



# EMBRACE LEGACY

# PHIL GIESE

- ▶ With Signavio since 2009
- ▶ I'm a hacker at heart
- ▶ (fancy) Product Manager
- ▶ Still codes



# WHAT IS LEGACY?

- ▶ Dead code (code that isn't used in your application anymore)
- ▶ "Finished" code: features that change so little that they are not being re-factored in a long time
- ▶ Too complex code that is very hard to change and therefore isn't changed
- ▶ Good, re-factored code that needs to change because you changed your coding style or changed something in the technology stack.

**NOTHING IS EVER  
PERFECT**

**YOU WILL NEED  
TO REFACTOR**

## WHAT THIS TALK IS ACTUALLY ABOUT

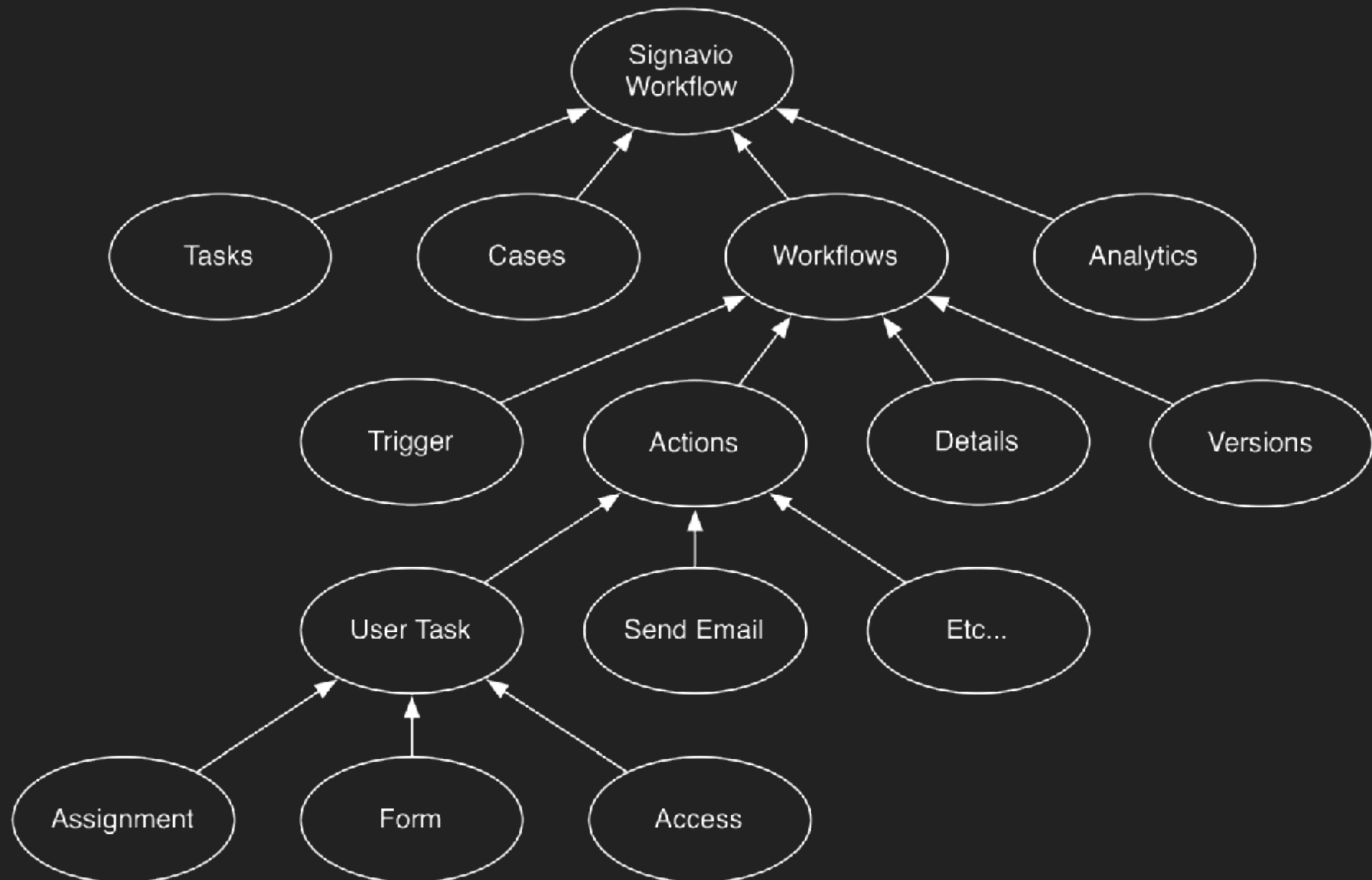
- ▶ Big technology changes
- ▶ Changes that take a long time to finish
- ▶ How not to piss off everyone else
- ▶ Scale with cool



WHAT HAPPENED?

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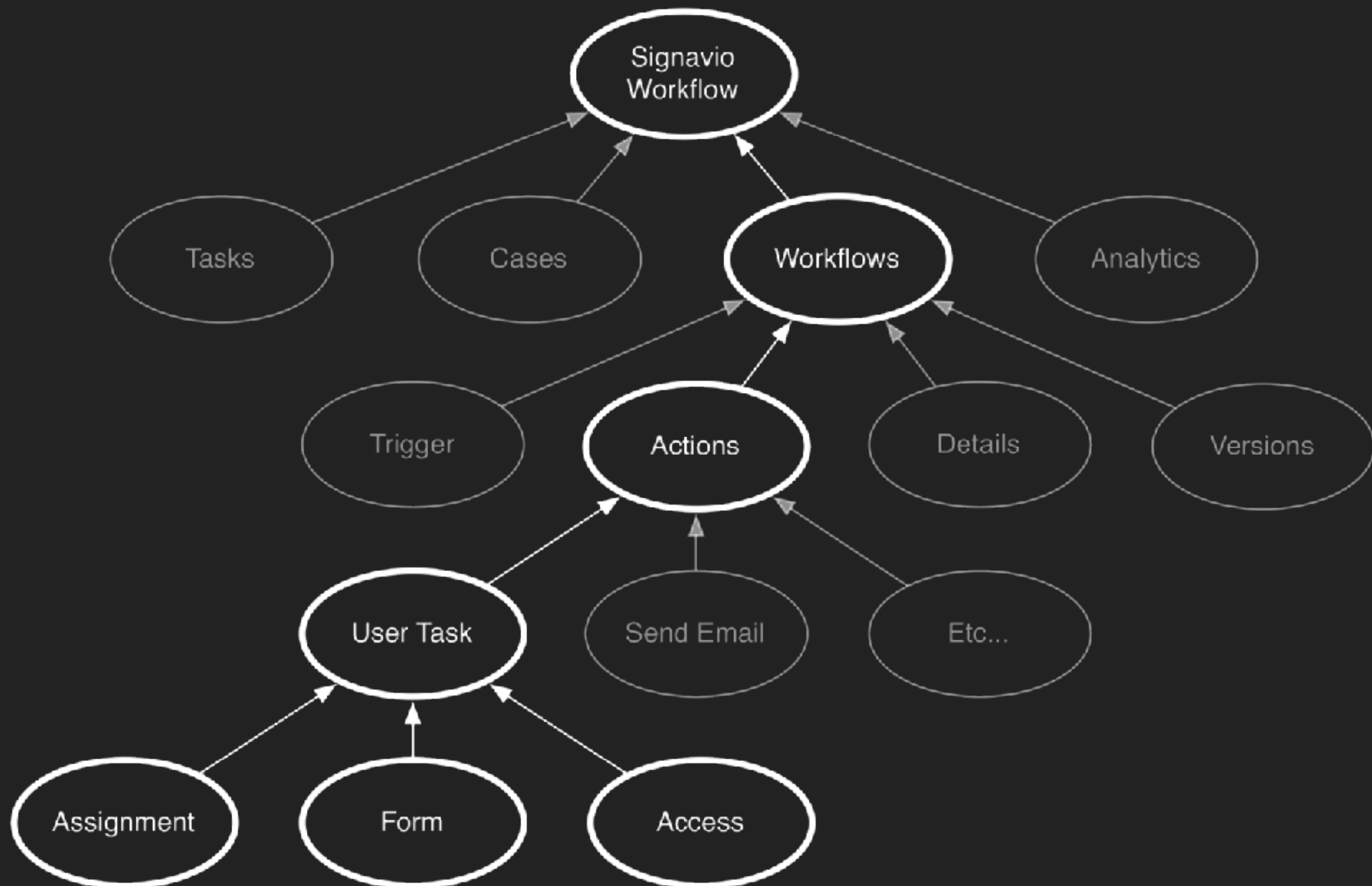
## THIS IS HOW YOUR APPLICATION LOOKS LIKE



