Refactoring

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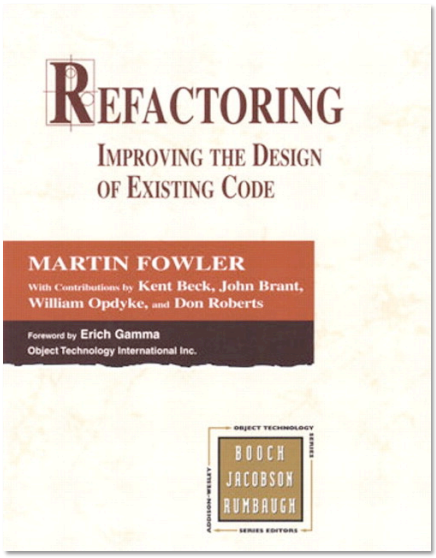
CS 534 | Ozyegin University

Contents from "Refactoring: Improving the Design of Existing Code" by Martin Fowler



Definition

- A change made to the internal structure of software to make it easier to understand and cheaper to modify without changing its observable behavior.

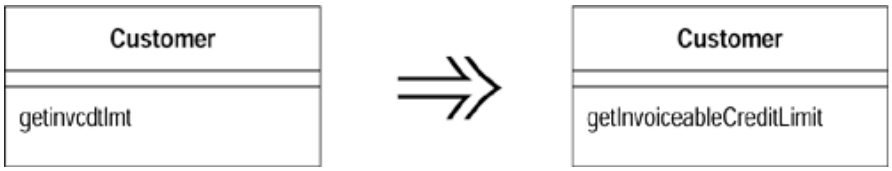
- When you find you have to add a feature to a program, and the program's code is not structured in a convenient way to add the feature, first refactor the program to make it easy to add the feature, then add the feature.
- Before you start refactoring, check that you have a solid suite of tests. These tests must be self-checking.

- Anyone can write code that a computer can understand. Only good programmers write code that humans can understand.

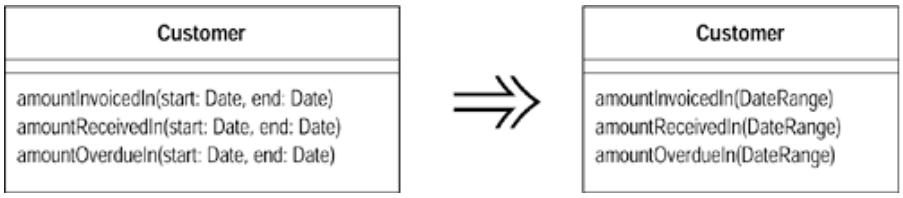
Code Smells

- Duplicated Code
- Long Method
- Large Class
- Long Parameter List
- Switch Statements
- Parallel Inheritance Hierarchies
- Message Chains
- Middle Man
- etc...

