# The Refactorable API

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# Introduction

# Background i

So, we've all been there. We've found some code that hasn't been touched for years. It is only natural we want to make it better. So, how do we do that?

# Background ii

> ”[Refactoring] is a controlled process for improving the design of existing code. It generally involves applying small changes to code bases without changing external behaviour.”

# Enter the Refactorable API

# Background

- Part of a larger system, namely an e-commerce system.
- This part of the system deals with items added to the basket and the checkout process.
- Written by a few developers with differing styles a while ago
- You’ll find a brief overview from the previous developer in the repo

# Activity

1. Take the existing project
2. Make it easier to add to in the future
    - Try not to break any existing functionality
    - There are a list of assumptions you can make in the Readme
    - A good starting place is to look at making the code easier to read.

# Potential Future Requirements

- Add multiple items to the Basket at once.
- Remove items from the basket once the payment is complete.

# Get Refactoring!

# Recommend Reading

- Ben Morris - When does refactoring become rewriting? - https://www.ben-morris.com/when-does-refactoring-become-rewriting/
- Sandi Metz  Katrina Owen - 99 Bottles - https://www.sandimetz.com/99bottles

Go forth and Refactor.