## WHAT HAPPENED?

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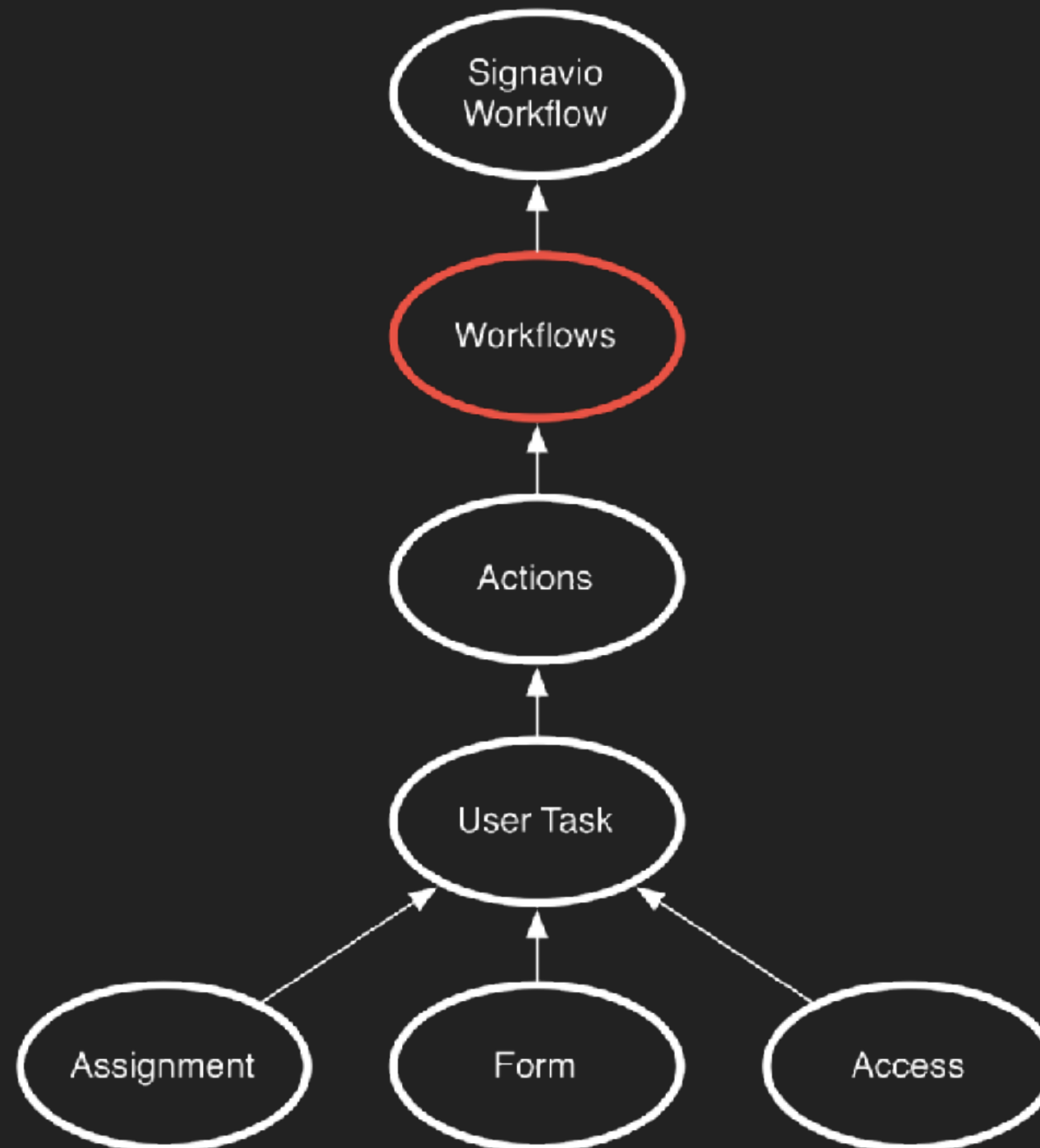




WHAT HAPPENED?

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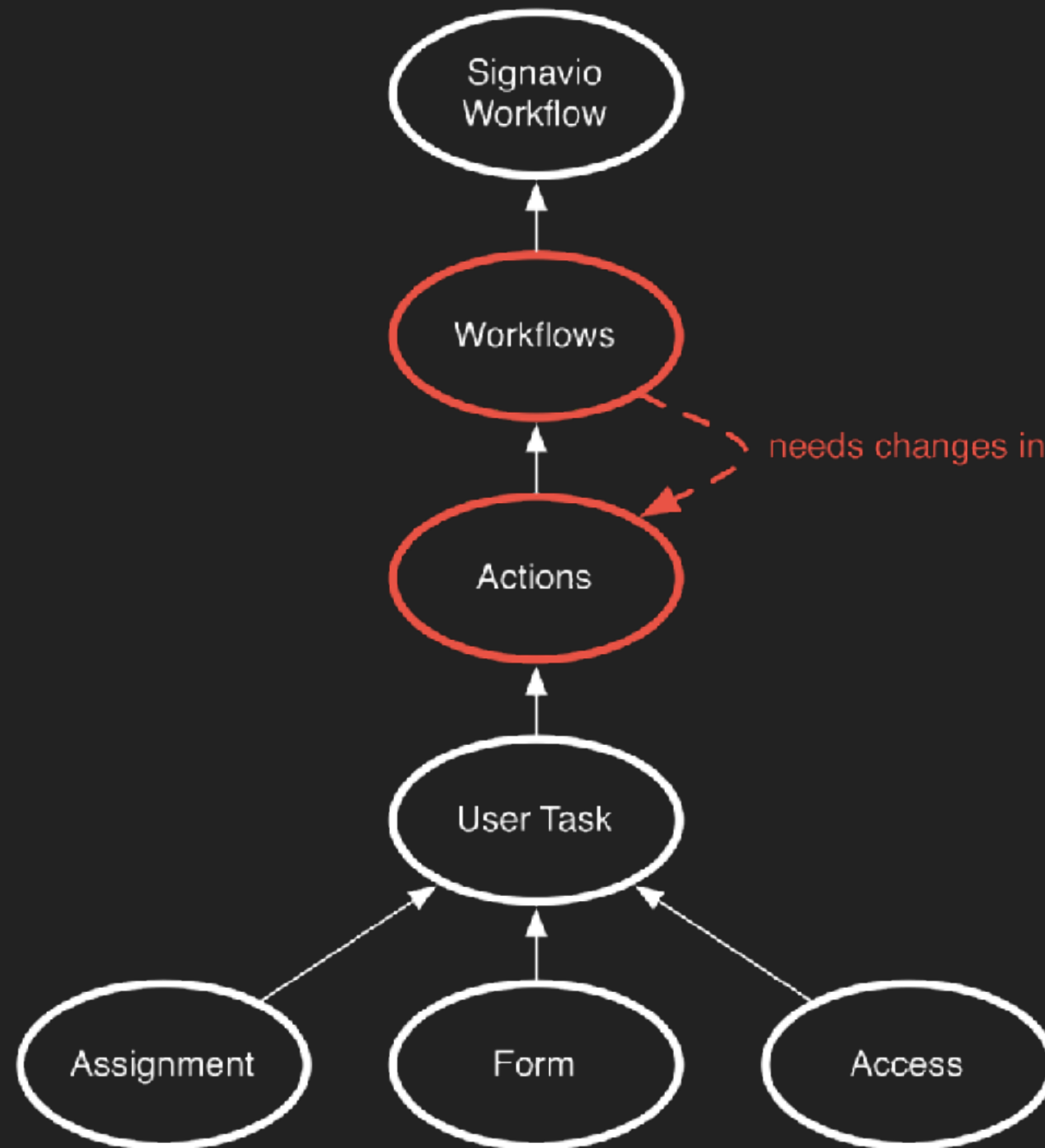
## HOW NOT TO DO IT



## WHAT HAPPENED?

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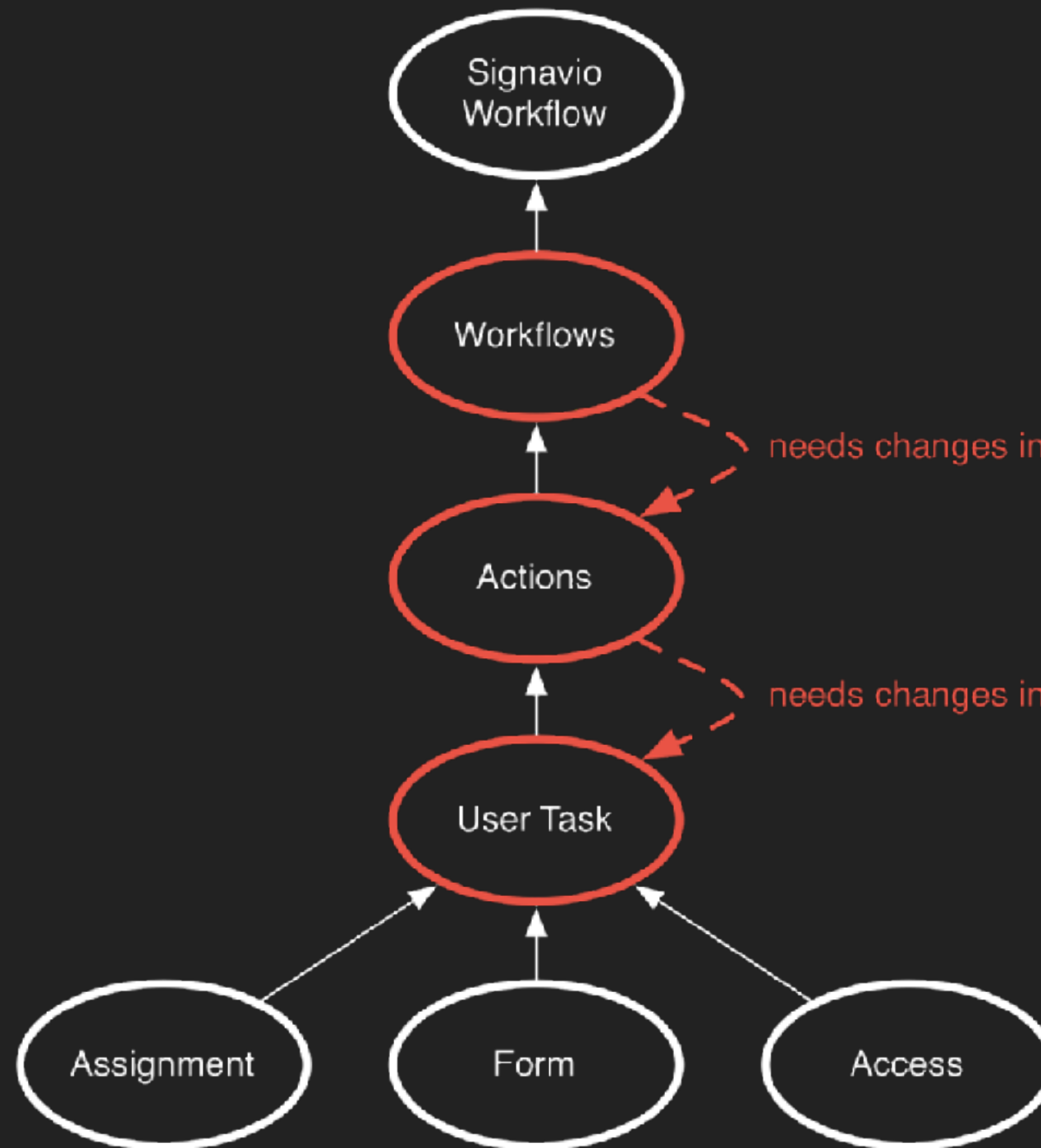
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## WHAT HAPPENED?

