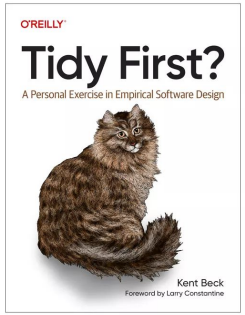


Tidy First? Book Review

Diego Pacheco


PURINA
TIDY CATS
MULTI-CAT CLUMPING LITTER
GUARANTEED
10 DAY ODOR CONTROL
INSTANT ACTION
Immediate Odor Control
LOW DUST
TIGHT CLUMPS
NET WT 20 LB (9.07 kg)


Tide
ORIGINAL
DETERGENT
80 LOADS

tidy

/ˈtʌɪdi/

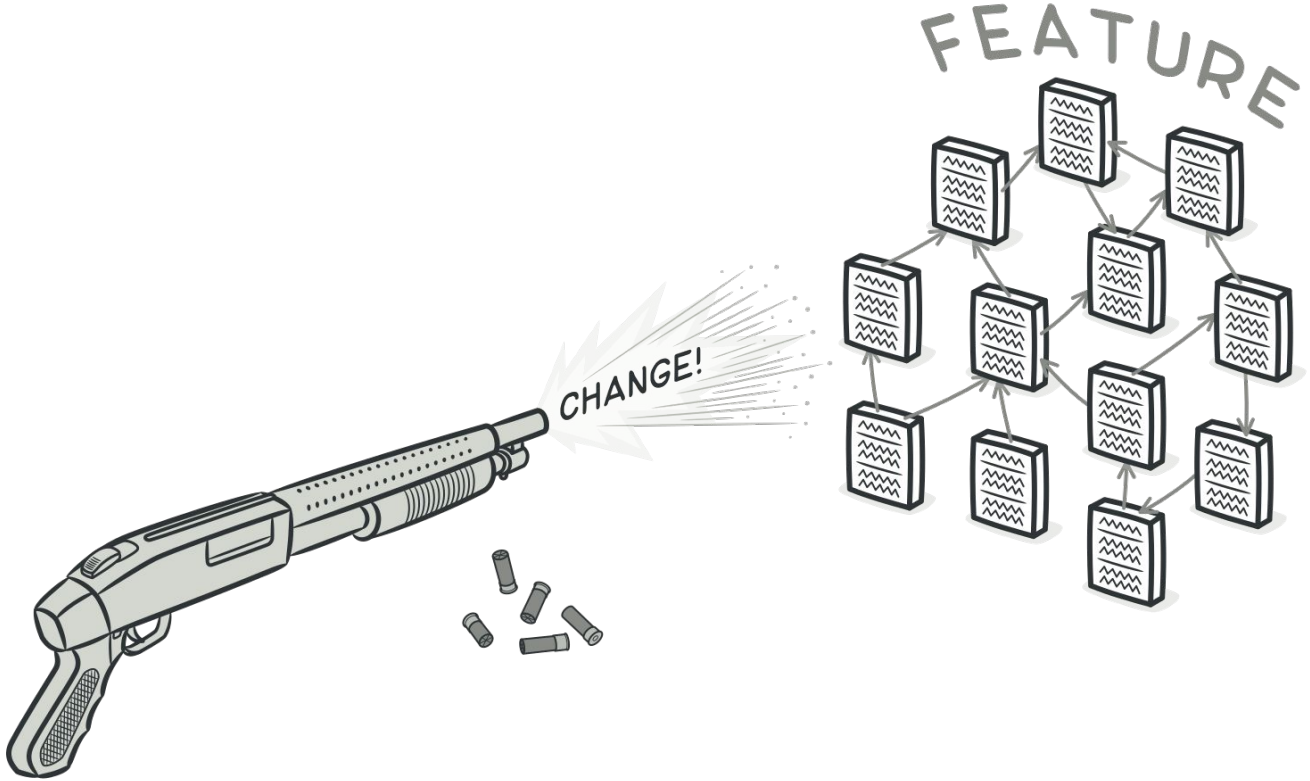
adjective

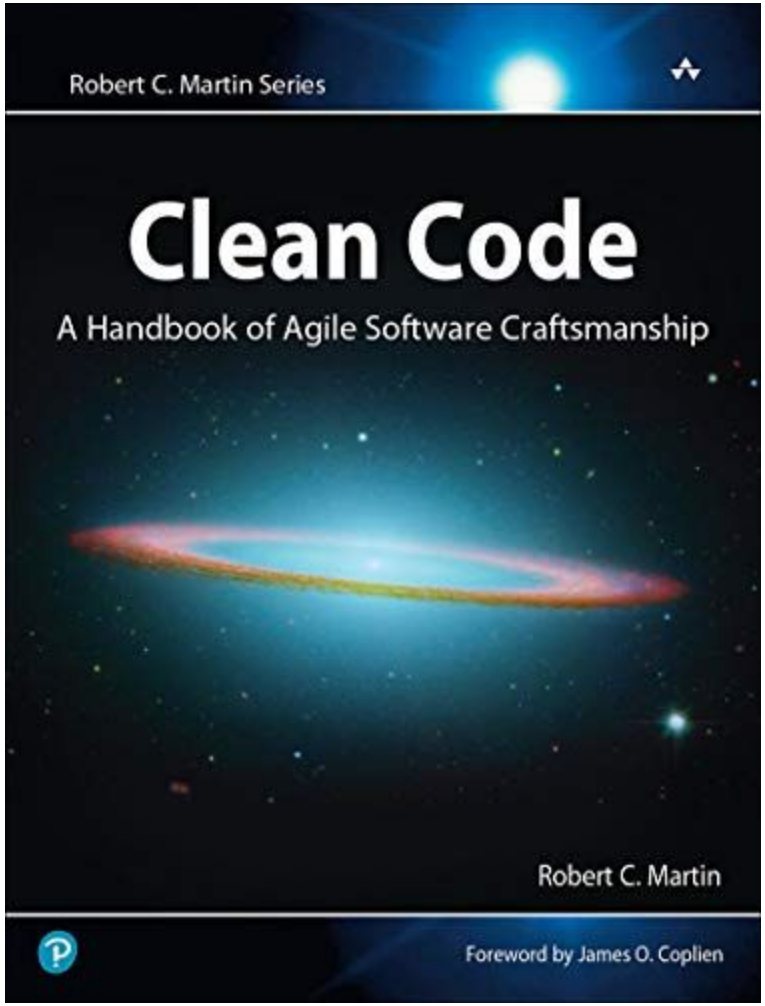
comparative adjective: **tidier**

1. arranged neatly and in order.
   "his scrupulously tidy apartment"
   synonyms: **neat**, neat and tidy, as neat as a new pin, **orderly**, **well ordered**, in (good) order, **well kept**, shipshape (and Bristol fashion), in apple-pie order, **immaculate**, **spick and span**, **uncluttered**, **organized**, **well organized**, well arranged, sorted out, **straight**, straightened out, **trim**, **spruce**; *archaic* **tricksy**
   "a tidy room"

Mary Condo - Sparkle Joy

What’s Wrong with Refactoring?




Robert C. Martin Series
Clean Code
A Handbook of Agile Software Craftsmanship
Robert C. Martin
Foreword by James O. Coplien


I'm feeling . . .
embarrassed
sad
angry
scared
happy
hungry
shy
excited
worried
tired
frustrated
lonely

Micro book

- 33 chapters
- 1 page per chapter most of time
- Very very short
- Something too abstract - miss more details
- Good food for thought…

