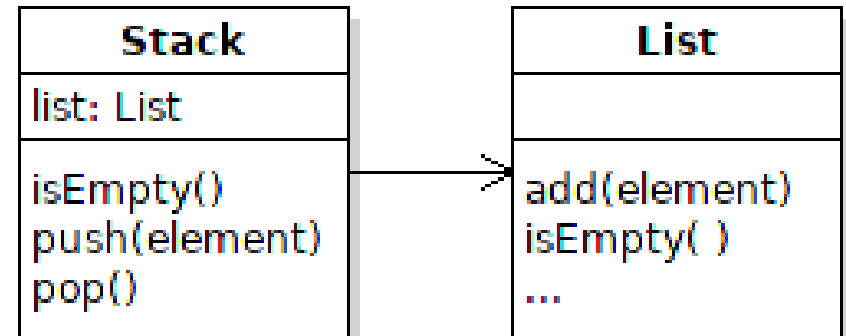
#11

BEFORE



```
class Stack(List):
    def push(self, e):
        super().append(e)
```

AFTER



```
class Stack:
    def push(self, e):
        self.list.append(e)
```

Dealing with Generalization

Why Not Stack extends List?

O-O Basics:

- A Stack *is not* a List. Fails the "*is a*" test.
- Liskov Substitution Principle - *can't substitute Stack for List*

Design Principles:

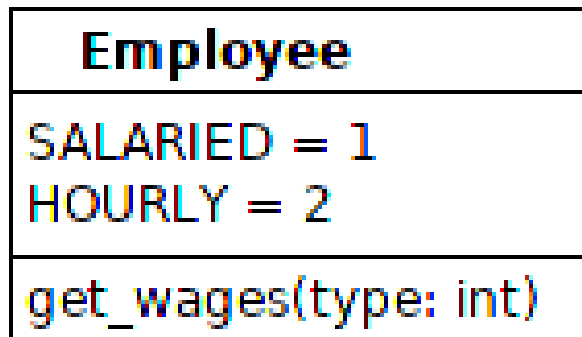
- Prefer *Composition over Inheritance*, also called
- *Prefer Delegation over Inheritance*

Code Symptom:

- *Refused Bequest* - Stack doesn't use most List methods

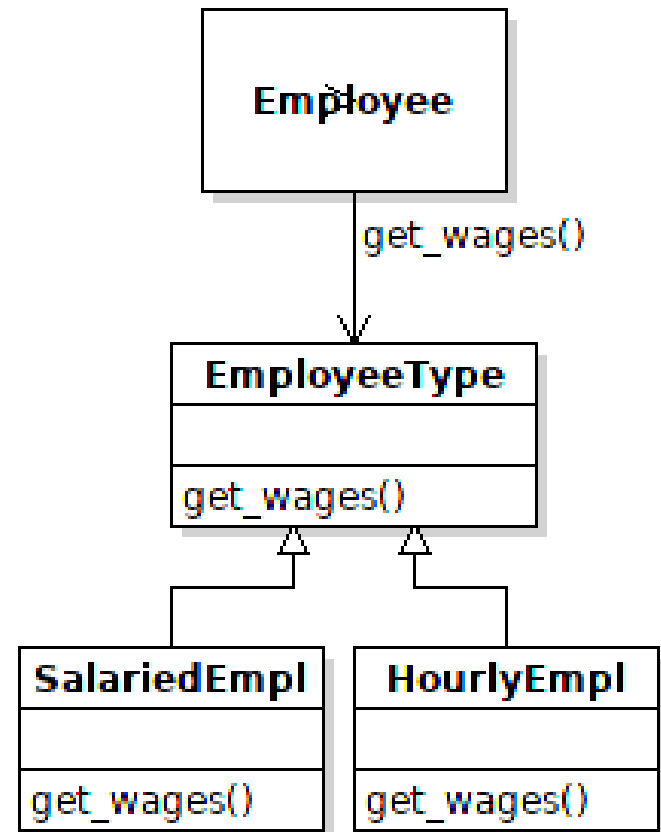
#12 (two possible answers)

BEFORE



```
def get_wages(self, type):  
    if type == SALARIED:  
        # return salary  
    elif type == HOURLY:  
        # return wage*hours
```

AFTER



1. *Organizing Data*

2. *Simplifying Conditional Expressions*

#13 Name Two Refactorings

BEFORE

```
# Movie rental
def get_price(days: int):
    if type == NEW_RELEASE:
        price = 3*days
    elif type == CHILDREN:
        price = 1.5 +
            1.5*max(0, days-3)
    else:
        price = ...
    return price
```

AFTER

```
class Rental:
    days: int
    price_code: PriceCode

    def get_price(self):
        return self.price_code.\
            get_price(self.days)

class PriceCode(ABC):
    pass

class NewRelease(PriceCode):
    def get_price(self, days):
        return 3*days
```

1. Organizing Data, 2. Simplifying Conditional Expressions

#14

BEFORE

```
SPADES = 1
HEARTS = 2
CLUBS = 3
DIAMONDS = 4

class Card:
    def __init__(self, value,
                  suite: int):
        ...

c = Card(4, HEARTS)
```

AFTER

```
class Suite(Enum):
    SPADES = 1
    HEARTS = 2
    CLUBS = 3
    DIAMONDS = 4

class Card:
    def __init__(self, value,
                  suite: Suite):
        ...

c = Card(4, Suite.HEARTS)
```

Organizing Data, but different from #11 - 13.

Many Students Wrote (copied) This

```
def vote(request, question_id):
    question = get_object_or_404(Question, pk=question_id)
    try:
        user = request.user
        choice_id = request.POST['choice']
        selected_choice = question.choice_set.get(pk=choice_id)
    except (KeyError, Choice.DoesNotExist):
        return render(request, 'polls/detail.html', {
            'question': question,
            'error_message': "You didn't select a choice."})
    else:
        try:
            vote = Vote.objects.get(user=user, choice__question=question)
            vote.choice = selected_choice
            vote.save()
        except Vote.DoesNotExist:
            Vote.objects.create(user=user, choice=selected_choice).save()
        return redirect('polls:results', args=...)
```

Replace Conditional
with Guard Clauses

Consider: Replace
Exception with Test

1. Simplify Conditional Expression, 2. Simplify Method Calls

Justify Your Refactorings

For each refactoring, you should be able to explain:

- Benefits
- Be specific

Avoid vague claims like "*easier to ...*".

Instead, state why and how something is "*easier*".

Extract Method

Benefits:

- increase opportunity to reuse code and eliminate duplicate code
- make method *logic* easier to understand, which reduces errors and improves maintainability
- by reducing the amount of work a method is doing, it gets closer to the goal of "1 method does 1 thing", and make make for more descriptive method name