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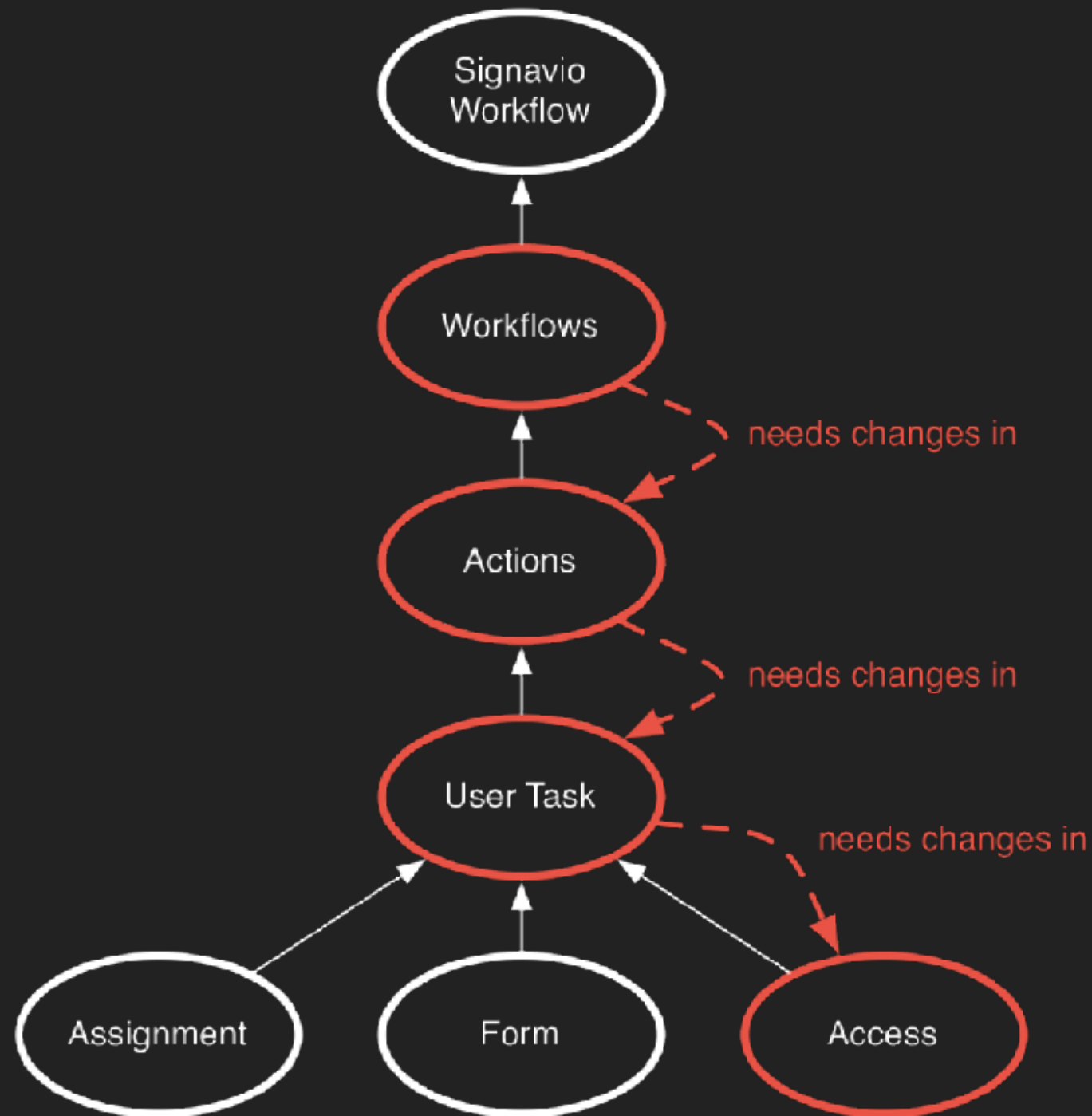
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## WHAT HAPPENED?

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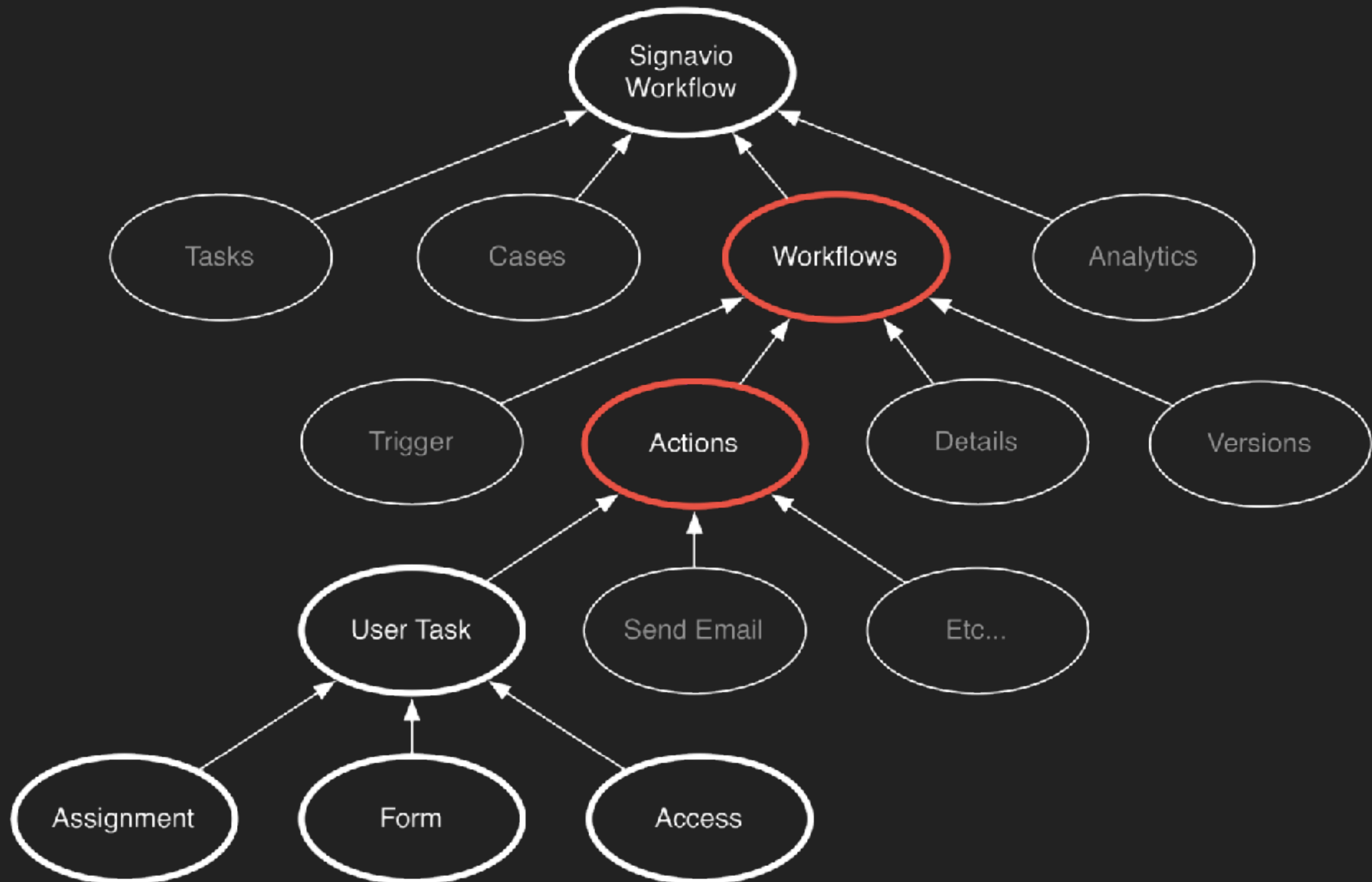


