

# Eliminating Conditional Complexity

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# Conditional Code

(Branching)

App1.java

```
if(condition1) {  
  
} else if (condition2) {  
  
}
```

App2.java

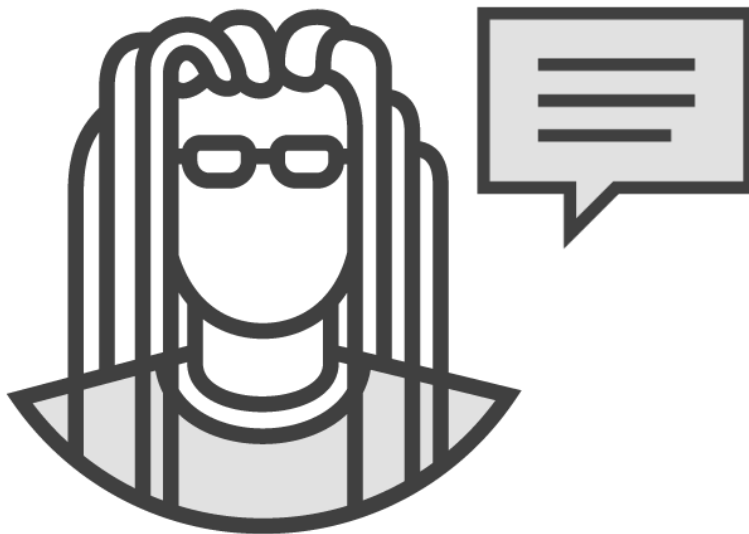
```
switch(value){  
    case v1:  
    case v2:  
    default:  
  
}
```



Conditional code  
is not bad in itself



Conditional code  
breaks OCP!



```
if(condition1) {  
    if(condition3 && condition4){  
        if(condition5){...}  
    }  
} else if(condition2) {  
    if(!condition6){  
        switch(val){...}  
    }  
}
```

Fragile and complex



## End goal:

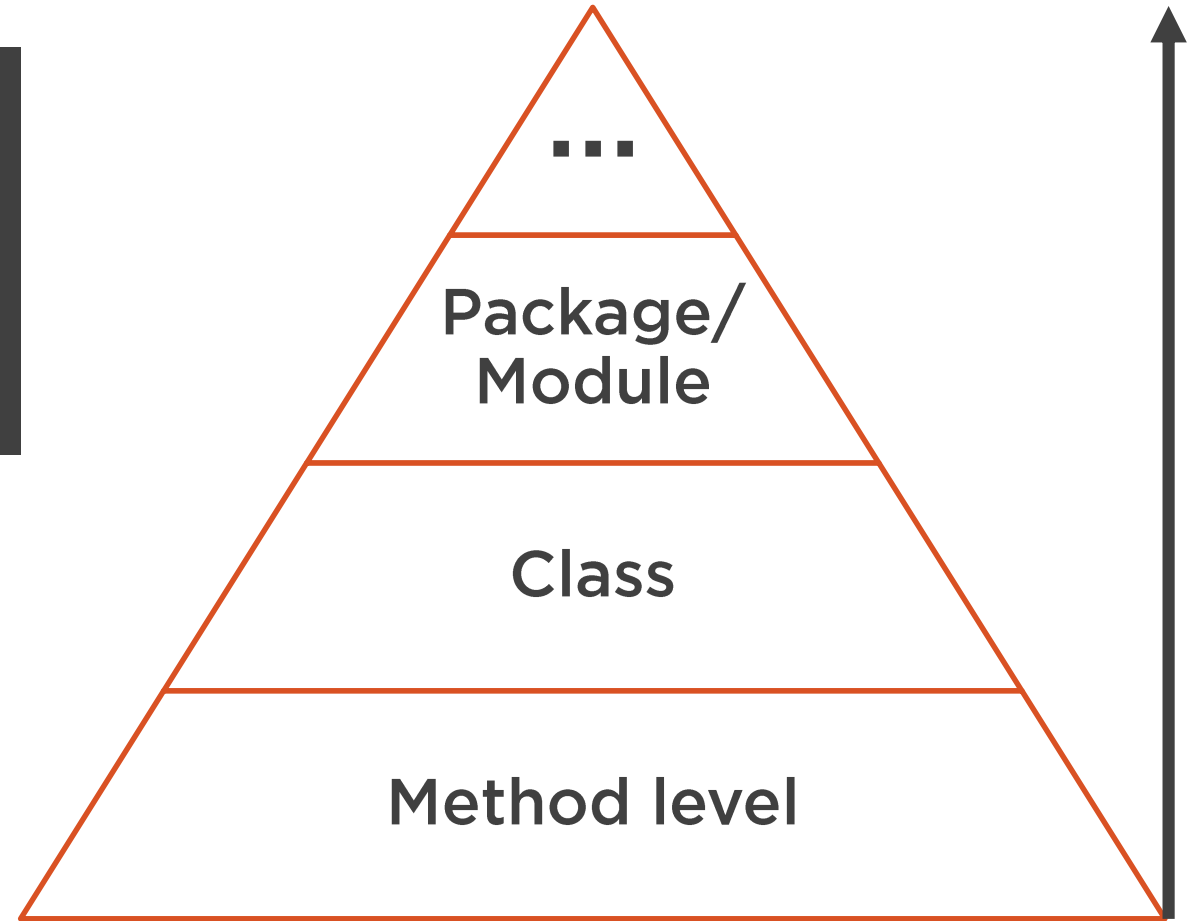
Reduce conditional complexity



Fit code into a pattern



## Refactoring Pyramid



# Overview



Reduce level of code nestedness

Replace conditional with polymorphism

Strategy pattern

Functional programming alternative



# Reducing Nested Code




1. Guard Clause
2. Extract Conditional
3. Java 8 Streams




# Use Guard Clauses

```
if(val1 != null) {  
    if(val2 != null){  
        if(val3 != null){  
            // do the thing  
        }  
    }  
}  
  
throw new SomeException("...");
```



```
if(val1 == null || val2 == null ||  
    val3 == null ){  
    throw new SomeException("...");  
}  
  
// do the thing
```



# Extract Conditional

```
Integer val = ...;
```

```
if(val == null && val < 0){  
    throw new SomeException("...");  
}
```

```
Integer val = ...;
```

```
if(check(val)){  
    throw new SomeException("...");  
}
```

```
boolean check(Integer val){  
    // check  
}
```