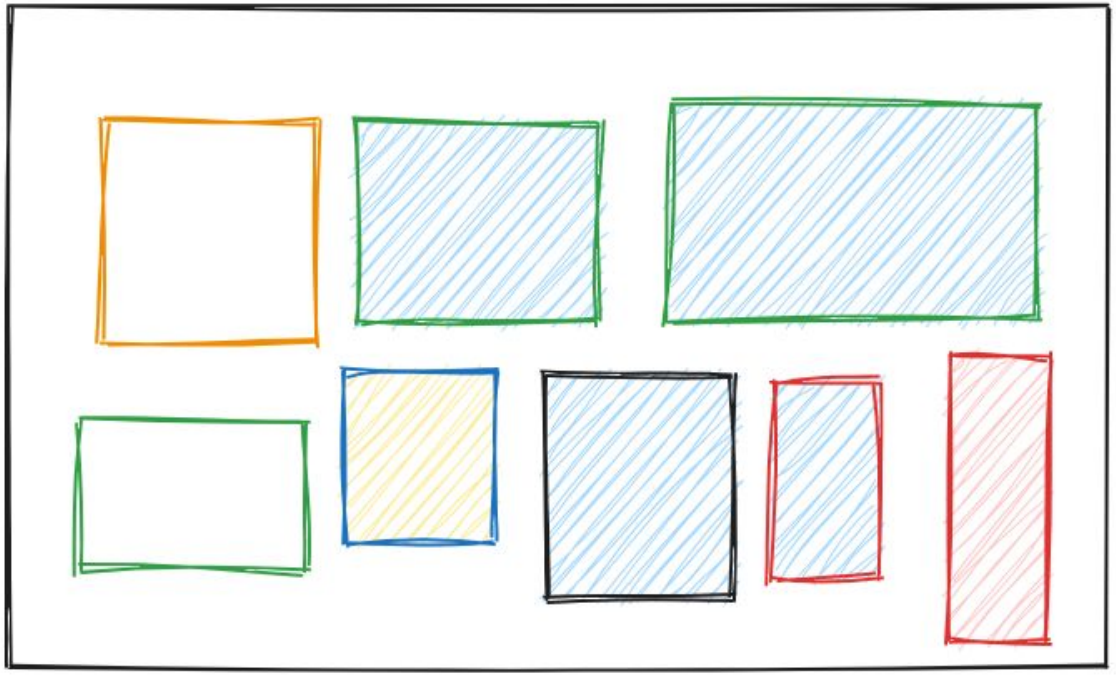
Part #1 - Tidyings == Techniques

1. Guard Clauses (Avoid nested IFs)
2. Dead Code (Just delete it, Logs)
3. Normalize Symmetries (do it all same way)
4. New Interface, Old Implementation (Strangler feelings)
5. Reading Order
6. Cohesion Order
7. Move declaration and initialization together
8. Explaining Variables
9. Explaining Constants
10. Explaining Parameters

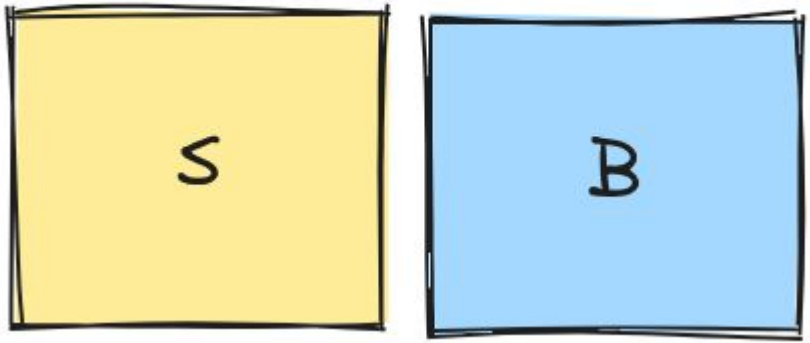
Part #1 - Tidyings == Techniques

11. Chunk Statements
12. Extract Helper (Util class feelings)
13. One Pile
14. Explaining Comments
15. Delete redundant comments

Part II - Meanings - Making Sense of Changes



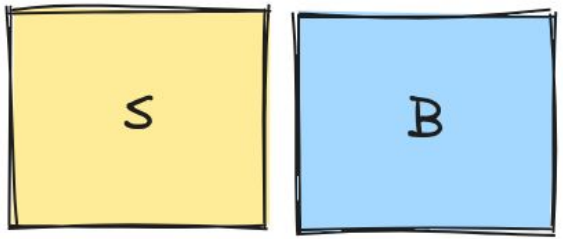
Part II - Meanings - Making Sense of Changes