**THIS IS A  
PROBLEM WHY?**

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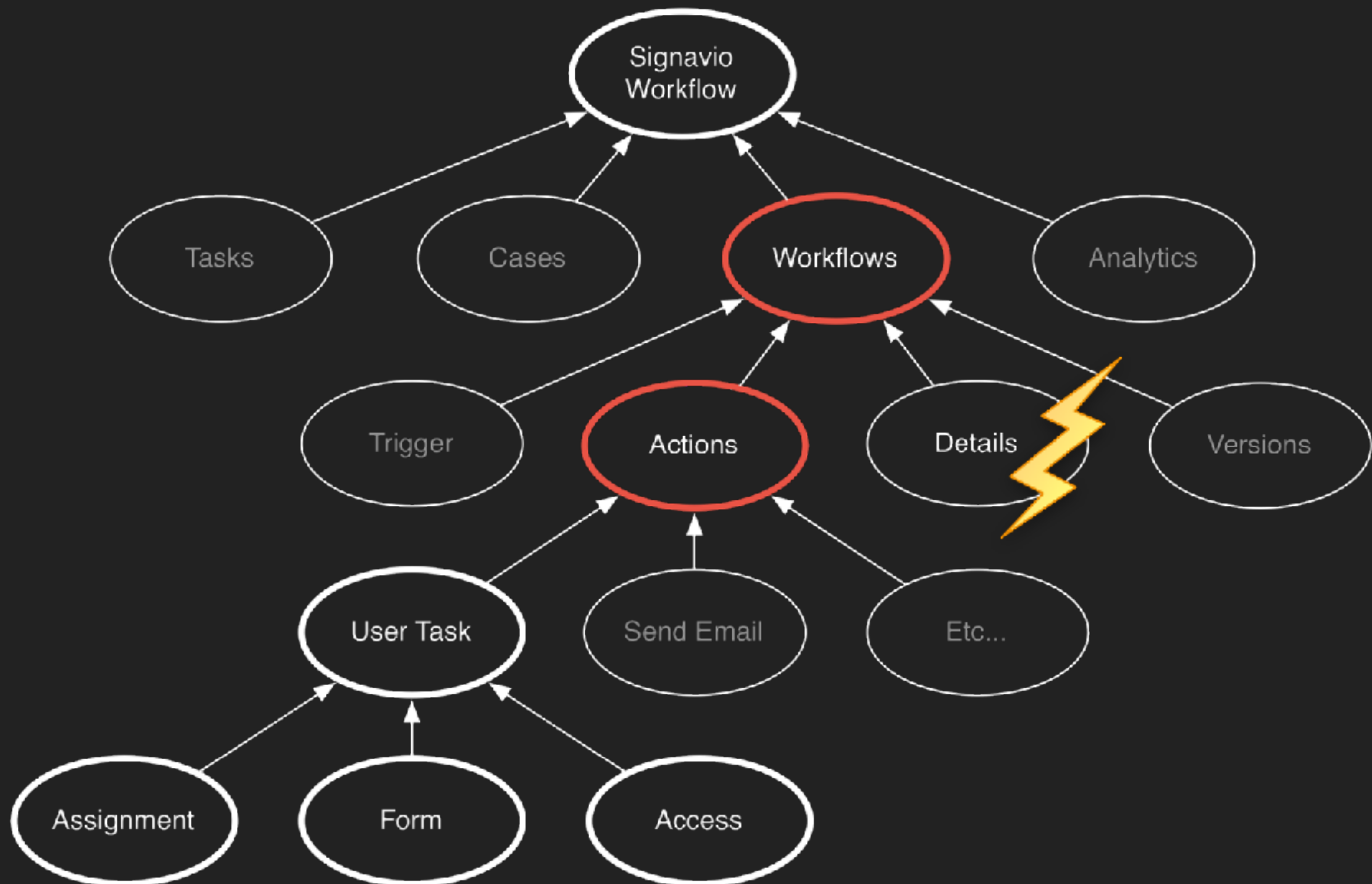
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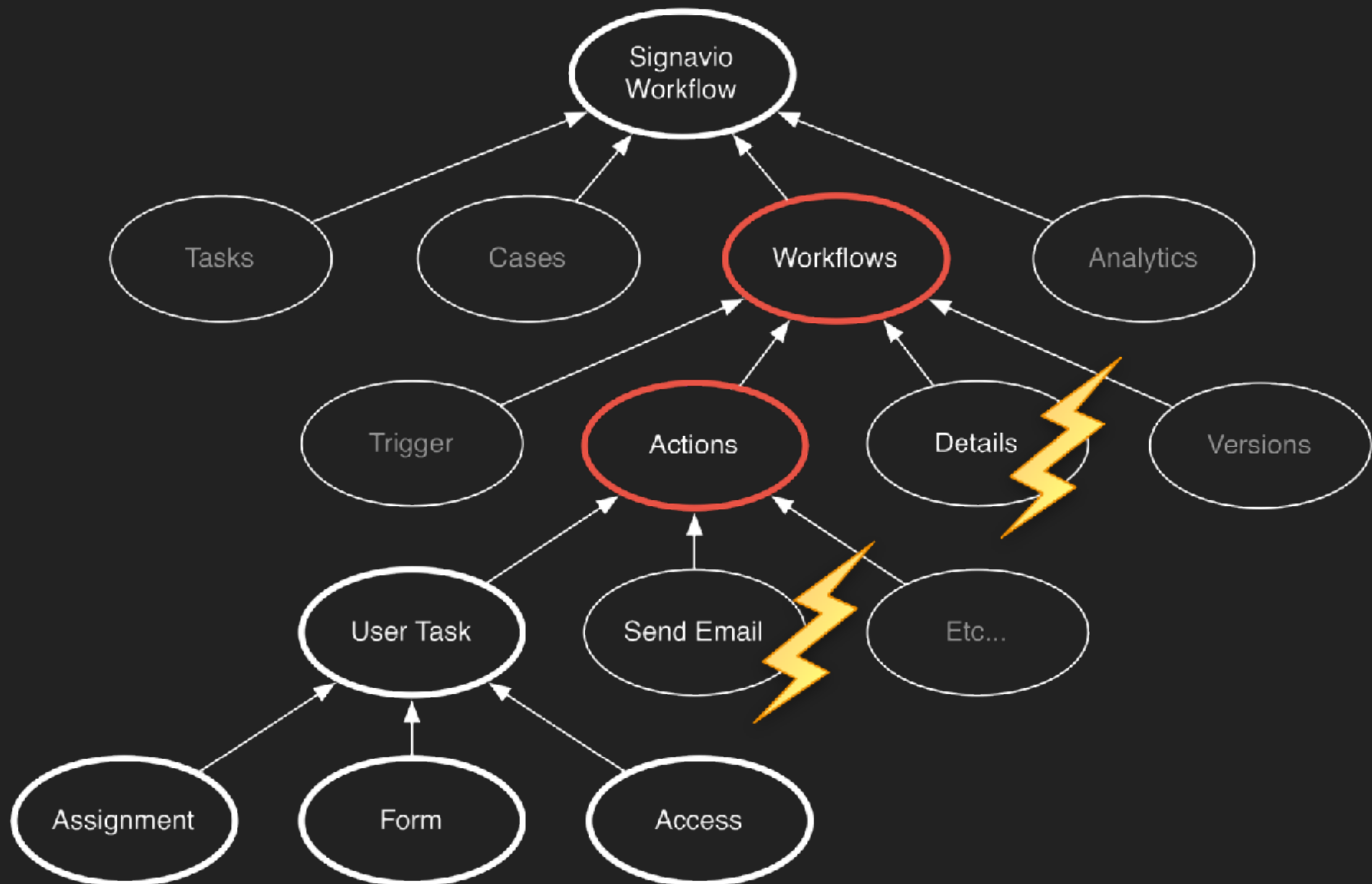




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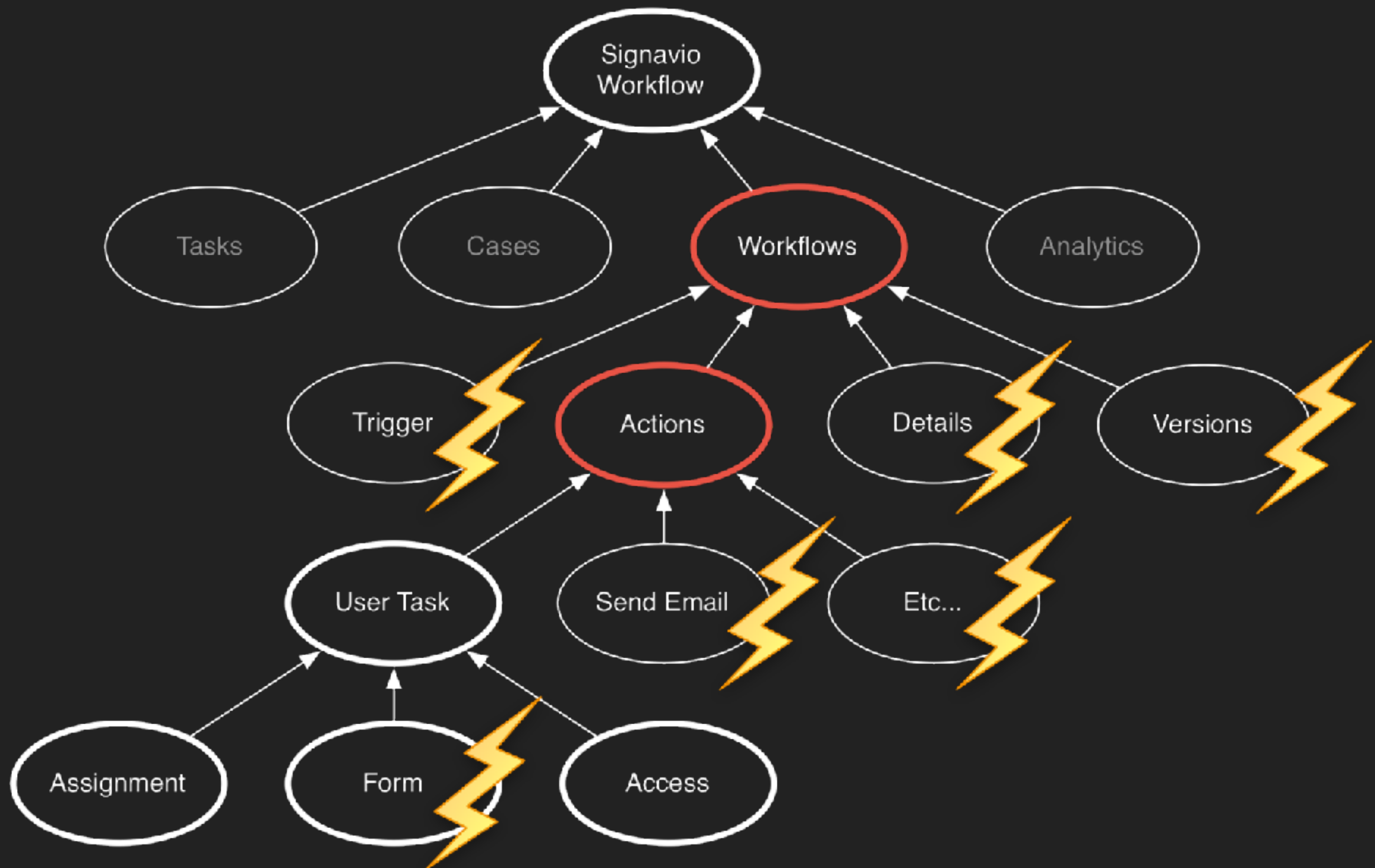
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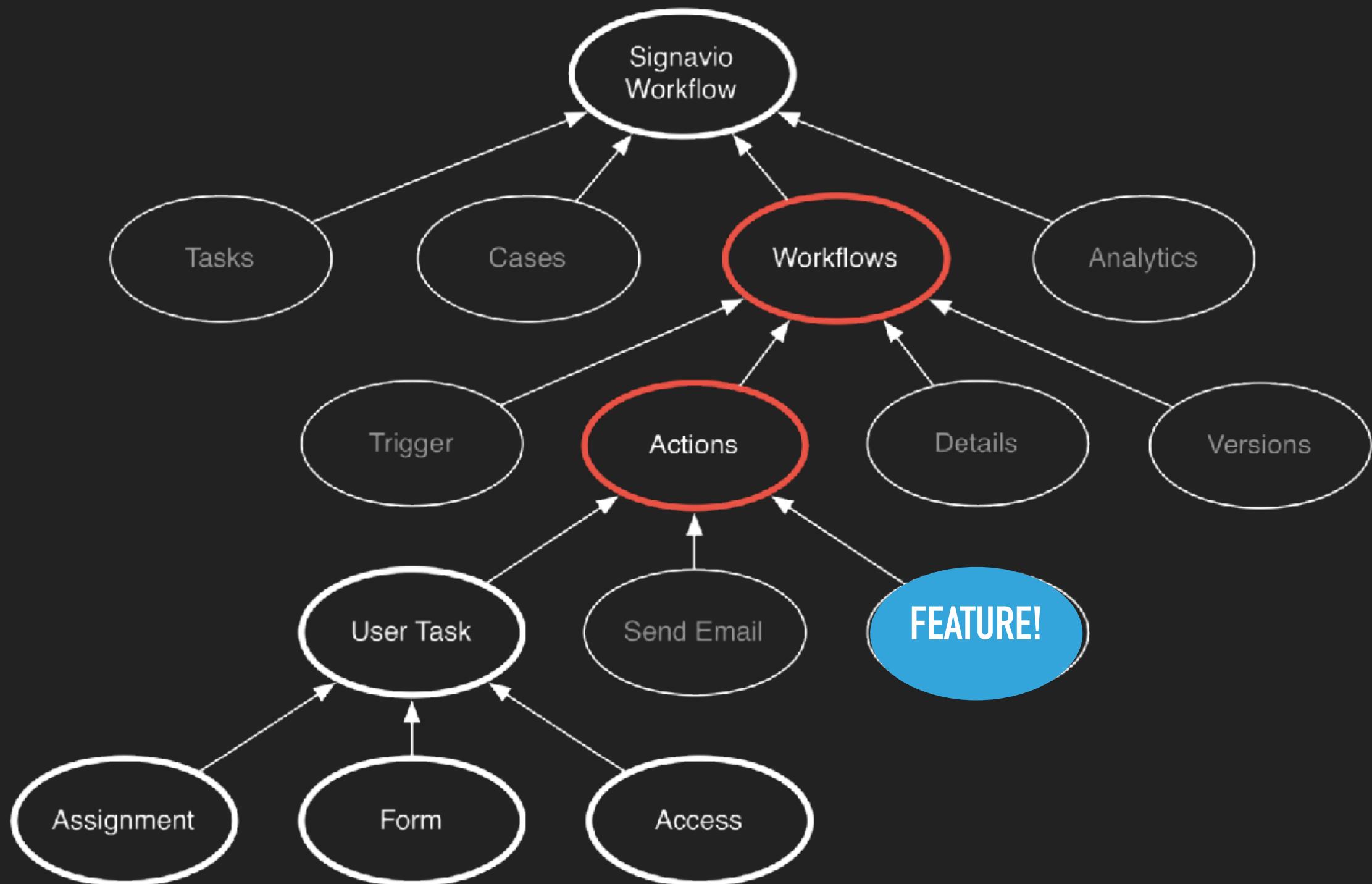
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THIS IS A PROBLEM WHY?