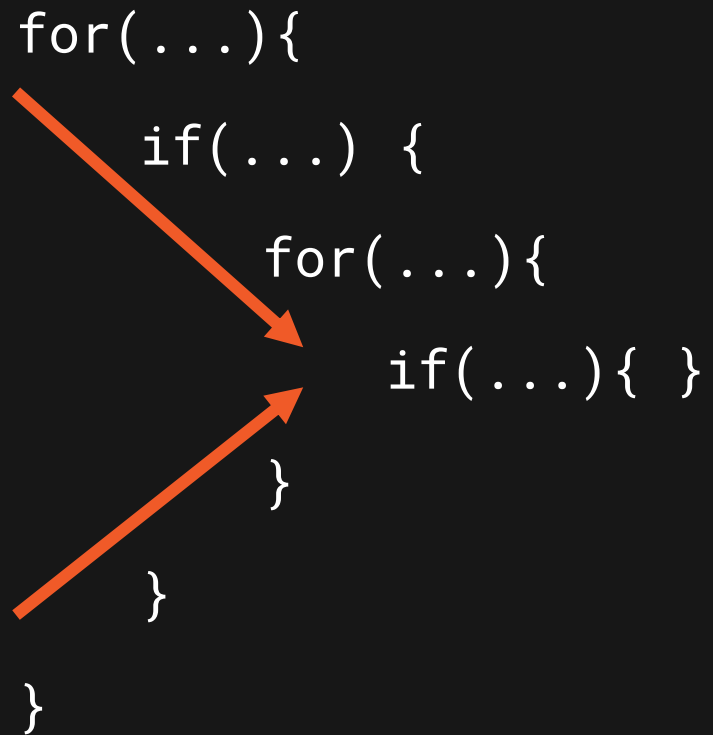


Imperative (How?)  
vs.  
Declarative (What?)



## ImperativeStyle.java

```
for(...) {  
    if(...) {  
        for(...) {  
            if(...) { }  
        }  
    }  
}
```

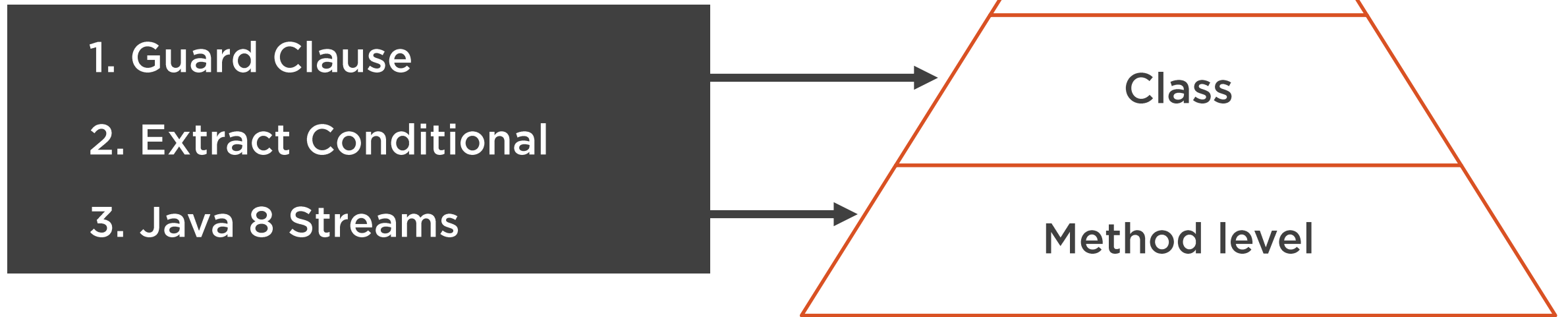
The diagram illustrates the imperative style of programming. It shows a code snippet with nested loops and conditionals. Two orange arrows are drawn: one from the first 'for(...)' line to the 'if(...)' line, and another from the 'if(...)' line to the inner 'for(...)' line, highlighting the flow of execution and the stateful nature of these constructs.

## DeclarativeStyle.java

```
things.stream()  
    .filter()  
    .map()  
    .distinct()  
    .collect();
```

The diagram illustrates the declarative style of programming. It shows a code snippet using a stream API. A single orange arrow is drawn vertically from the 'stream()' method to the 'collect()' method, representing a stateless pipeline of operations.

# Refactoring Pyramid



Simple but large  
conditional

SomeFile.java

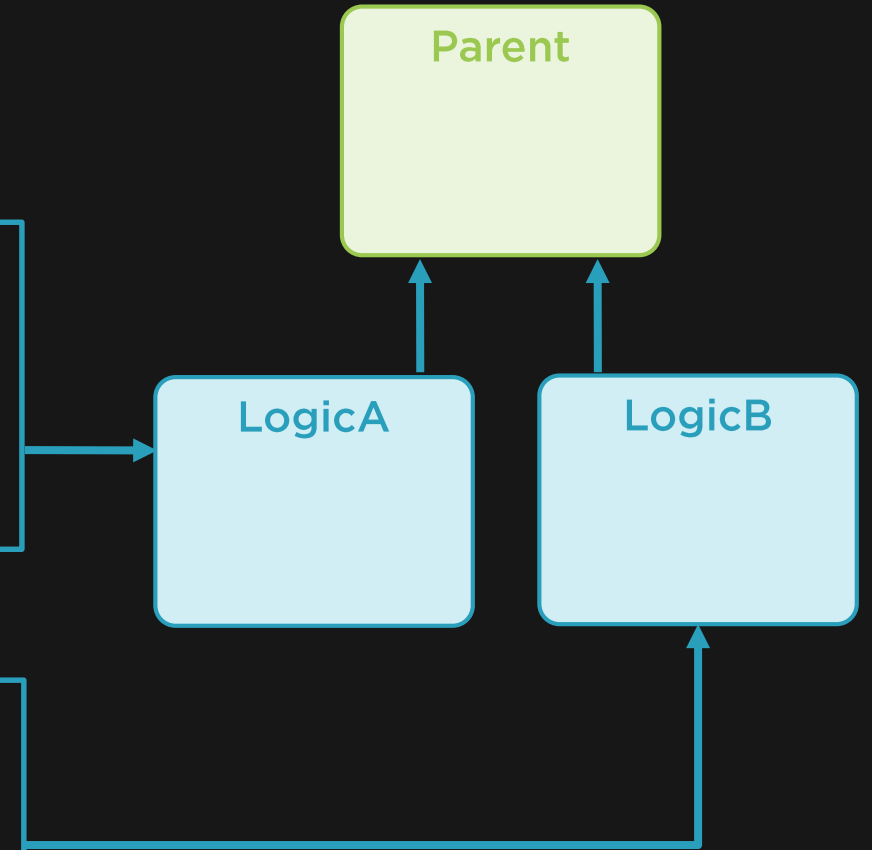
```
if(condition1){
```

```
// lots of code  
// lots of code  
// lots of code
```

```
} else {
```

```
// lots of code  
// lots of code  
// lots of code
```

```
}
```

