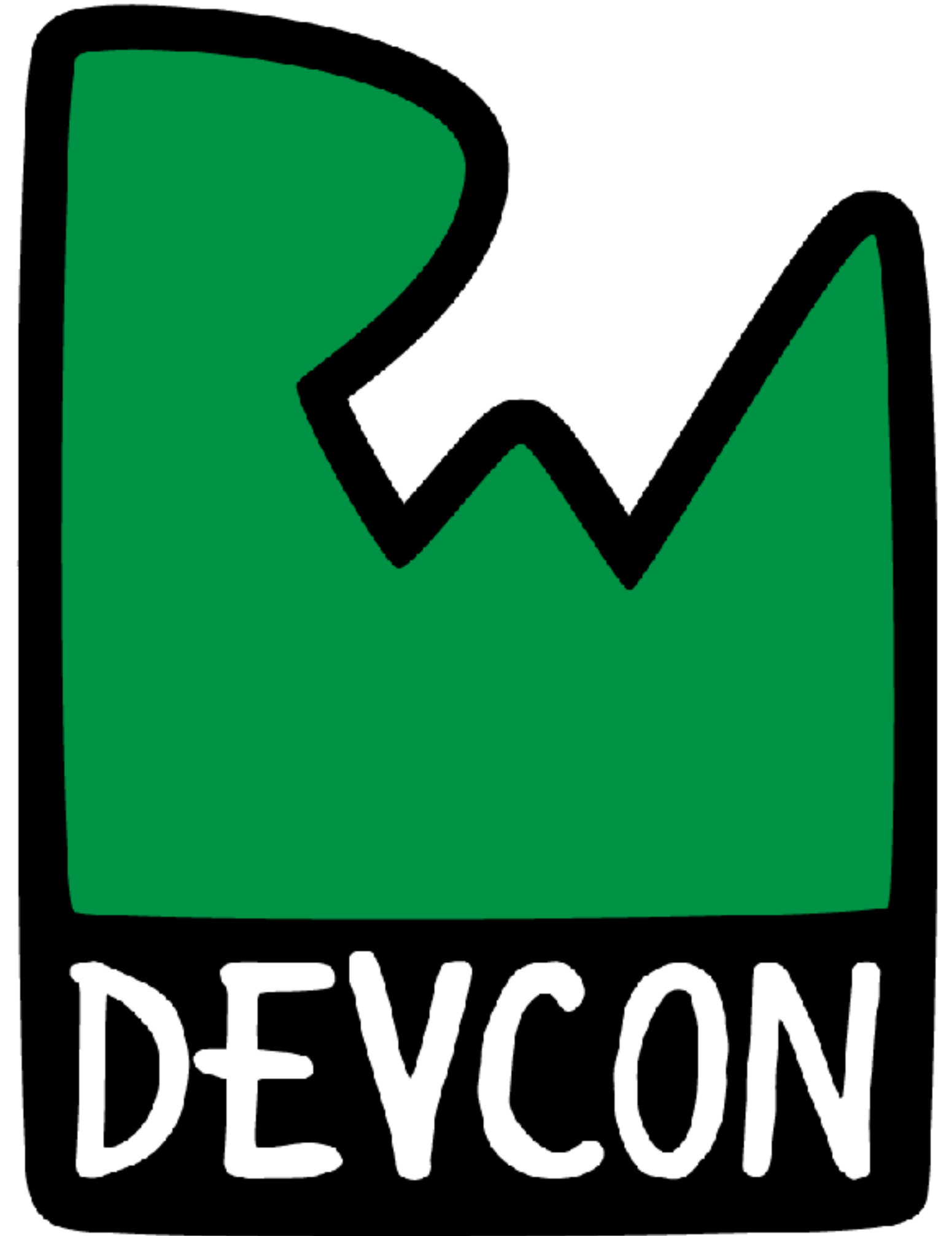


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REFACTORING

WHAT WE WILL COVER

- ▶ How to identify bad code
- ▶ The downsides of poorly structured code
- ▶ The benefits of structuring your code
- ▶ Techniques to refactor code safely
- ▶ Testing your code
- ▶ Preventing degradation of structure



WHAT DOES BAD CODE LOOK LIKE?