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THIS IS HOW YOUR APPLICATION LOOKS LIKE







PEOPLE WILL  
HATE YOU

# WHY OTHER DEVELOPERS HATE YOU

- ▶ Your big refactoring adds tons of conflicts
- ▶ They need to fix those
- ▶ What they have built does not work anymore because of you
- ▶ They now work for you

# WHY PRODUCT MANAGEMENT HATES YOU

- ▶ You keep everyone busy but with no obvious result
- ▶ New features are not being added
- ▶ Existing features break
- ▶ Planning is impossible



# WHY SUPPORT HATES YOU

- ▶ Every time you ship, you destroy what was already there
- ▶ Customers get frustrated because things that used to work break and new features aren't delivered to compensate for that

**NO MORE FUN  
FOR YOU**

**WHAT HAPPENED?**

## YOUR ASSUMPTIONS ARE WRONG

- ▶ The effects of your change aren't that local at all
- ▶ The deeper you get into the rabbit hole the darker it gets
- ▶ What you thought would be a small easy change blows up into your face
- ▶ Since you block everything at top level you can only merge back to master when you're done

THIS IS A PROBLEM WHY?

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## YOU SCREWED UP, WHAT NOW?

- ▶ Stop
- ▶ Think
- ▶ Revert
- ▶ Think
- ▶ Start again

**OK, THEN HOW?**

OK, THEN HOW?

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## A NEW HOPE





OK, THEN HOW?

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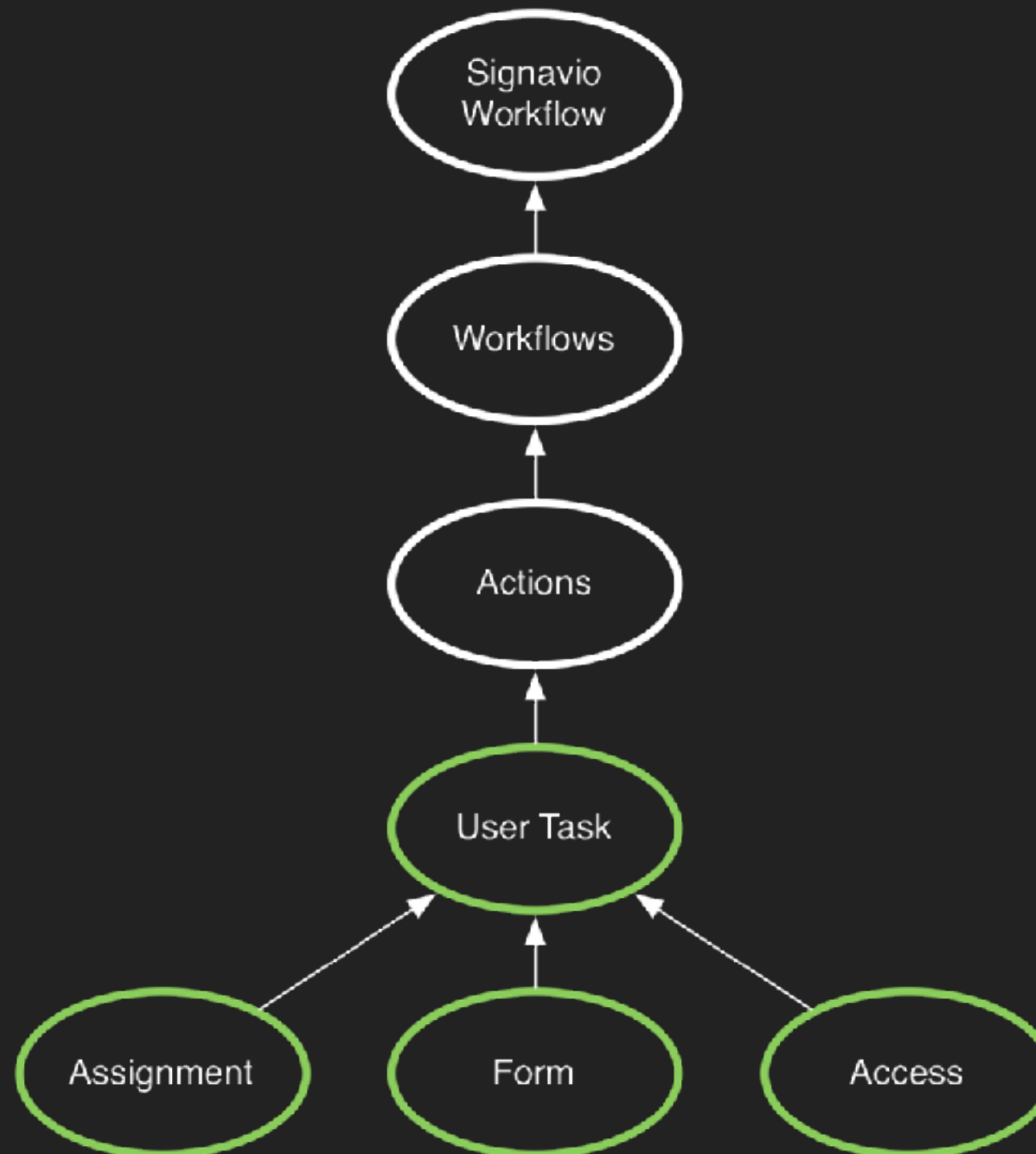
## A NEW HOPE



OK, THEN HOW?

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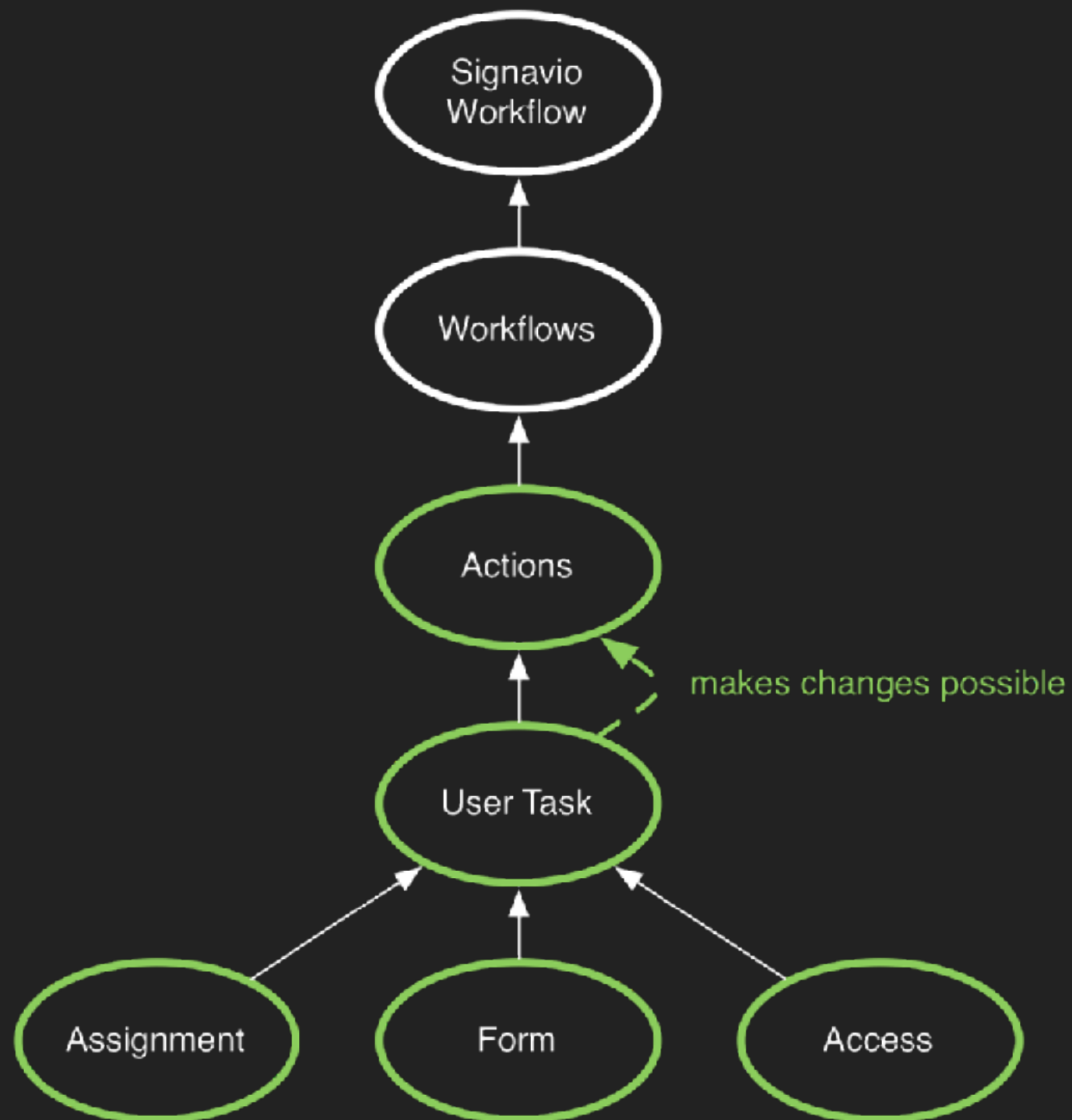
## A NEW HOPE