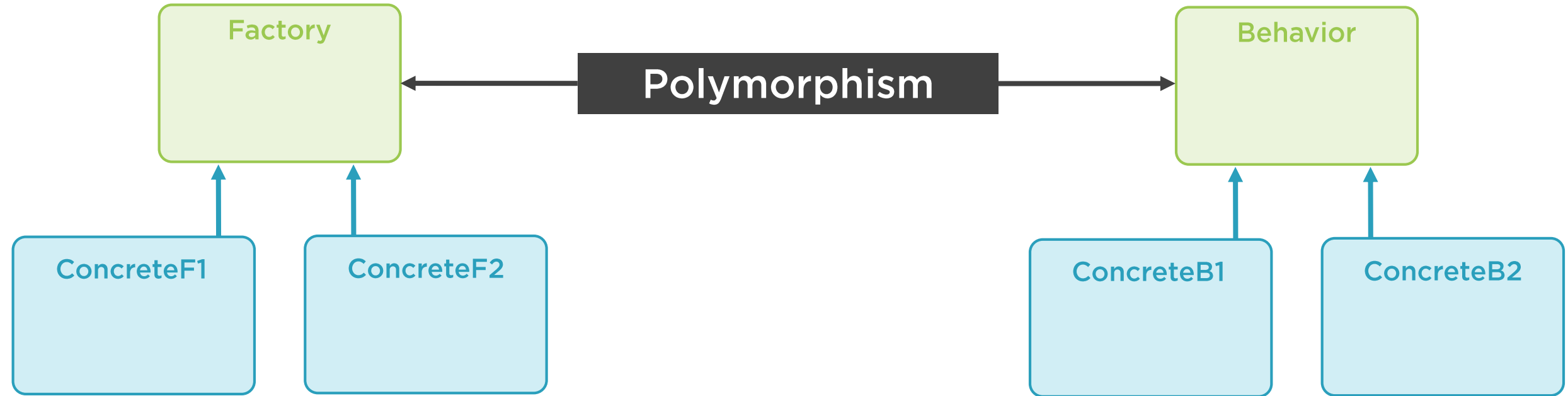


Encapsulating behavior

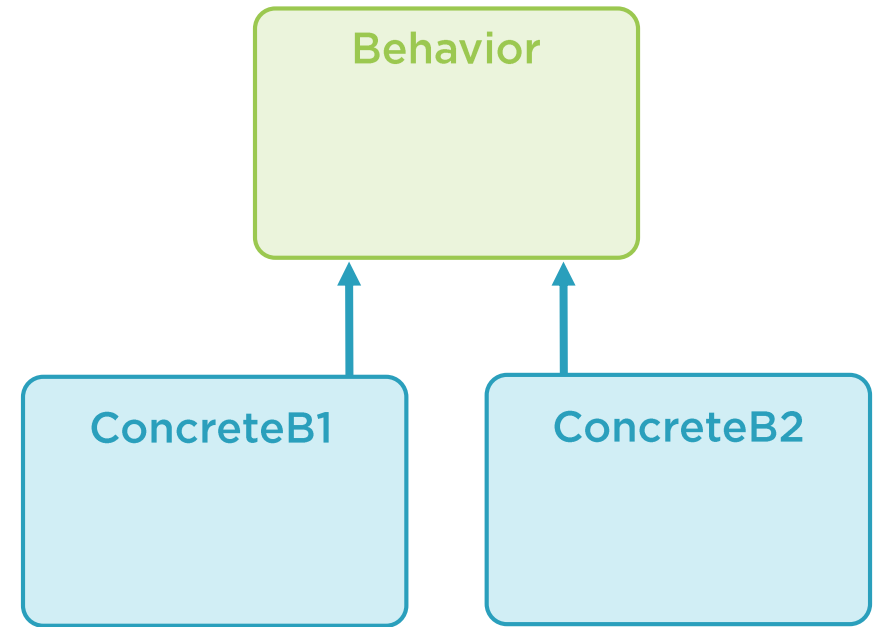


Consider **replacing**  
with **polymorphism**  
before introducing  
a behavioral pattern