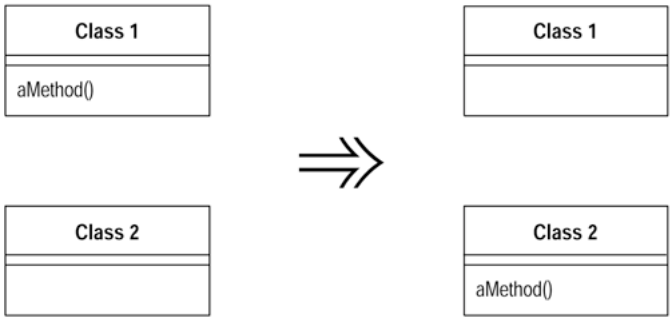
Rename Method



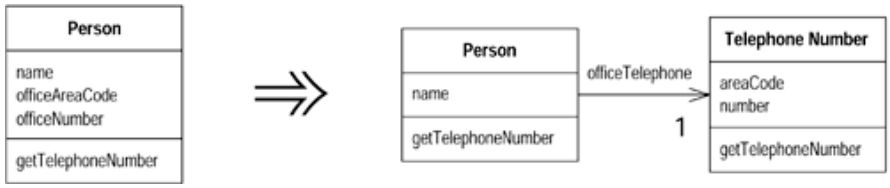
Introduce Parameter Object



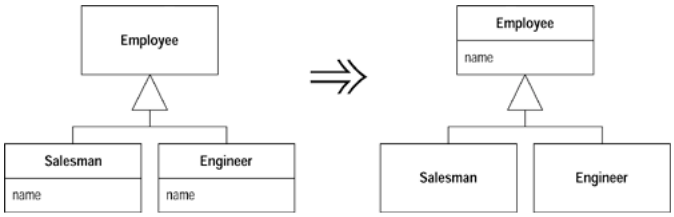
Move Method



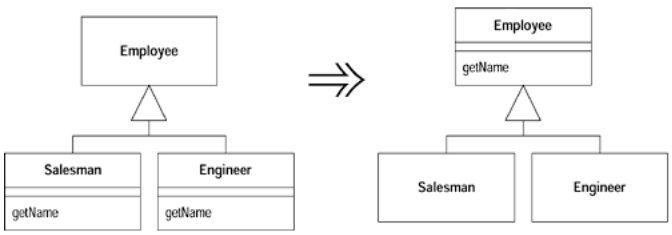
Extract Class



Pull Up Field



Pull Up Method



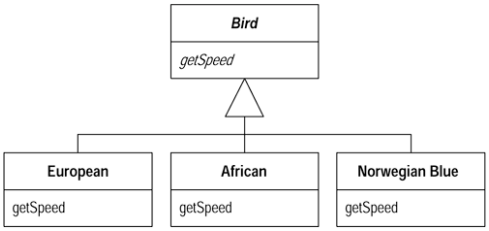
Extract Method

```
void printOwing(double amount) {
    printBanner();

    //print details
    System.out.println ("name:" + _name);
    System.out.println ("amount" + amount);
}
```

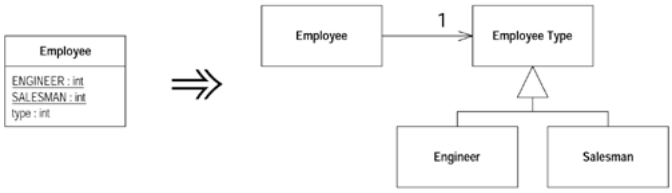
```
void printOwing(double amount) {
    printBanner();
    printDetails(amount);
}

void printDetails (double amount) {
    System.out.println ("name:" + _name);
    System.out.println ("amount" + amount);
}
```


Replace Conditional with Polymorphism

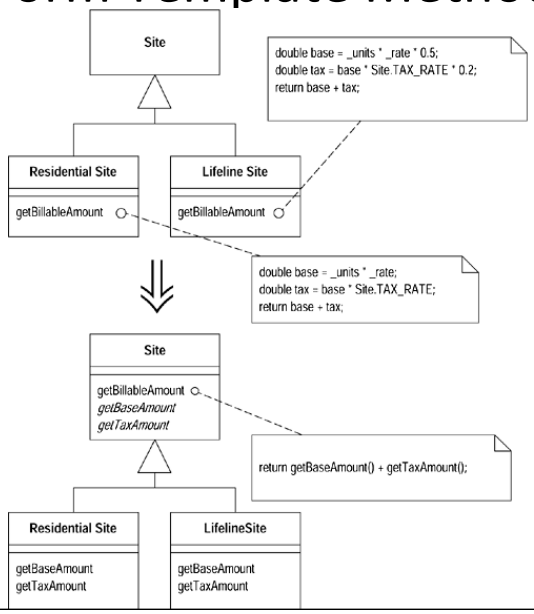
```
double getSpeed() {
    switch (_type) {
        case EUROPEAN:
           return getBaseSpeed();
        case AFRICAN:
           return getBaseSpeed() - getLoadFactor() * _numberOfCoconuts;
        case NORWEGIAN_BLUE:
           return (_isNailed) ? 0 : getBaseSpeed(_voltage);
    }
    throw new RuntimeException ("Should be unreachable");
}
```