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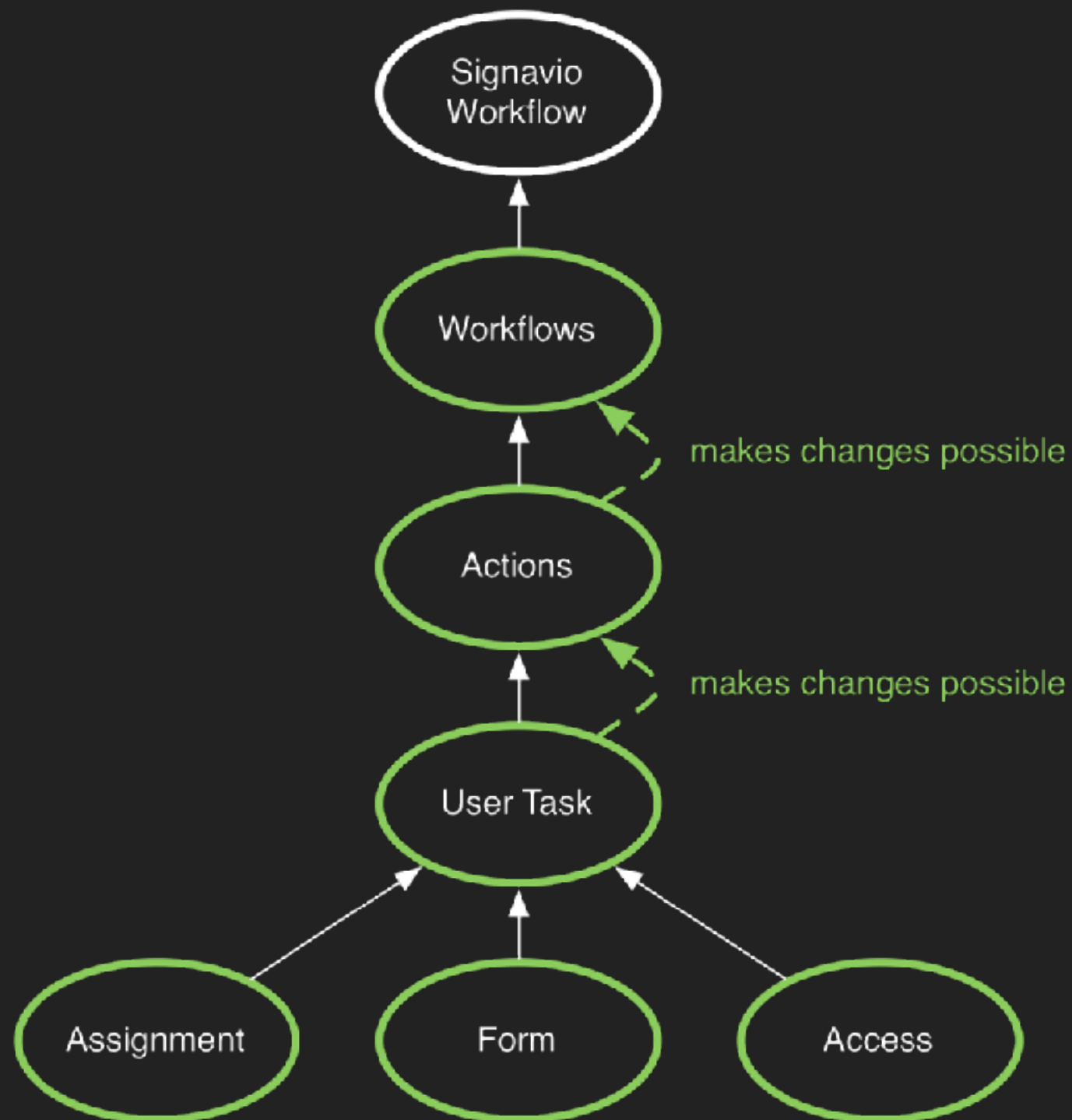
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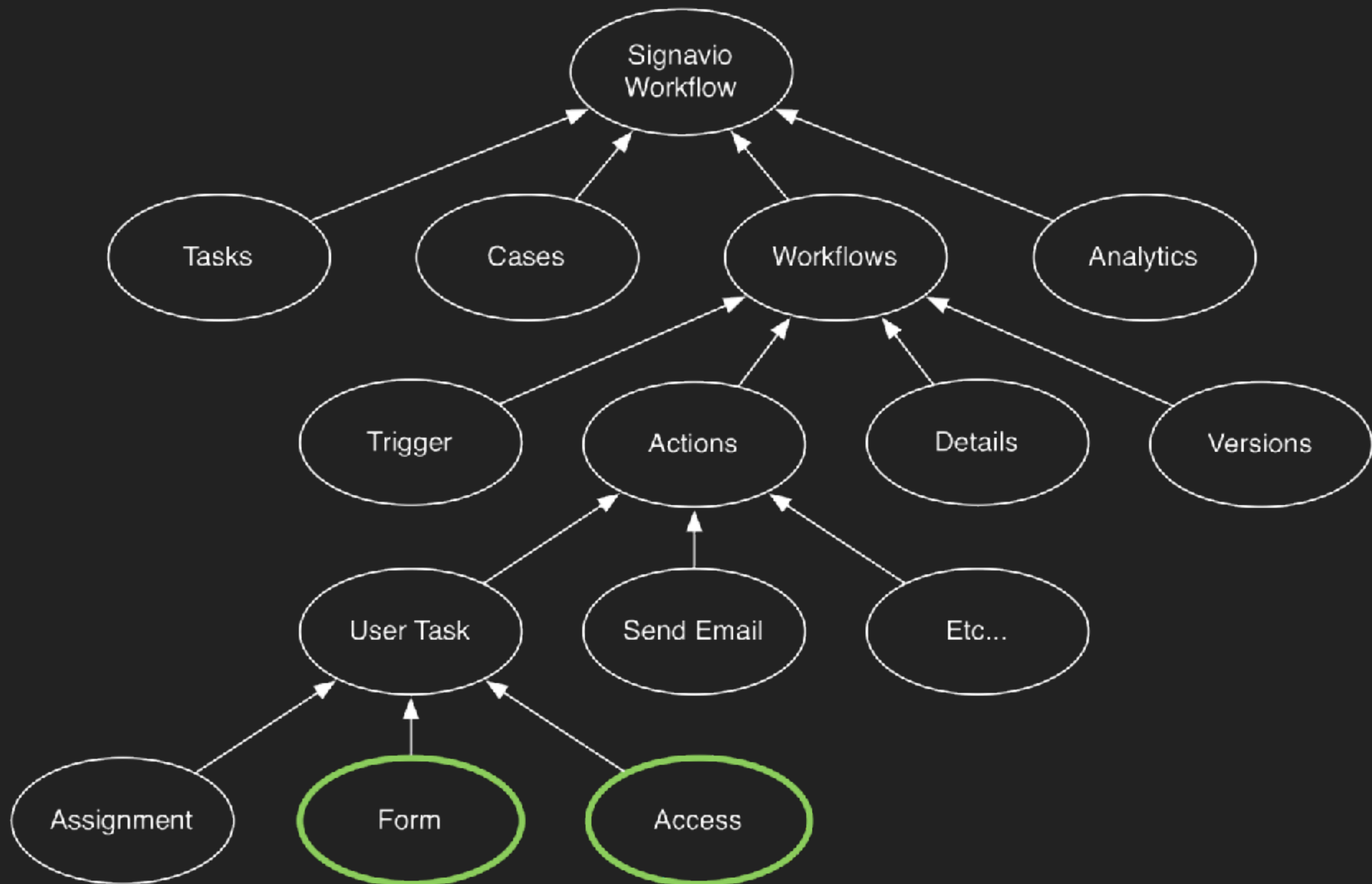
## A NEW HOPE