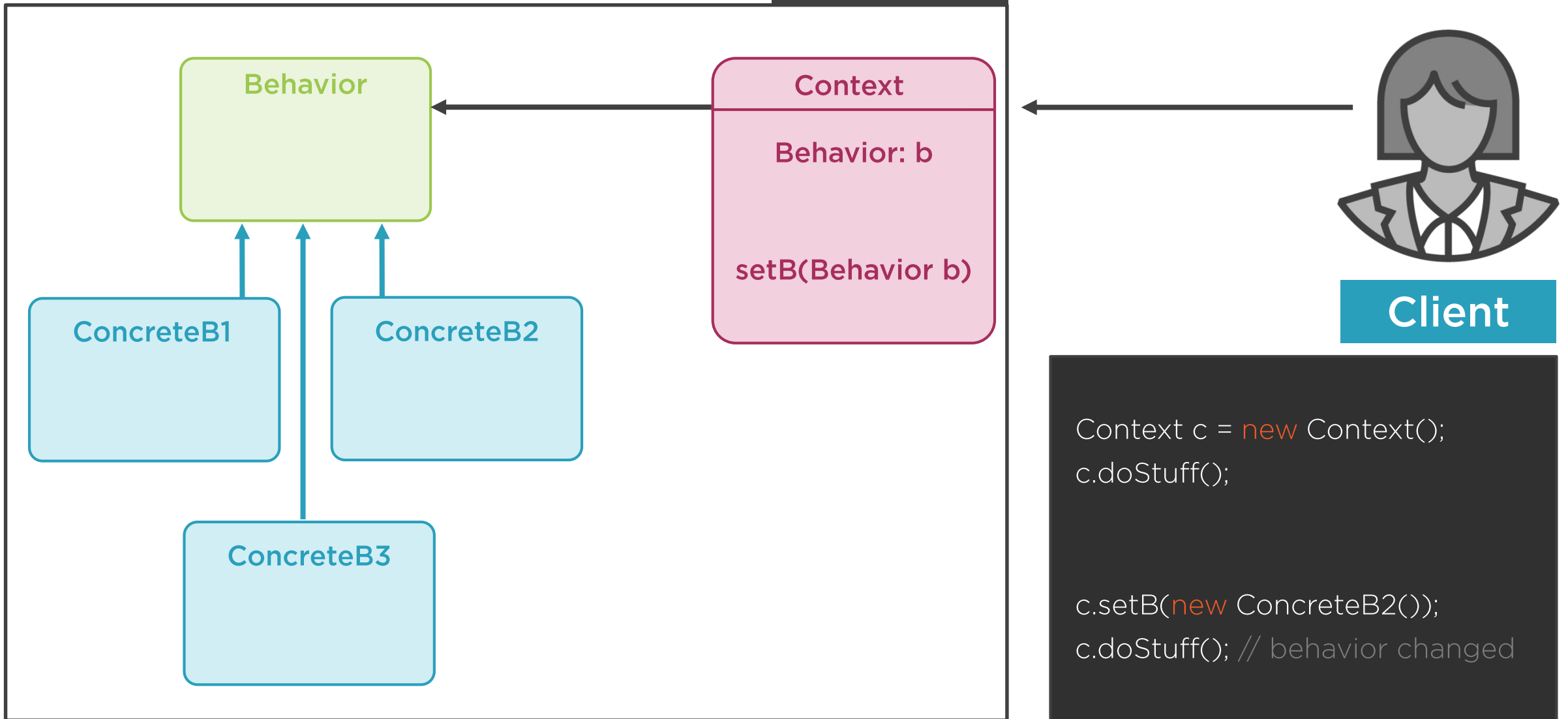


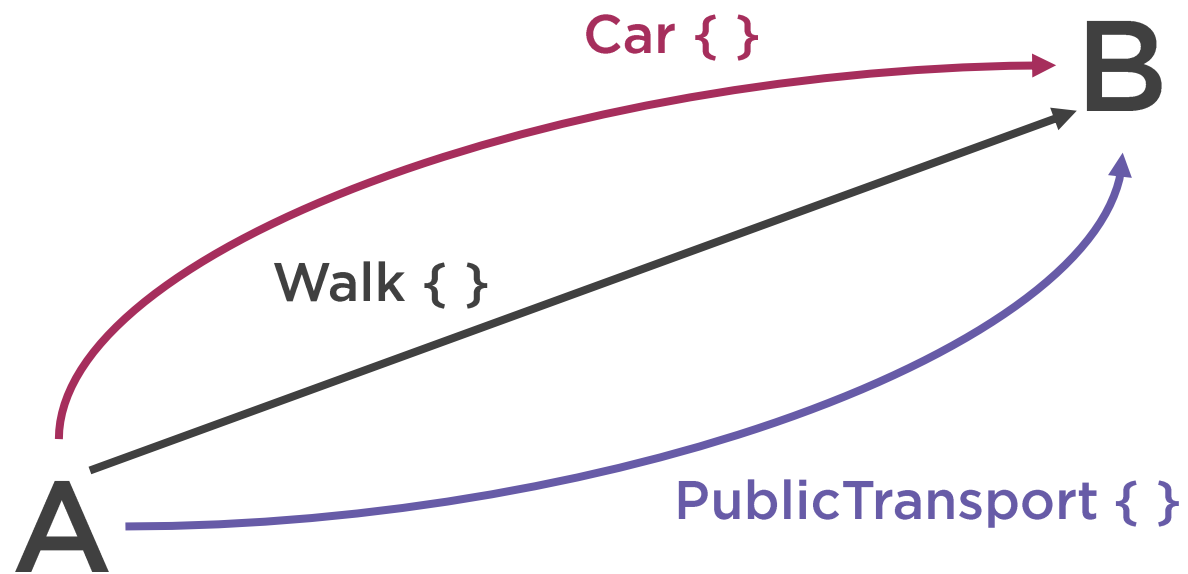






# Strategy





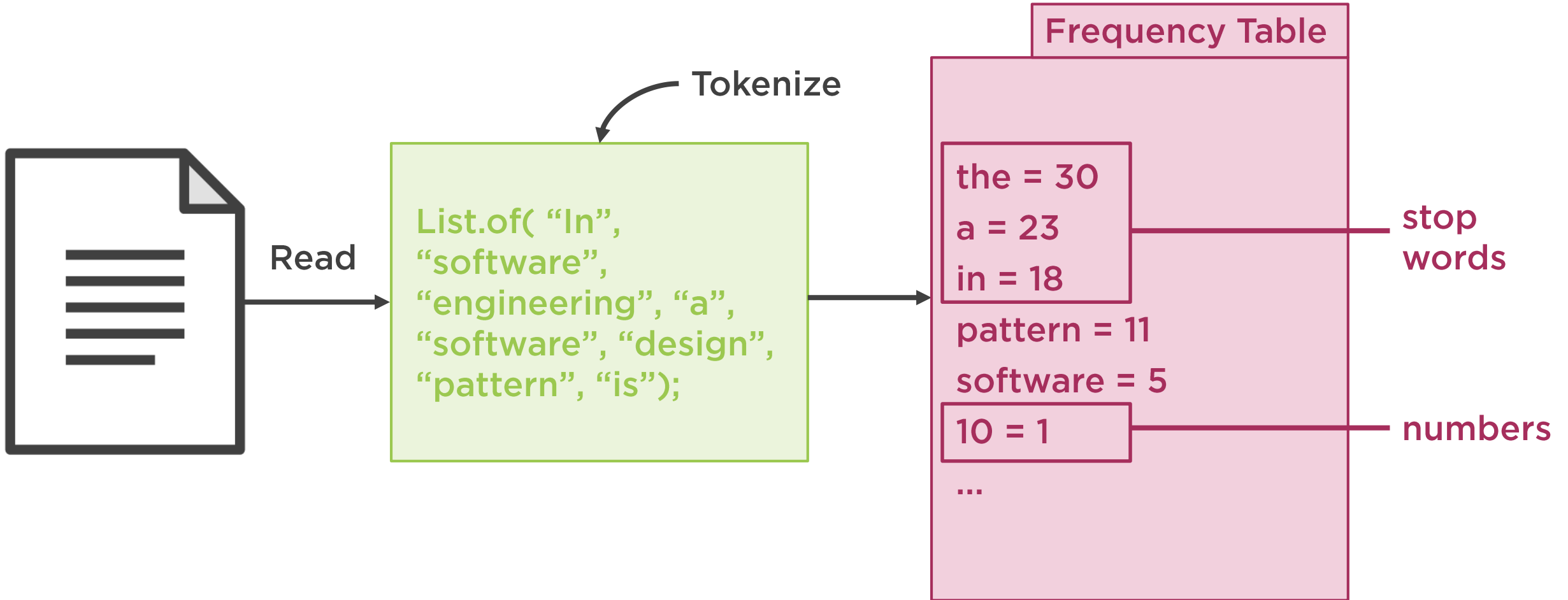


## Future Requirements

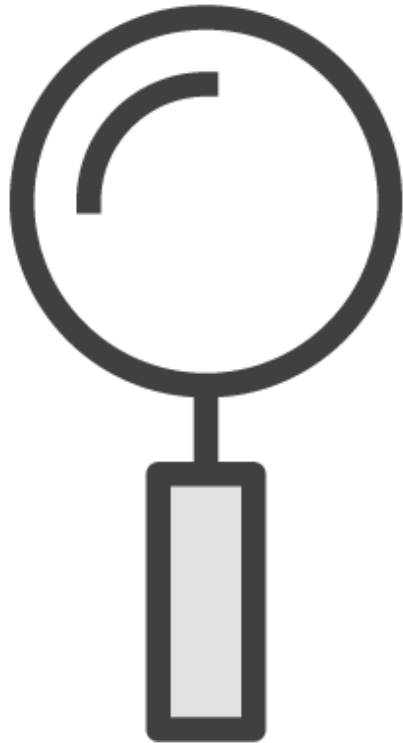


## Text Statistics!





# Strategy Pattern Benefits and Drawbacks



## Pros:

- No branching code