Replace Type Code with State/Strategy



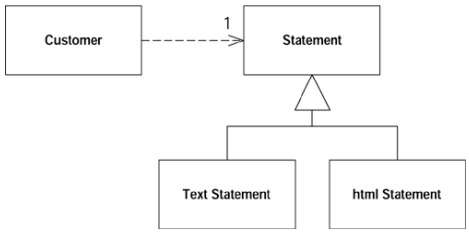
Form Template Method



```
public String statement() {
    Enumeration rentals = _rentals.elements();
     String result = "Rental Record for " + getName() + "\n";
     while (rentals.hasMoreElements()) {
         Rental each = (Rental) rentals.nextElement();
         //show figures for this rental
         result += "\t" + each.getMovie().getTitle()+"\t"+each.getCharge() +"\n";
     }
     //add footer lines
     result +=  "Amount owed is " + getTotalCharge() + "\n";
     result += "You earned " + getTotalFrequentRenterPoints() +
          " frequent renter points";
     return result;
}

public String htmlStatement() {
    Enumeration rentals = _rentals.elements();
    String result = "<H1>Rentals for <EM>" + getName() + "</EM></H1><P>\n";
    while (rentals.hasMoreElements()) {
        Rental each = (Rental) rentals.nextElement();
        //show figures for each rental
        result += each.getMovie().getTitle()+ ": " + each.getCharge() + "<BR>\n";
    }
    //add footer lines
    result +=  "<P>You owe <EM>" + getTotalCharge() + "</EM><P>\n";
    result += "On this rental you earned <EM>" + getTotalFrequentRenterPoints() +
        "</EM> frequent renter points<P>";
    return result;
}
```


Use Strategy...

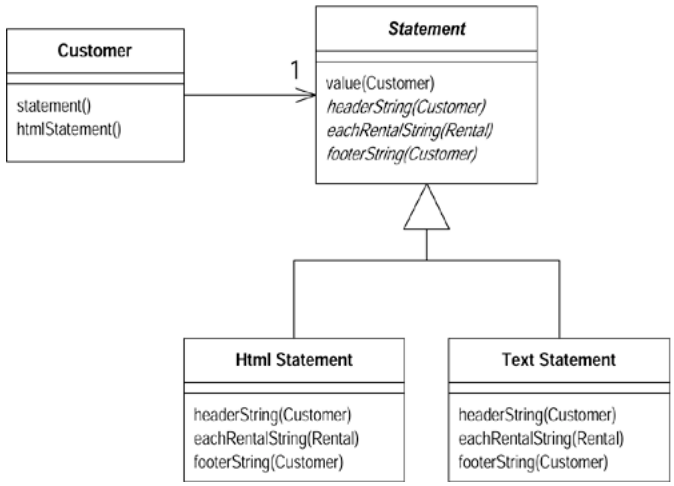
```
class Statement {}
class TextStatement extends Statement {}
class HtmlStatement extends Statement {}

class Customer...
public String statement() {
  return new TextStatement().value(this);
}
public String htmlStatement() {
  return new HtmlStatement().value(this);
}
```