- ▶ Large classes (Massive View Controller?)
- ▶ Code smells 
- ▶ Files which frequently change
- ▶ Code with many branches 



WHAT ISSUES DO BAD CODE CAUSE?

- ▶ Random bugs and crashes
- ▶ Hard to add a new features
- ▶ Overwhelming to new developers

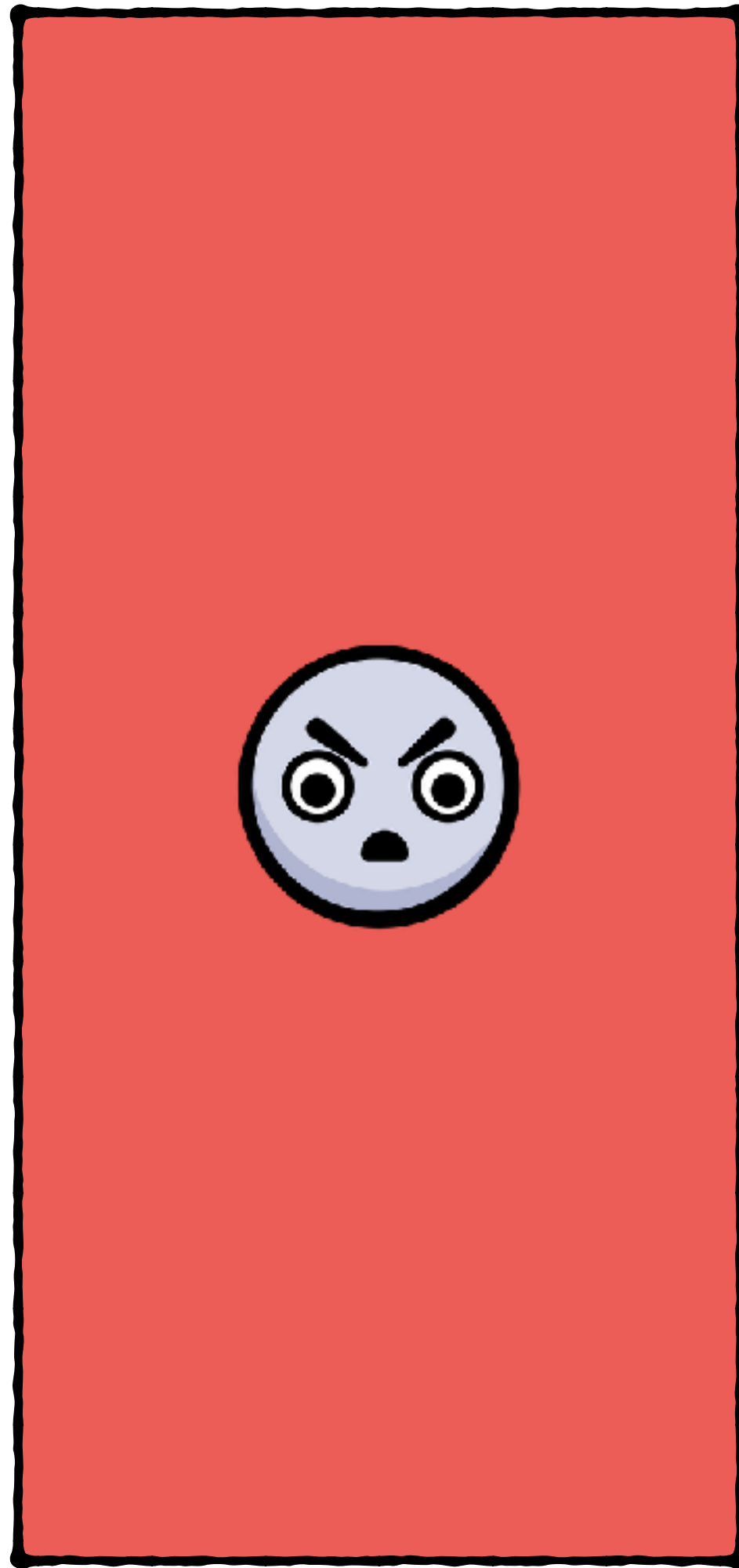


REFACTORING LEGACY CODE

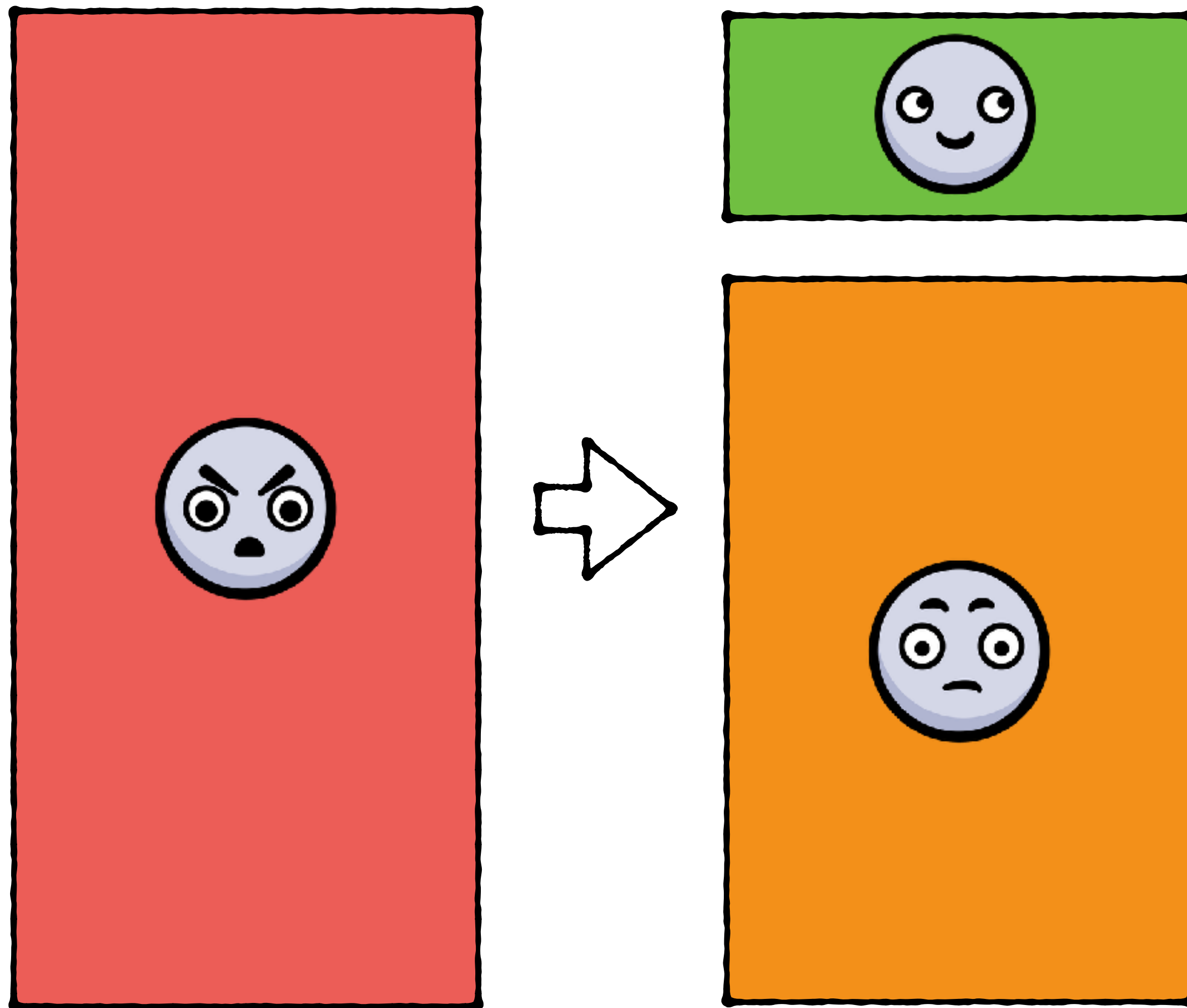
- ▶ Get to the quickest possible point you can start testing
- ▶ Avoid changing behaviour
- ▶ Commit frequently, build frequently
- ▶ Don't be scared to roll back!