- Improved encapsulation
- Swap behavior at runtime
- OCP is respected

## Cons:

- More complicated design (more classes)

Behavior b1 = // no stop words

Behavior b2 = // no numbers

Behavior b3 = // b1 && b2

Behavior b4 = // b1 && b2 && other

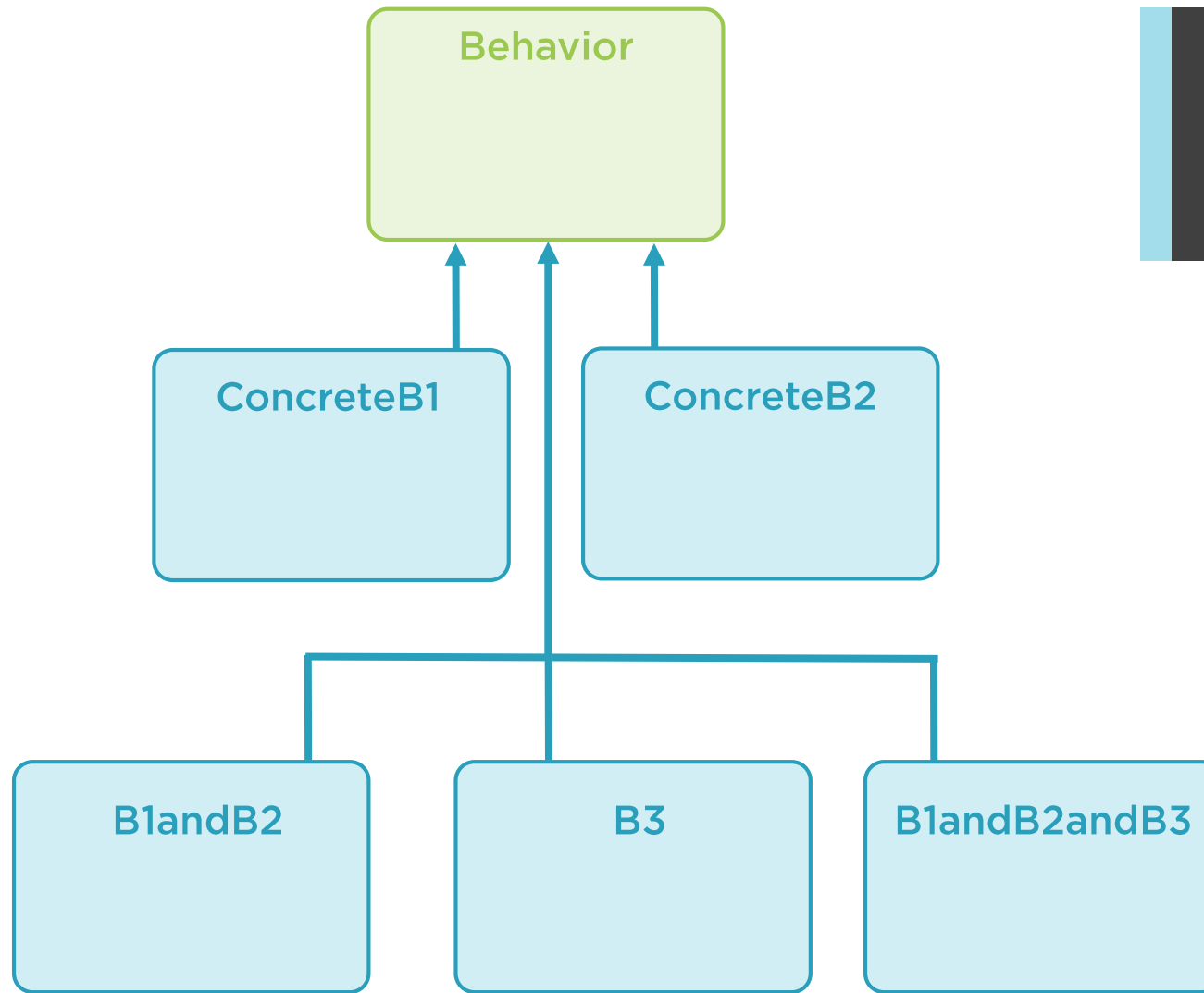
Strategy is no longer  
an adequate solution

