Refactoring Improving The Design Of Existing Code Martin Fowler

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Refactoring Improving The Design Of
Refactoring: Improving the Design of Existing Code (2nd Edition) (Addison-Wesley Signature Series (Fowler)) [Martin Fowler] on Amazon.com. *FREE* shipping on qualifying offers.

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Refactoring: Improving the Design of Existing Code shows how refactoring can make object-oriented code simpler and easier to maintain. Today refactoring requires considerable design know-how, but once tools become available, all programmers should be able to improve their code using refactoring techniques.

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Refactoring: Improving the Design of Existing Code (Addison-Wesley Object Technology Series) Significant numbers of poorly designed programs have been created by less-experienced developers, resulting in applications that are inefficient and hard to maintain and extend. Increasingly, so.

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Refactoring: Improving the Design of Existing Code [Book]
Refactoring: Improving the Design of Existing Code, 2nd Edition by Martin Fowler ... Refactoring, Second Edition, features an updated catalog of refactorings and includes JavaScript code examples, as well as new functional examples that demonstrate refactoring without classes.

Refactoring: Improving the Design of Existing Code, 2nd ...
Refactoring: Improving the Design of Existing Code. Each refactoring step is simple--seemingly too simple to be worth doing. Refactoring may involve moving a field from one class to another, or pulling some code out of a method to turn it into its own method, or even pushing some code up or down a hierarchy.

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Title Page - Refactoring: Improving the Design of Existing ...
Refactoring. Refactoring is a controlled technique for improving the design of an existing code base. Its essence is applying a series of small behavior-preserving transformations, each of which "too small to be worth doing". However the cumulative effect of each of these transformations is quite significant.

Refactoring - Martin Fowler
Refactoring: Improving the Design of Existing Code by MartinFowler, The AddisonWesley Object Technology Series ISBN 0201485672 Hit the shelves in mid-June of 1999. Sometimes known on Wiki as the RefactoringBook .

Refactoring Improving The Design Of Existing Code
For more than twenty years, experienced programmers worldwide have relied on Martin Fowler's Refactoring to improve the design of existing code and to enhance software maintainability, as well as to make existing code easier to understand.

Refactoring: Improving the Design of Existing Code, 2nd ...
With refactoring you find the balance of work changes. You find that design, rather than occurring all up front, occurs continuously during development. You learn from building the system how to improve the design. The resulting interaction leads to a program with a design that stays good as development continues.

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Refactoring is about improving the design of existing code. It is the process of changing a software system in such a way that it does not alter the external behavior of the code, yet improves its internal structure. With refactoring you can even take a bad design and rework it into a good one.

Refactoring: Improving the Design of Existing Code (Object ...
Refactoring is a disciplined technique for restructuring an existing body of code, altering its internal structure without changing its external behavior.. Its heart is a series of small behavior preserving transformations. Each transformation (called a "refactoring") does little, but a sequence of these transformations can produce a significant restructuring.

Refactoring
All of these resources provide a catalog of common methods for refactoring; a refactoring method has a description of how to apply the method and indicators for when you should (or should not) apply the method. Martin Fowler's book Refactoring: Improving the Design of Existing Code is the canonical reference.

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