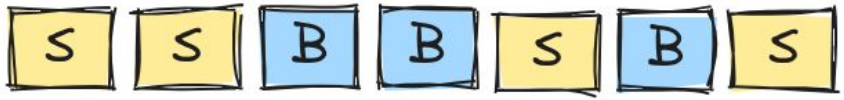
Behavior(B) vs Structure(S)

Part II - Meanings - Making Sense of Changes

One PR just for Structure?

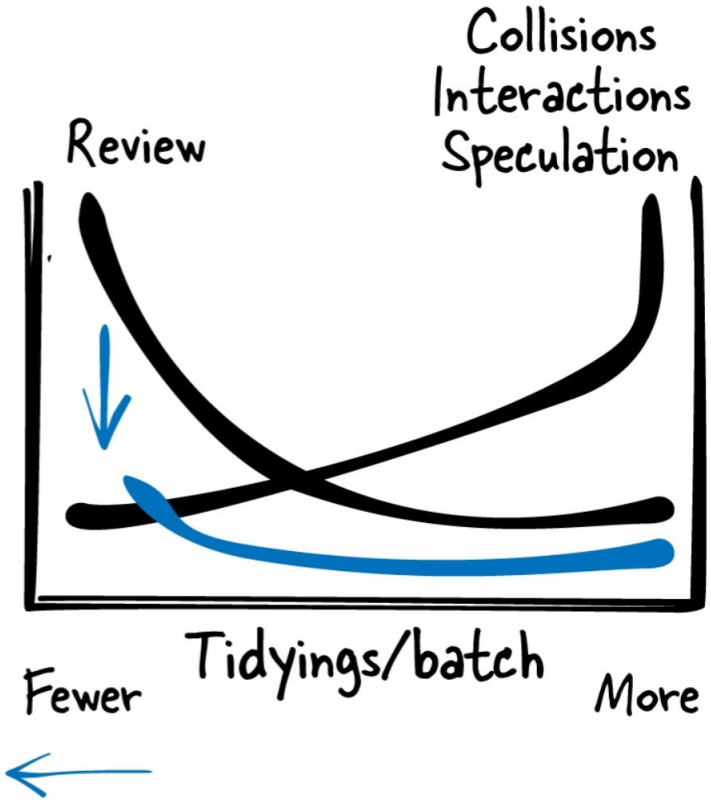


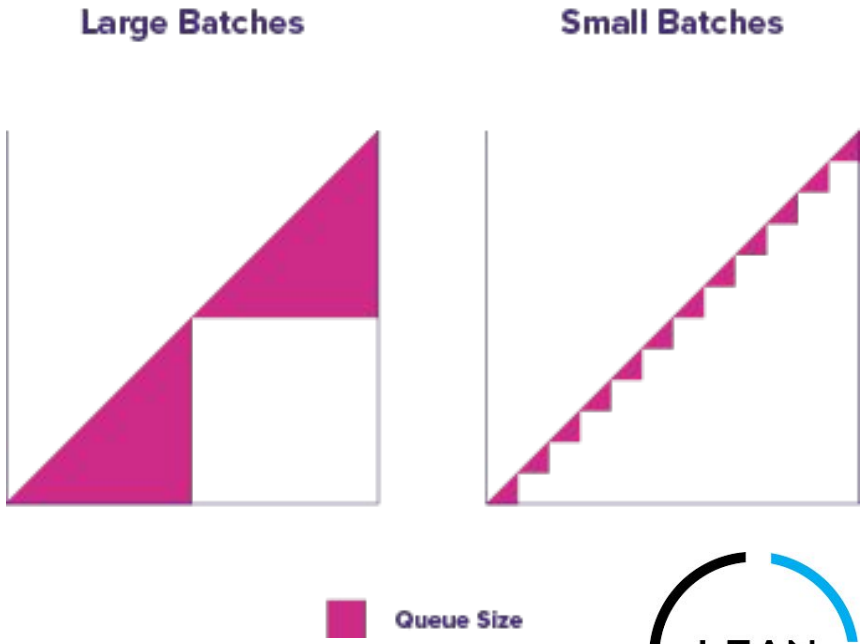
One PR just for Behavior?