**THIS IS BETTER**  
**WHY?**

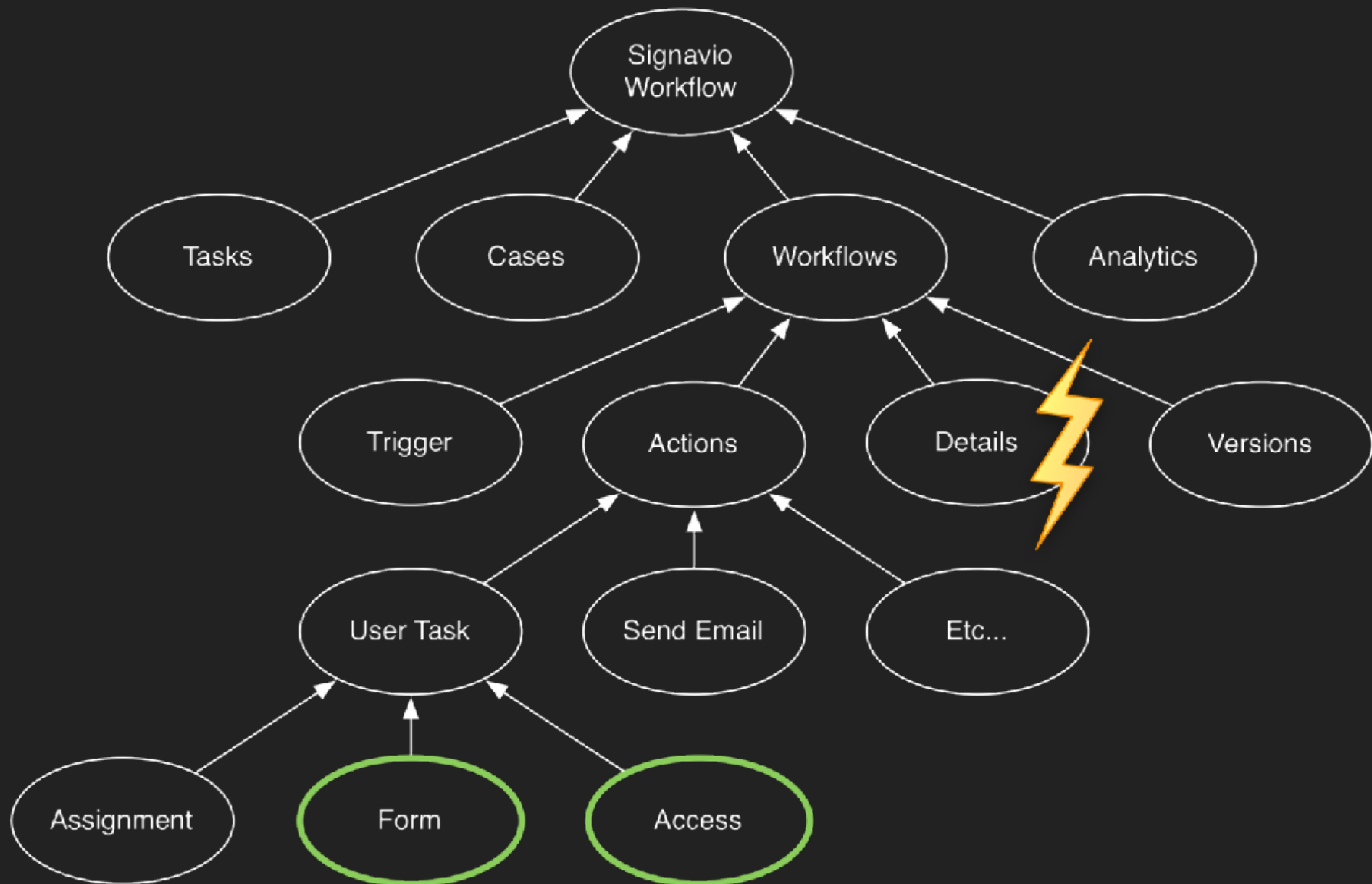
**ITERATIVE ROCKS!**

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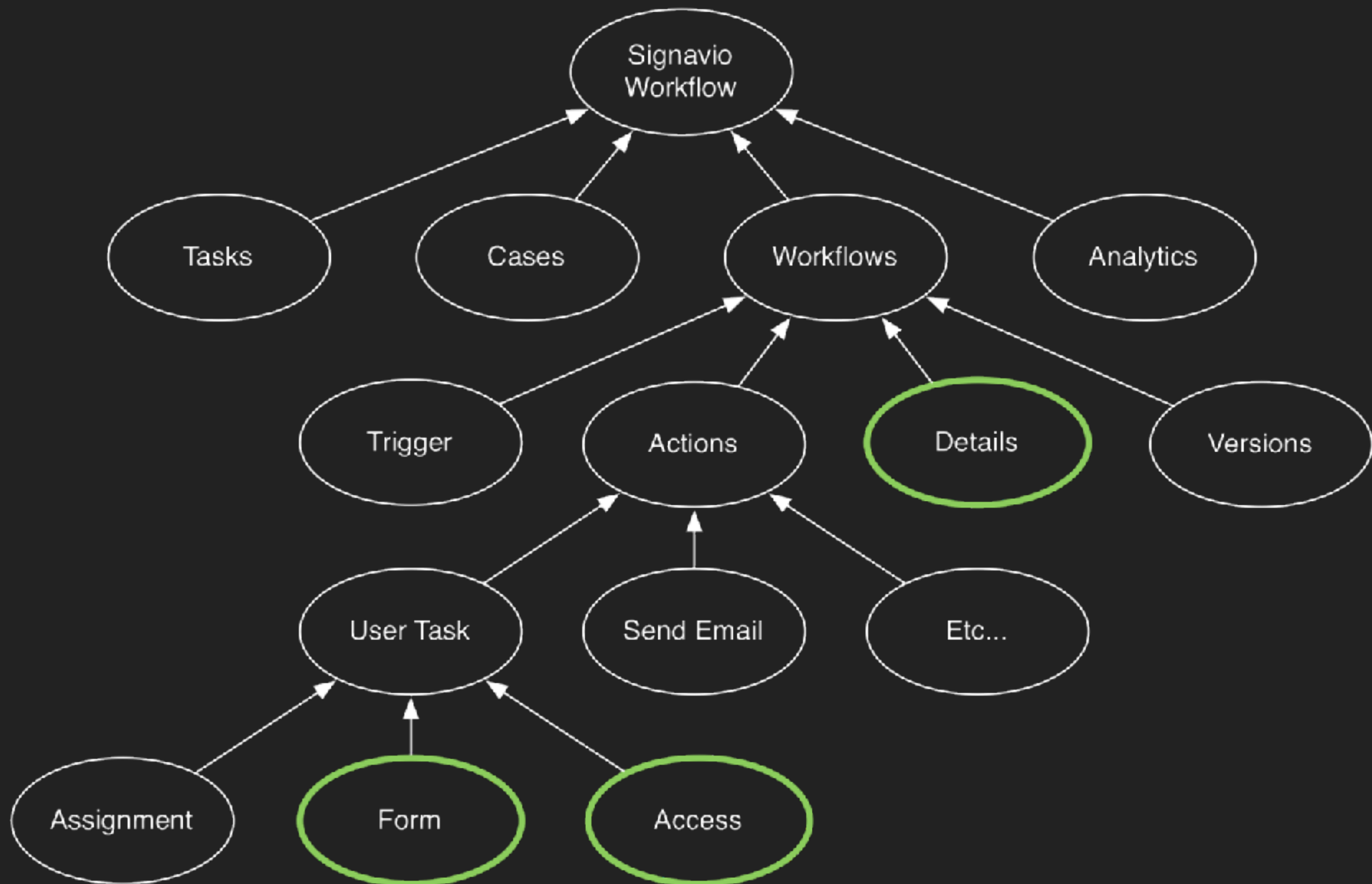