Use decorator for  
mix'n'match situations





Class (combinatorial)  
explosion



# Decorator Example



Python

`open("f.txt", "r")`

`new BufferedReader(new FileReader(new File("f.txt")));`

Since  
Java 7

`Files.readString(path, UTF_8);`

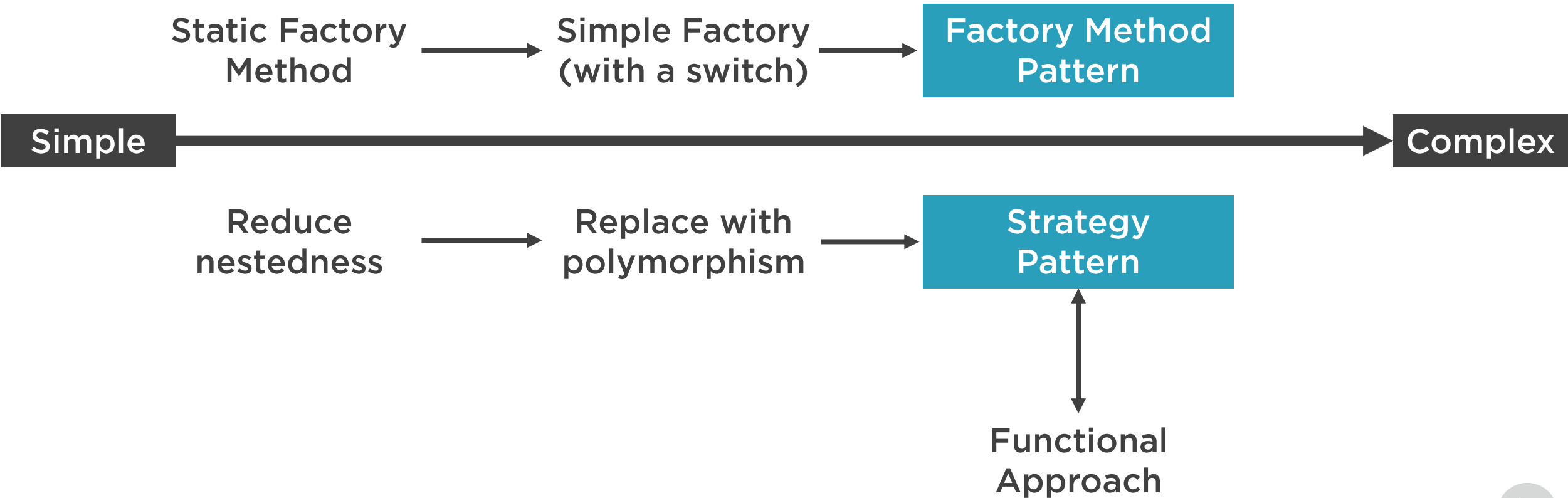


Let's try  
Functional Programming

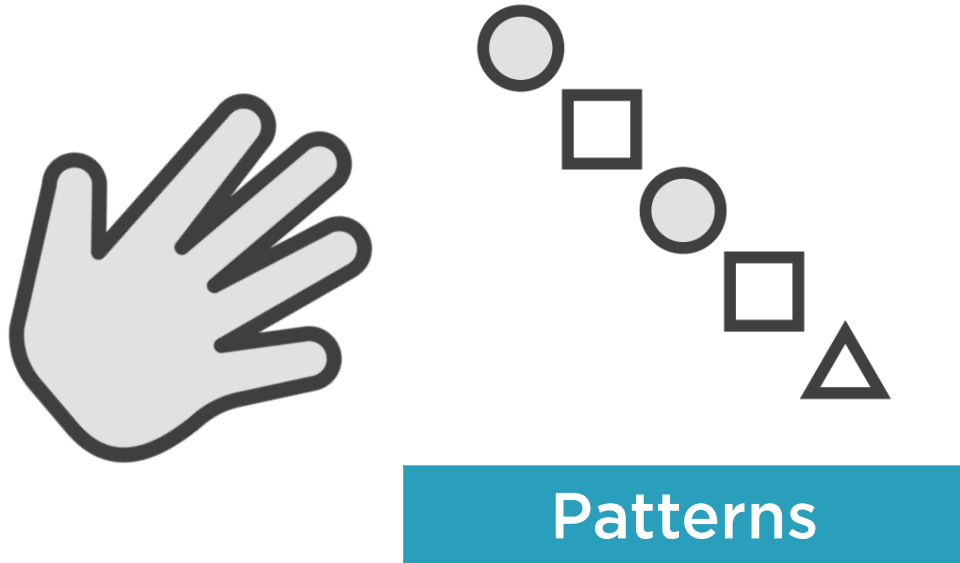


~~new NoNumbers(new NoStopWords(new AllWords()));~~





# Handle with Care!





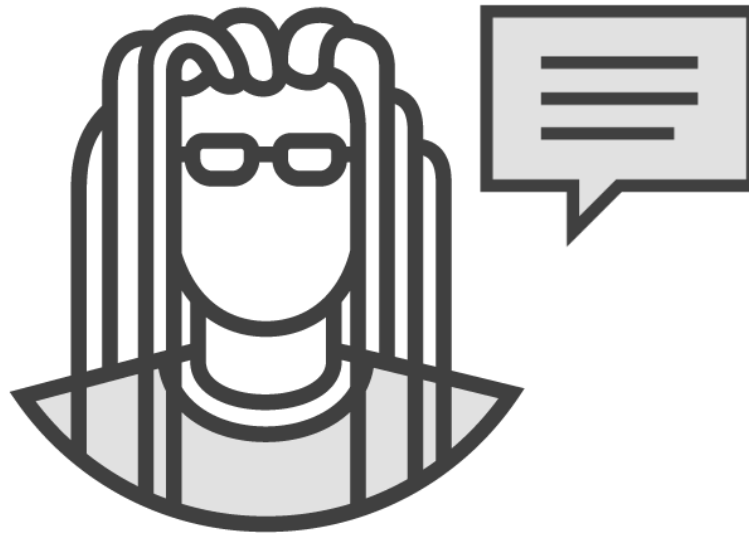
Over-application of  
design patterns leads to  
**overcomplicated** code