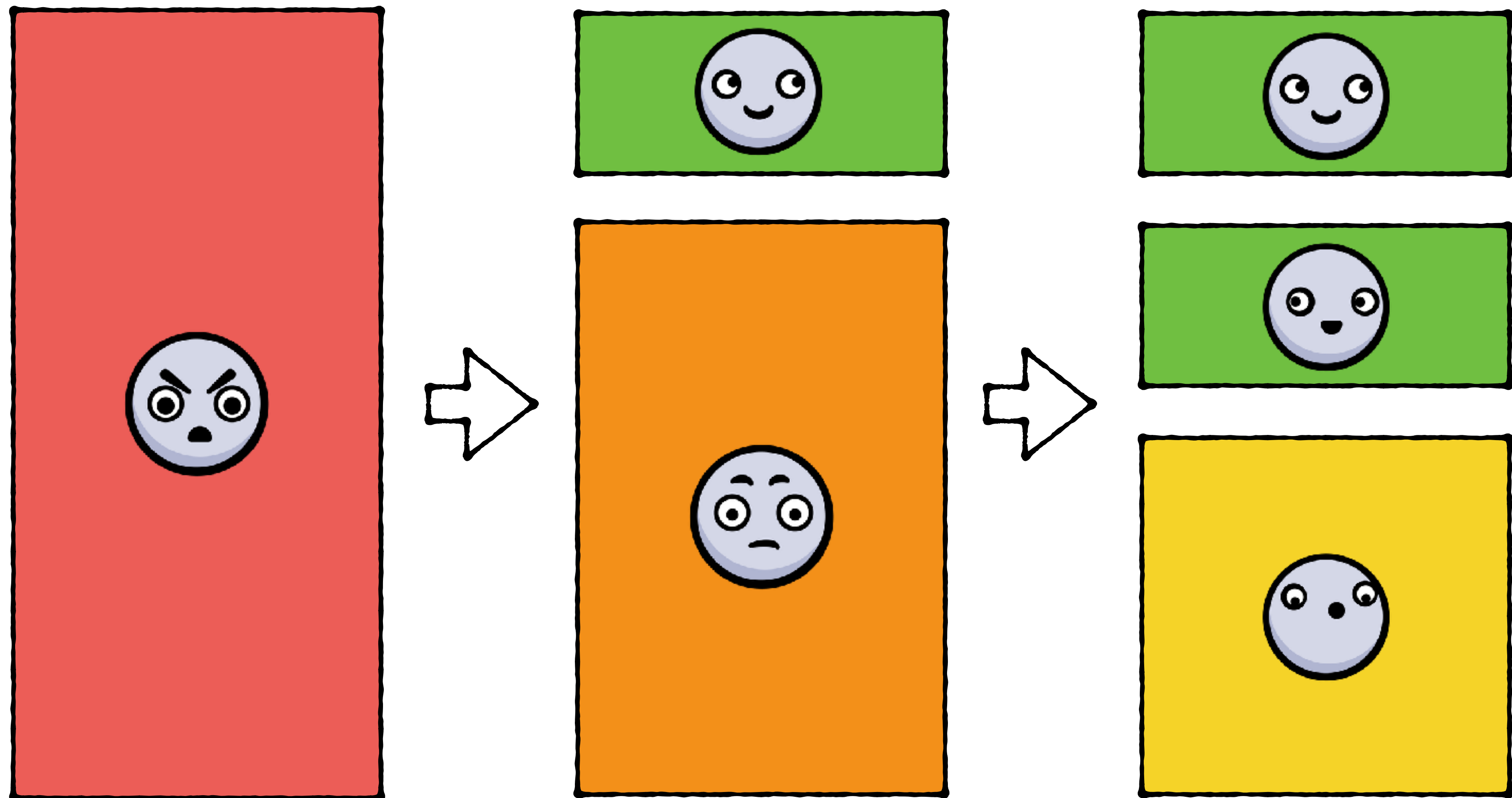
REFACTORING A MASSIVE VIEW CONTROLLER



REFACTORING A MASSIVE VIEW CONTROLLER



REFACTORING A MASSIVE VIEW CONTROLLER



REFACTORING

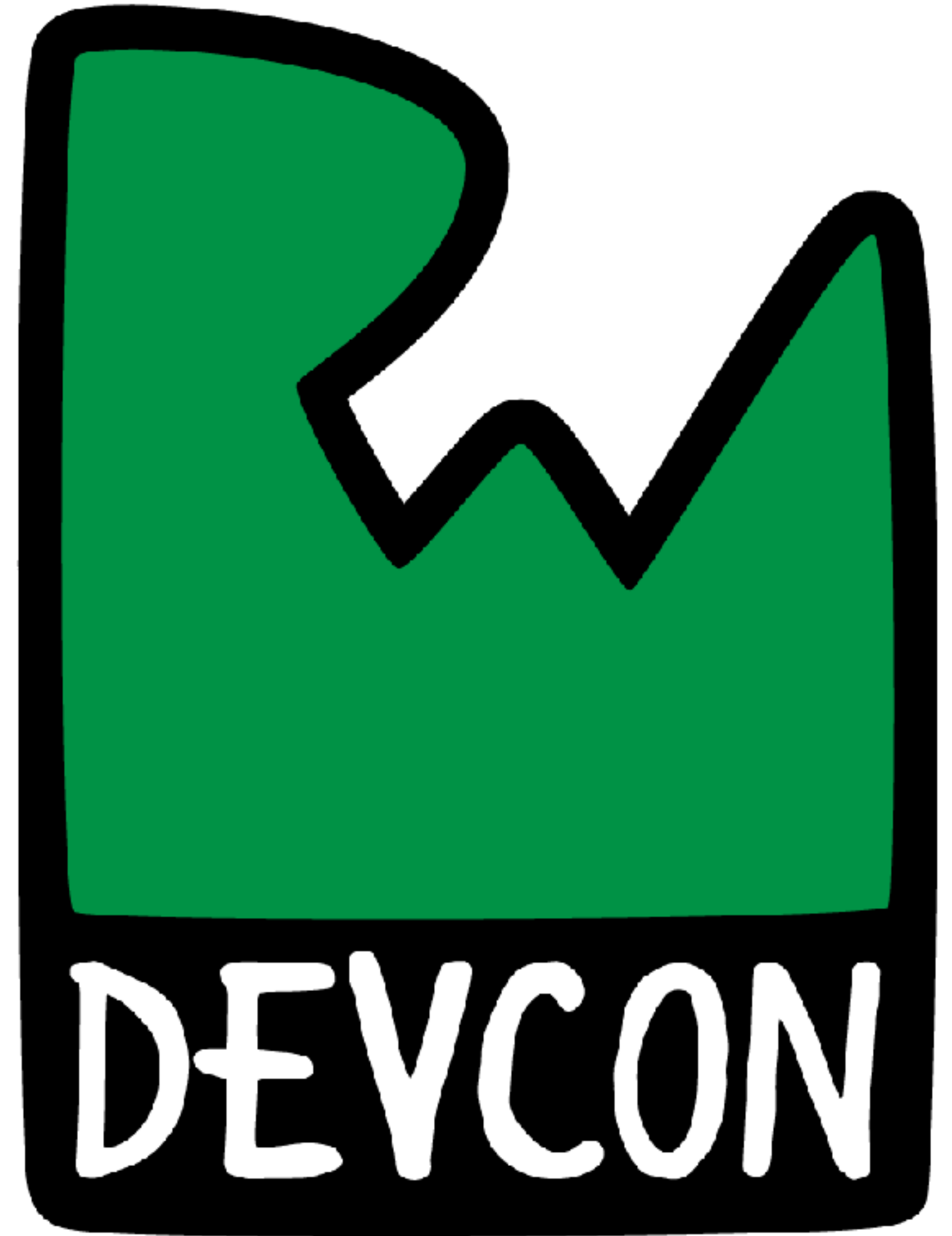
- ▶ Refactor methods out in order to work out different roles
- ▶ Naming is key to a good method
- ▶ Less moving around required when creating new objects later



DEMO 1



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TESTING

PREPARING EASY-TO-TEST CODE

- ▶ Separate logic from view lifecycle
- ▶ Don't have to “pretend” to be a view controller in tests!
- ▶ Silly names work until you find a better one



WHY DO WE WRITE TESTS?