Channing Multiple PRs

Batch size - Collision Speculations





LEAN

First, Later, Never

Never

- Never changing this code again
- Nothing to learn by improving the design

Later

- Big Batch of tidying without immediate payoff.
- Eventual payoff for completing the tidying
- You can tidy in little batches

First

- Will payoff immediately (improve comprehension or behavior change)
- You know what to tidy and how

Cost

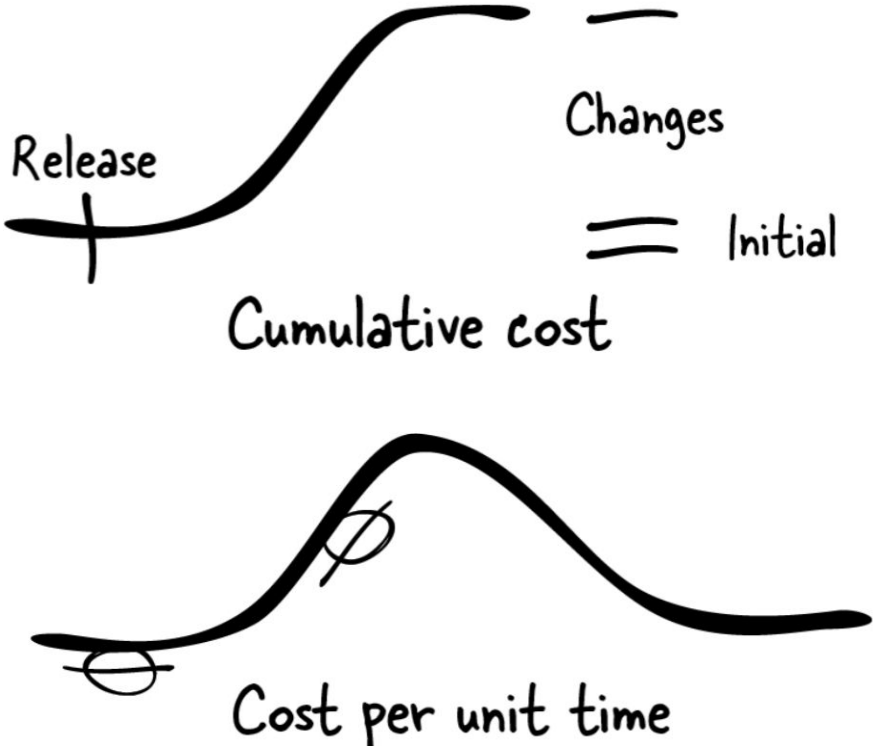
NOW

Cost(Tidying) + Cost(Behavior change after tidy)

<

Cost(Behavior change without tidy)

Part III - Theory - Constantine Equivalence



Cost(change) = ~ Cost(Big Change)

Cost(Big change) = ~ Cost(Coupling)

Cost(Software) = ~ Cost(Coupling)