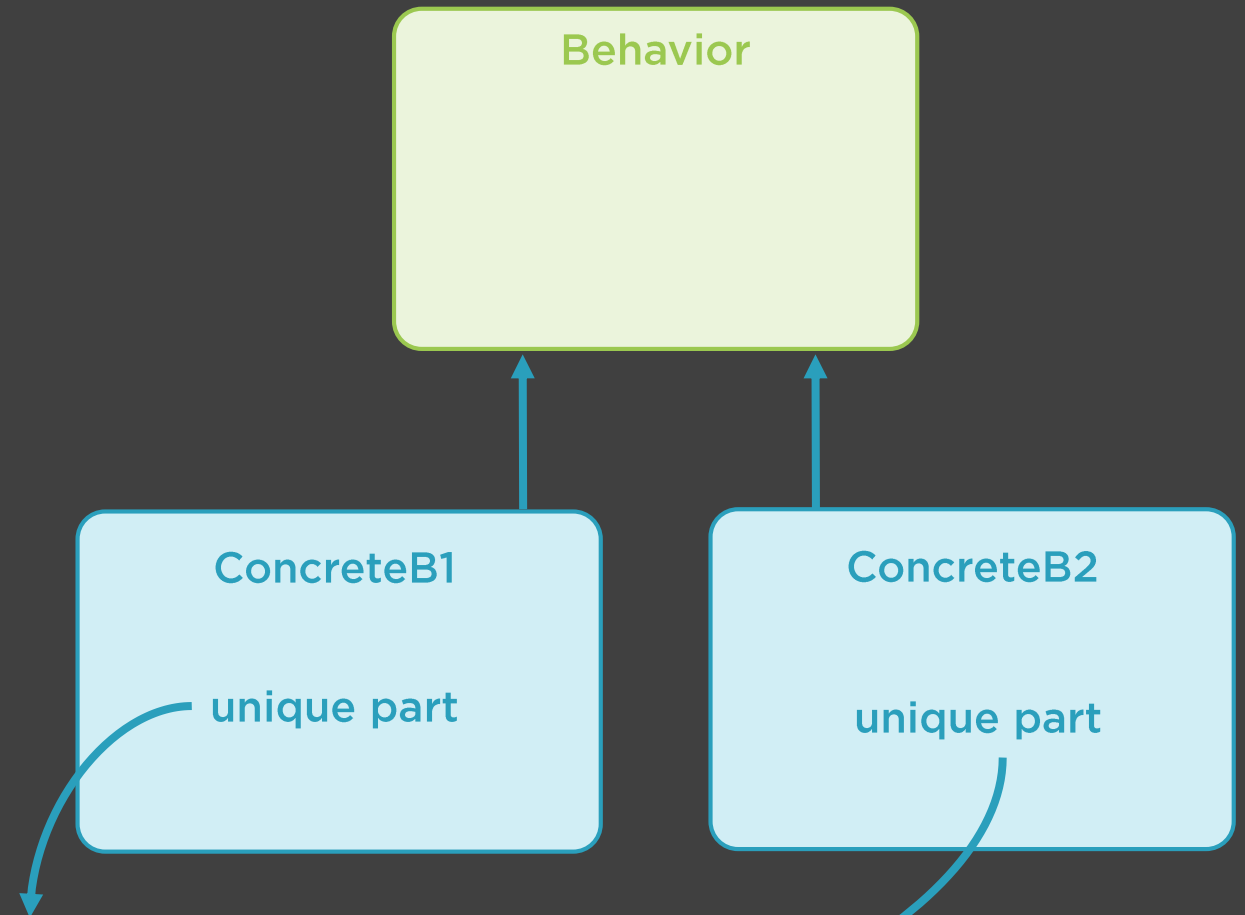
# Further Material



Depends... I use both





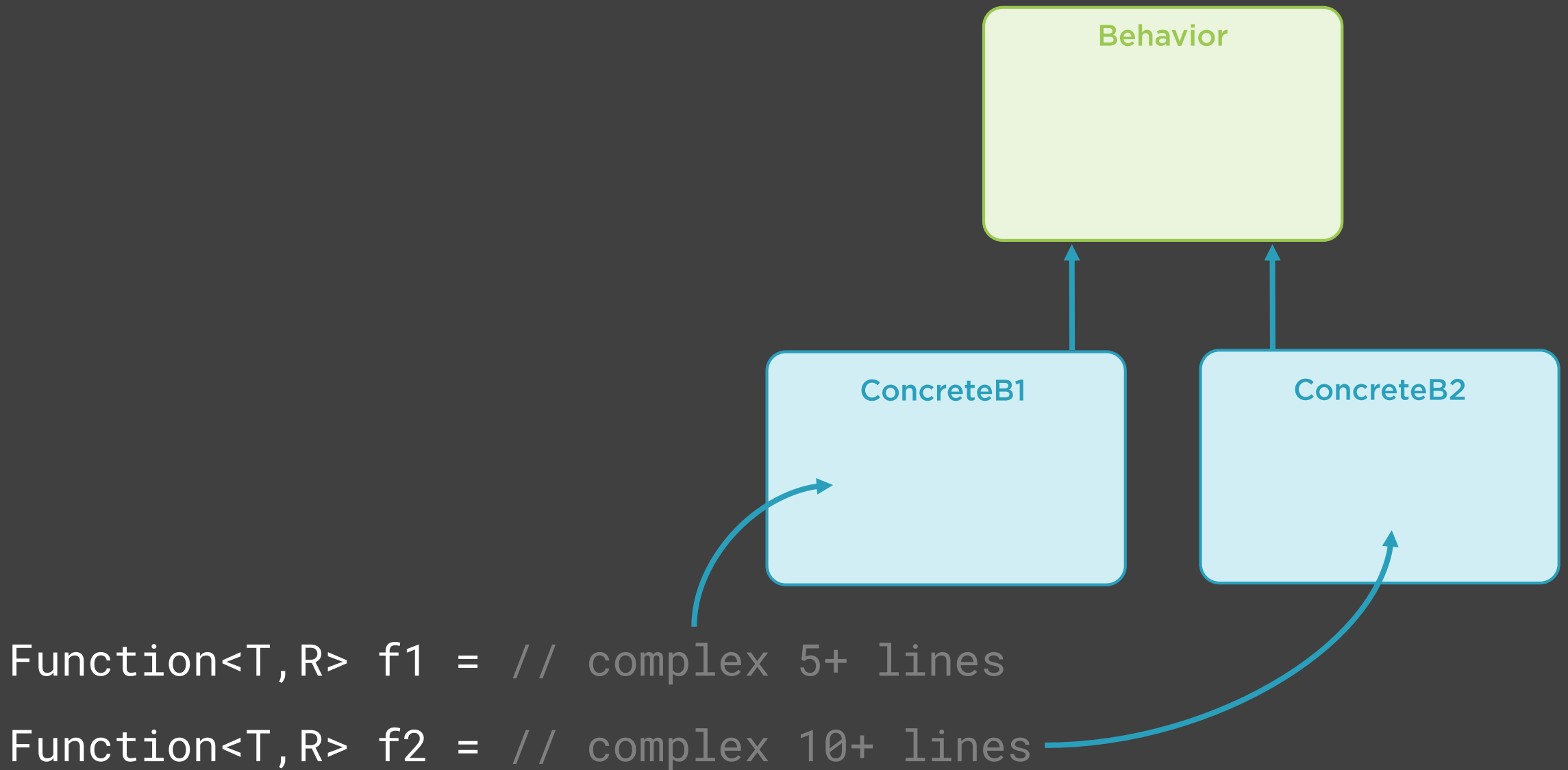


```
Predicate<T> p1 = // 1-2 line lambda
```

```
Predicate<T> p2 = // 1-2 line lambda
```