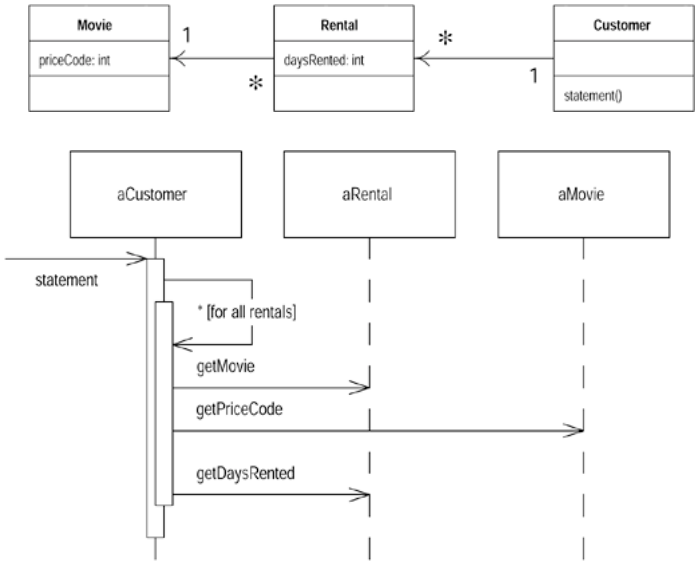
```
class HtmlStatement…
public String value(Customer aCustomer) {
      Enumeration rentals = aCustomer.getRentals();
      String result = headerString(aCustomer);
      while (rentals.hasMoreElements()) {
          Rental each = (Rental) rentals.nextElement();
          result += eachRentalString(each);
      }
      result +=  footerString(aCustomer);
      return result;
}
String eachRentalString (Rental aRental) {
    return aRental.getMovie().getTitle()+ ": " +
        String.valueOf(aRental.getCharge()) + "<BR>\n";
}
String footerString (Customer aCustomer) {
      return "<P>You owe <EM>" +
     String.valueOf(aCustomer.getTotalCharge()) +
       "</EM><P>
" + "On this rental you earned <EM>" +

     String.valueOf(aCustomer.getTotalFrequentRenterPoin
     ts()) +
        "</EM> frequent renter points<P>";
}
```

```
class TextStatement …
public String value(Customer aCustomer) {
    Enumeration rentals = aCustomer.getRentals();
    String result = headerString(aCustomer);
    while (rentals.hasMoreElements()) {
        Rental each = (Rental) rentals.nextElement();
        result += eachRentalString(each);
    }
    result +=  footerString(aCustomer);
    return result;
 }
String eachRentalString (Rental aRental) {
    return "\t" + aRental.getMovie().getTitle()+ "\t" +
        String.valueOf(aRental.getCharge()) + "\n";
  }
String footerString (Customer aCustomer) {
      return "Amount owed is " +
String.valueOf(aCustomer.getTotalCharge()) + "\n" +
        "You earned " +
String.valueOf(aCustomer.getTotalFrequentRenterPoints())
+
        " frequent renter points";
  }
```


Pull Up Common Method

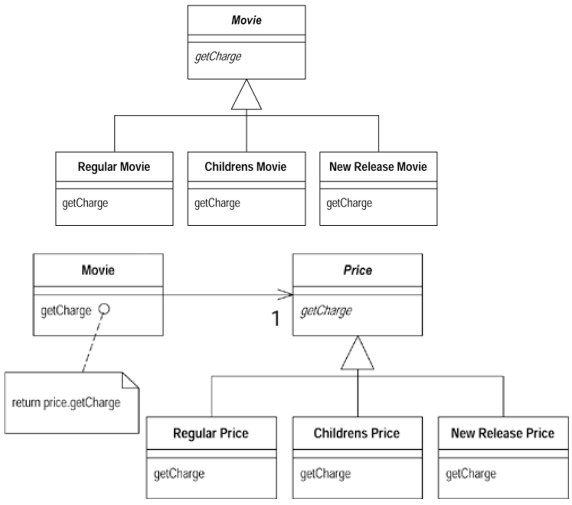


Case Study

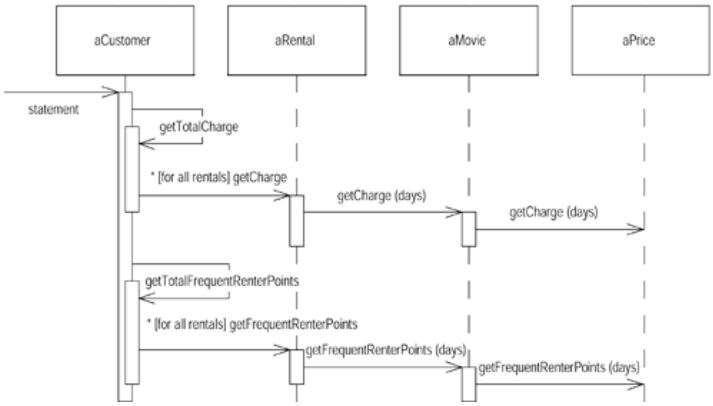


After several refactorings...

Which one?



After the State Pattern



After the State Pattern