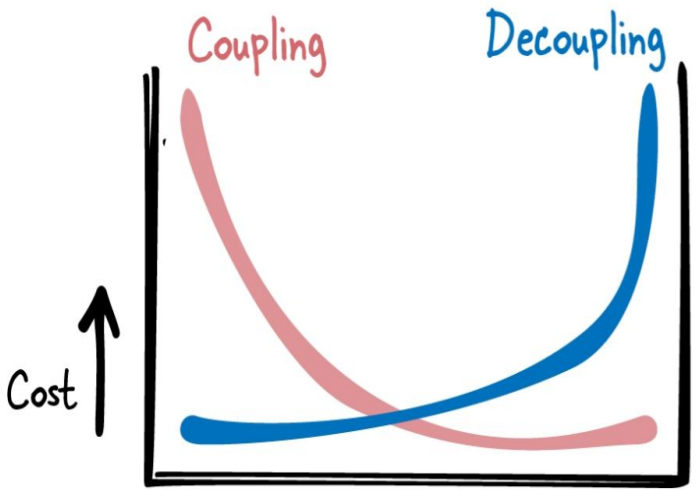
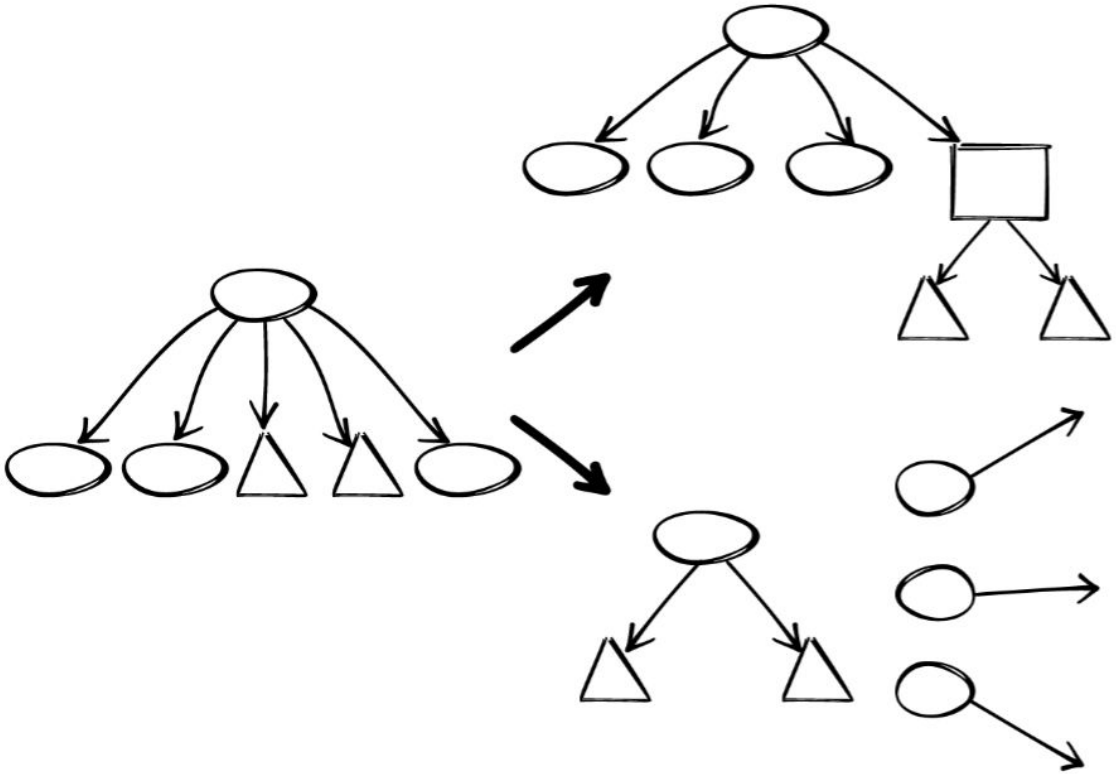


Figure 31-1. Cost of coupling trades off with cost of decoupling

Cohesion



Geography

Co-location

Similar == Together

Different == Apart

Group things and move them closer before Tidy!

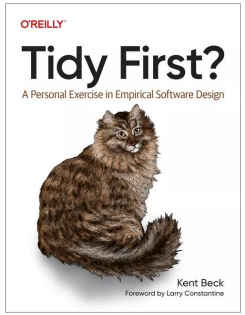
Forces

Cost: Would the tidy make it smaller, later or less likely?

Revenue: Would the tidy make it larger, sooner, or more likely?

Coupling: Tidy will make us change fewer elements?

Cohesion: Tidy make elements I need to change are smaller and more concentrated scope?



Tidy First? Book Review

Diego Pacheco