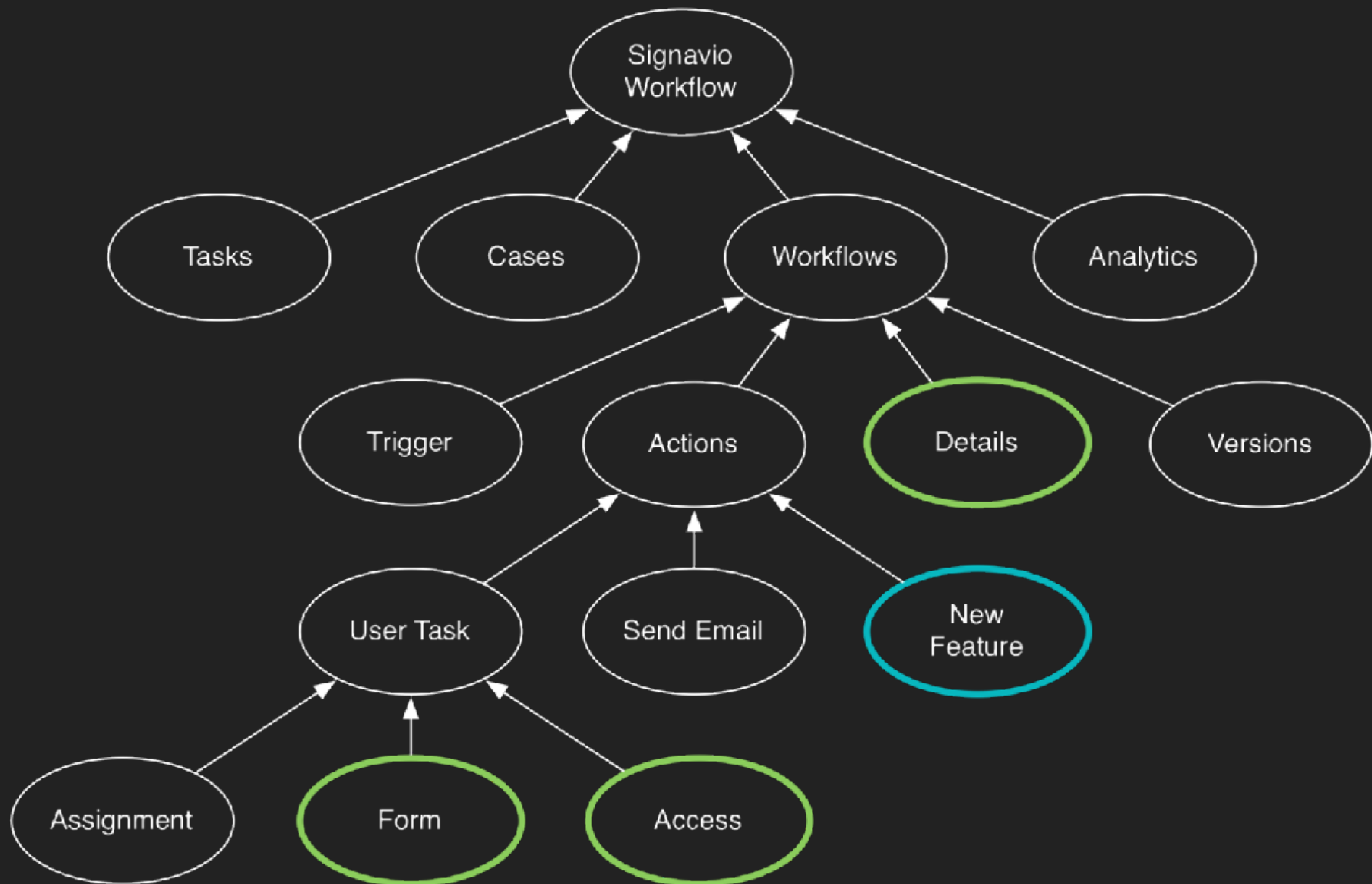
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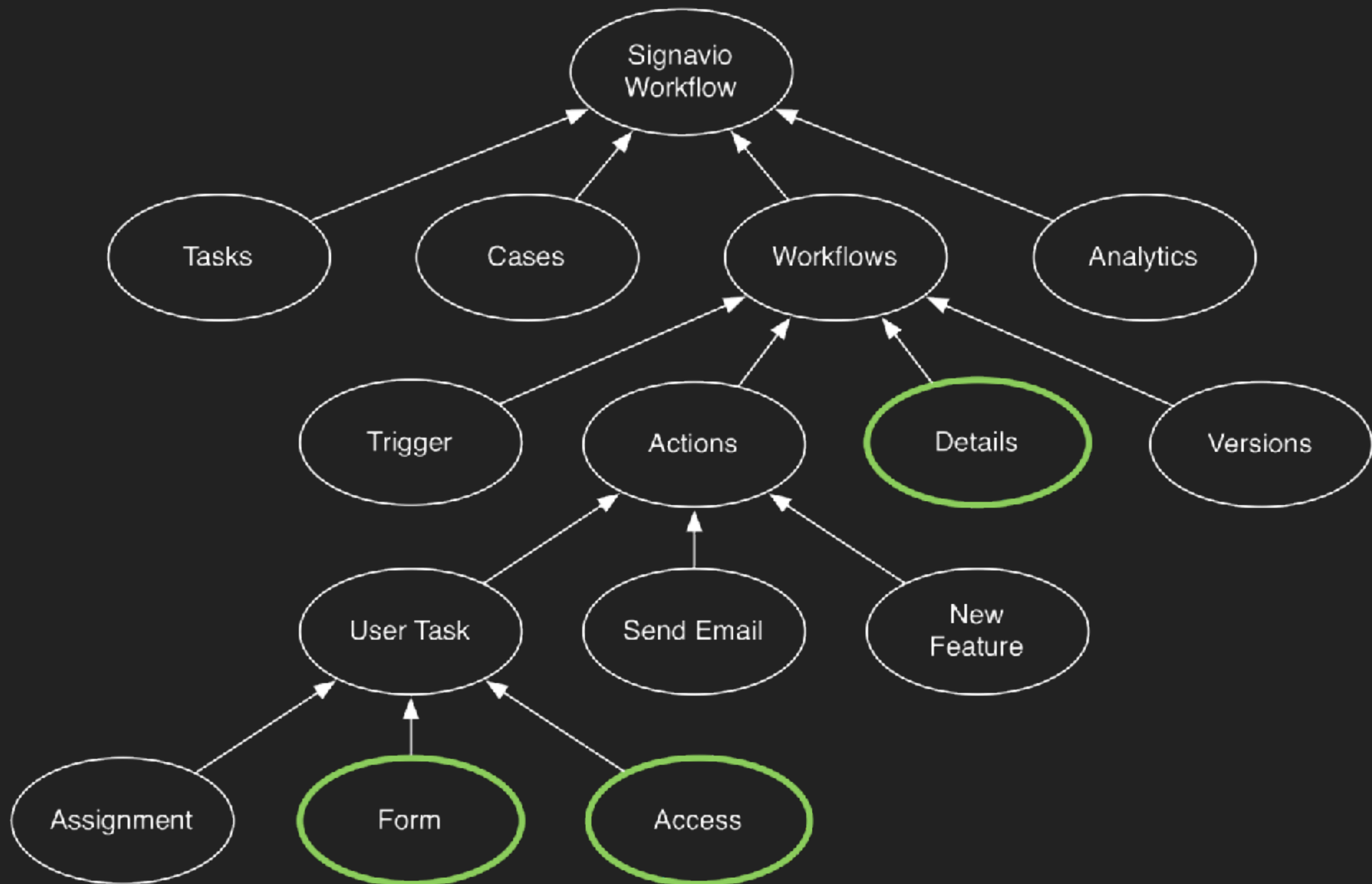
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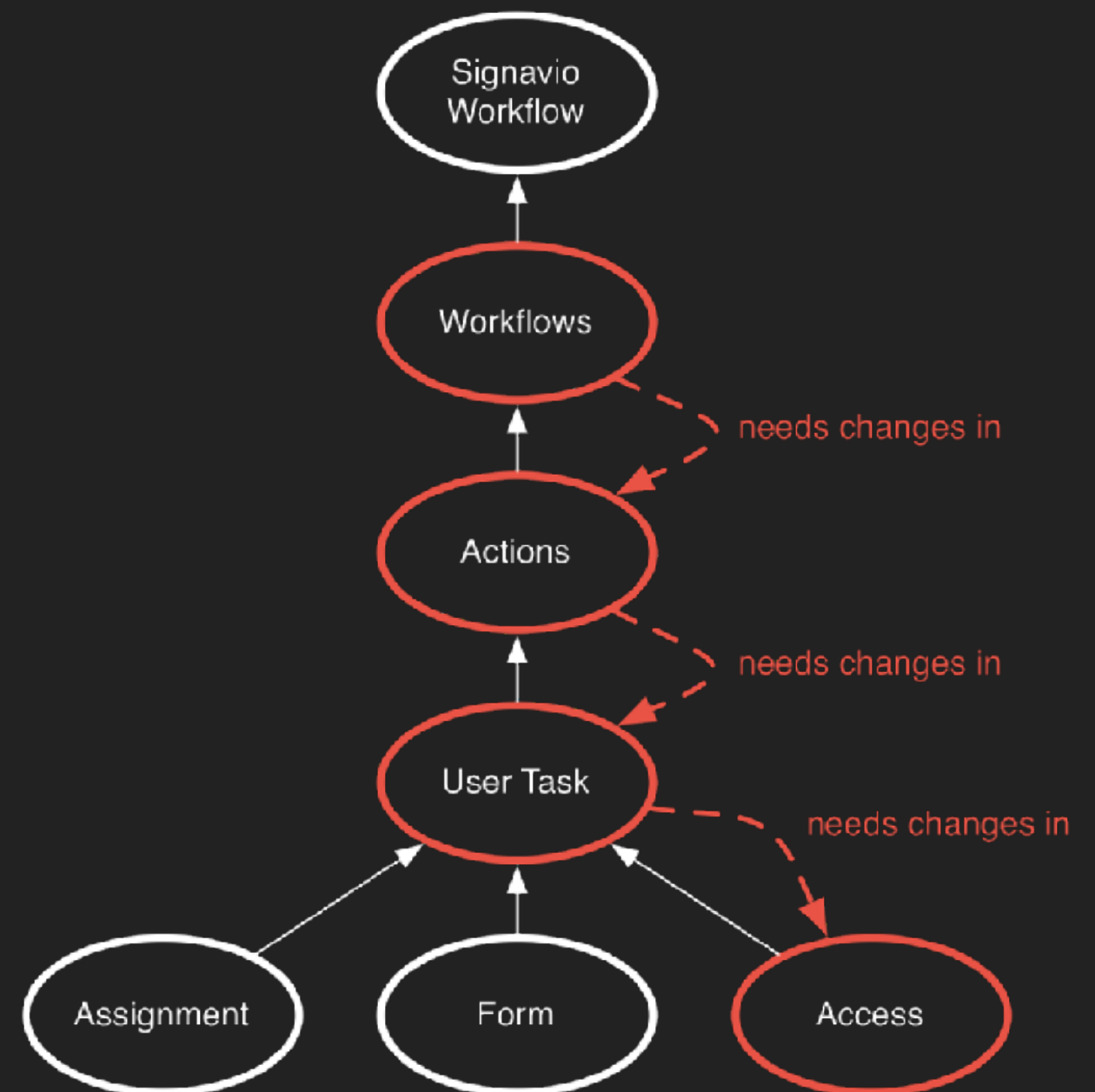
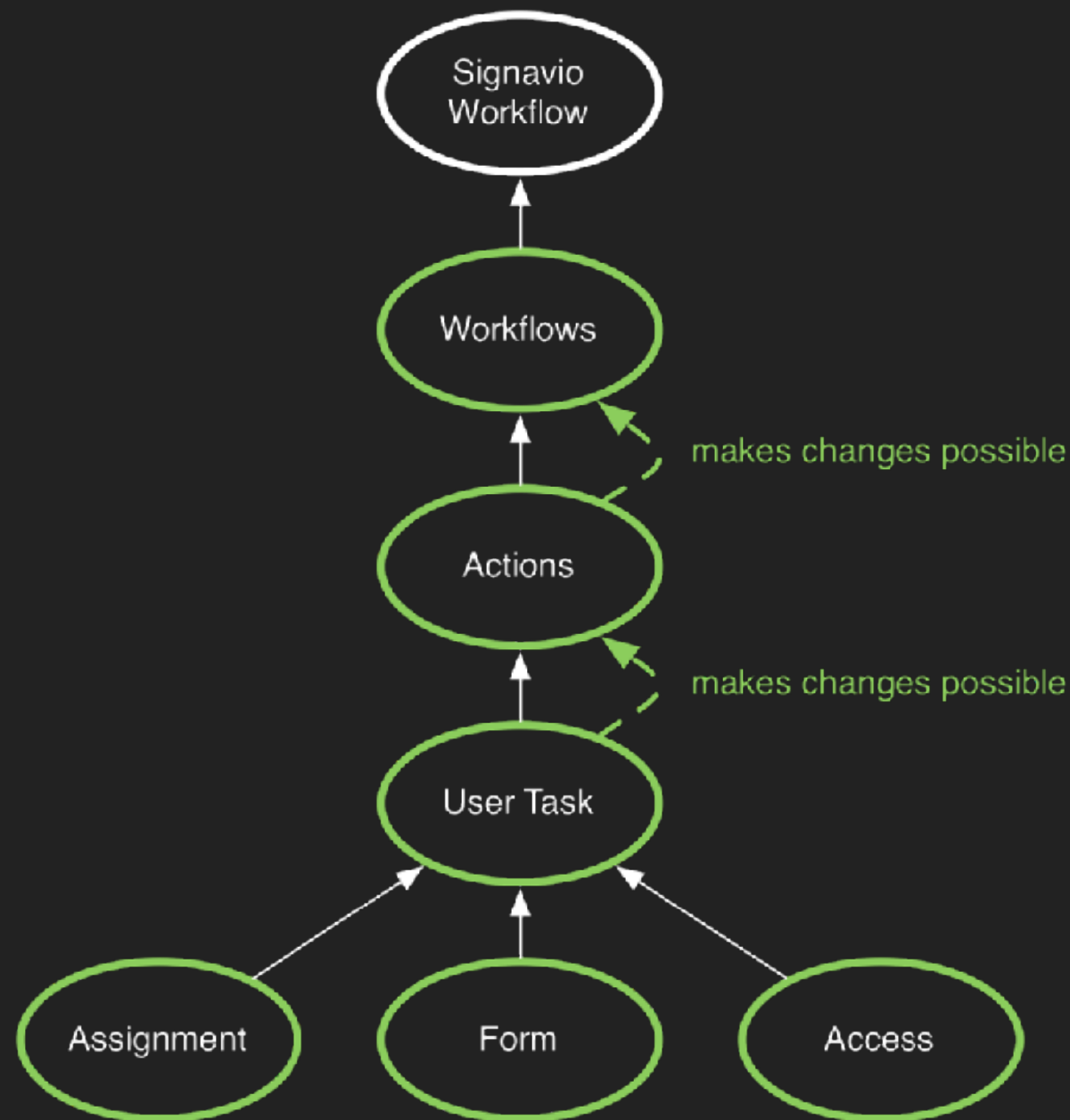


## WORK ITERATIVELY, BE READY FOR THE NEXT CHANGE

- ▶ Every change is isolated and has minimal effect
- ▶ Changes on other nodes along the way do not affect you
- ▶ You can merge your changes back to master after every node
- ▶ If unforeseen things happen, their impact stays local to what you are currently doing

# RECAP

# SMALL ITERATIVE CHANGE OVER BIG, BLOCKING REFACTORING



**FEEDBACK?**



## FURTHER READING

- ▶ <https://www.youtube.com/watch?v=BF58ZJ1ZQxY>
- ▶ <https://mikadomethod.wordpress.com/>
- ▶ <https://pragprog.com/magazines/2010-06/the-mikado-method>