(or a Function<T,R>)

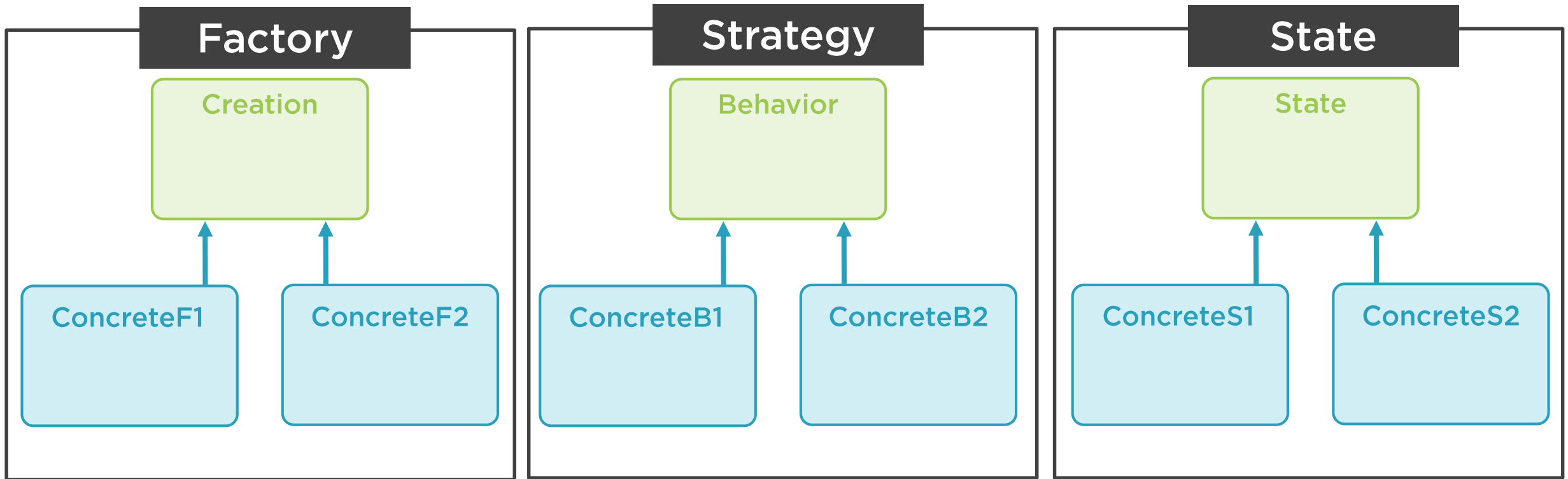




Long and complex? Class!

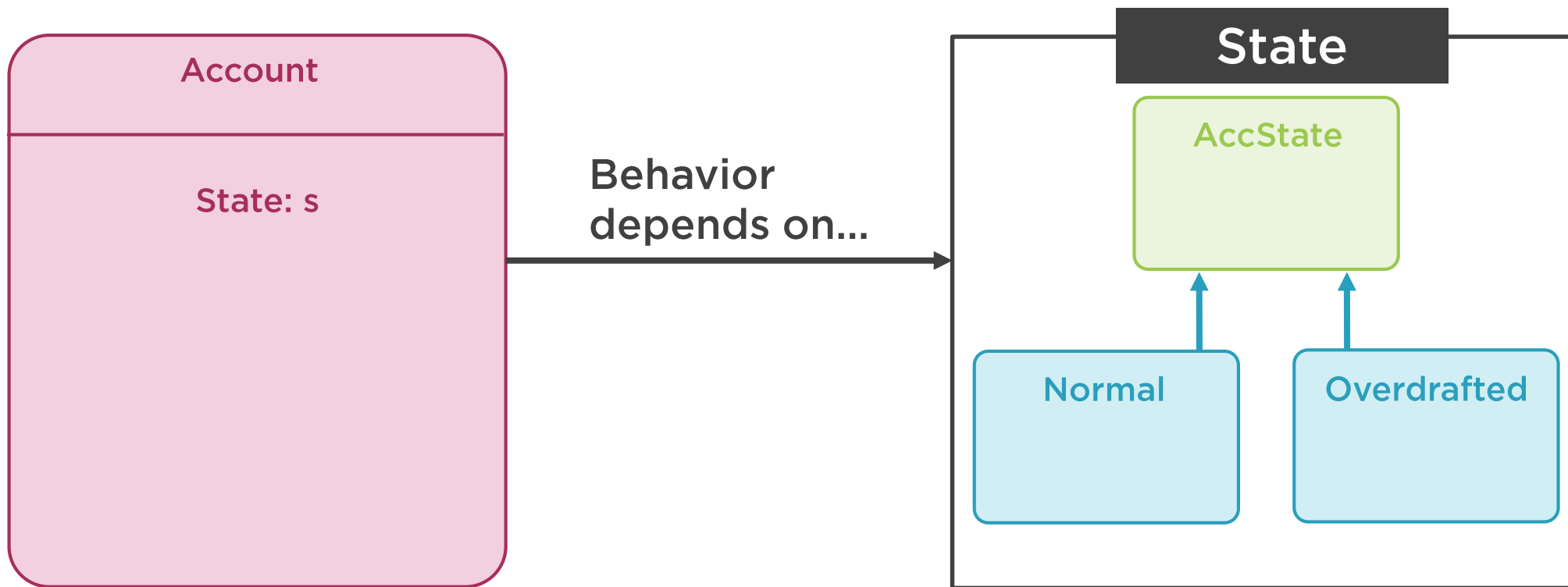
Short and simple? Lambda!





Polymorphism everywhere!





# Summary



Many ways to reduce conditional complexity

Try to use simple techniques first

Replace branching with polymorphism is often enough

Strategy (behavior) or State (state)

Object-Oriented vs. Functional

- Can be complementary, not opposing
- Right tool for the right job