- ▶ Allow us to be sure that our code is doing what it should be doing
- ▶ Confidence in future we won't break things 🧐
- ▶ Earlier and more reliable feedback



WRITING TESTS IS HARD

- ▶ Poorly structured code is very hard to test
- ▶ Code relying on external factors is unreliable to test (e.g. network, filesystem)
- ▶ Unreliable tests get ignored, are useless
- ▶ Good test names are important



WRITING LARGE TESTS

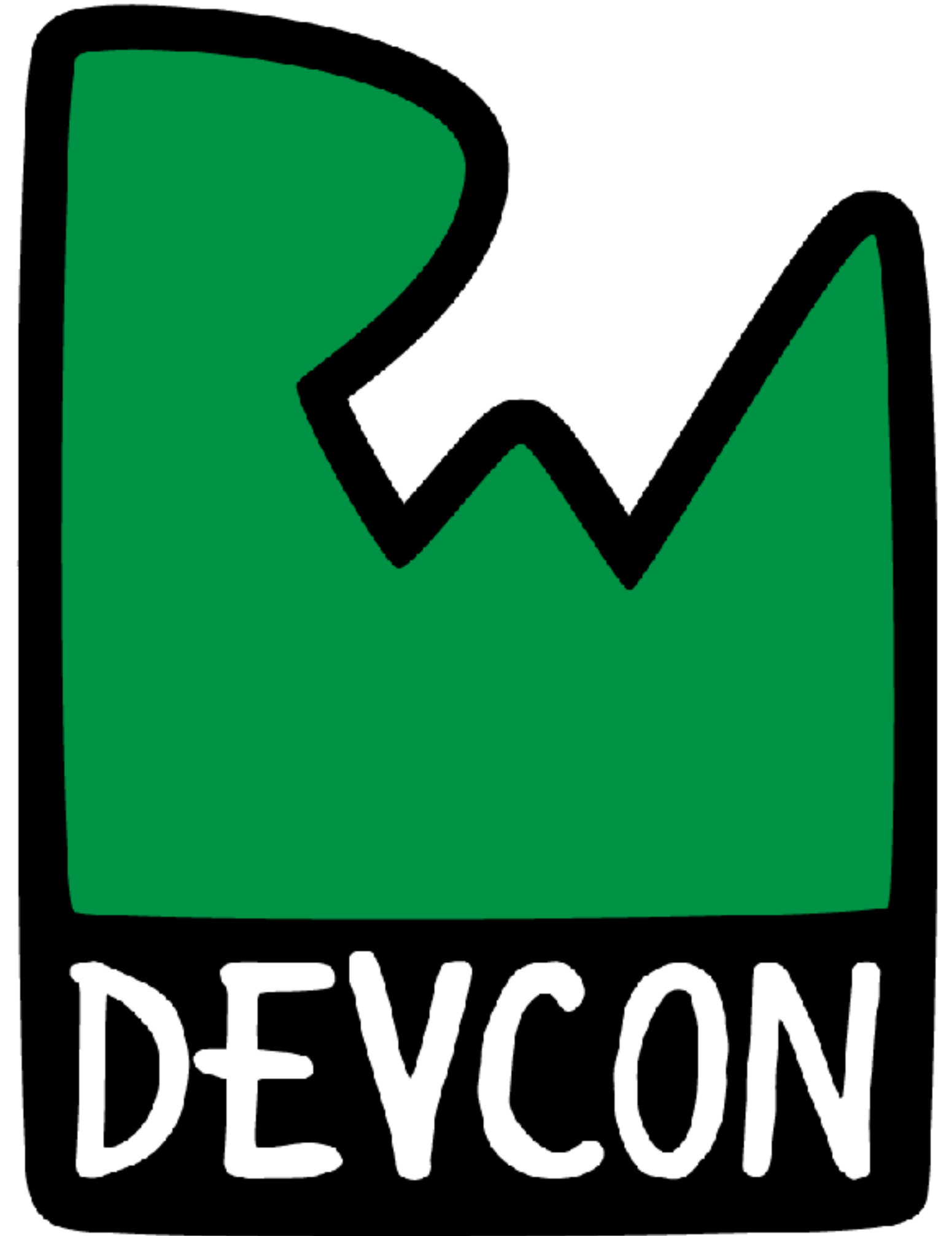
- ▶ When your legacy code isn't in units, it's hard to write a unit test :]
- ▶ Start with "when a user does X, they should see Y"
- ▶ Splitting apart the view means we can check things easier



DEMO 2



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HARDENING YOUR CODE

MAKING IT HARDER TO GO WRONG

- ▶ Sad fact that human error is the biggest issue in developing apps :]
- ▶ Testing makes it easier to find out when you've made a mistake
- ▶ Stricter coding makes it harder to make a mistake



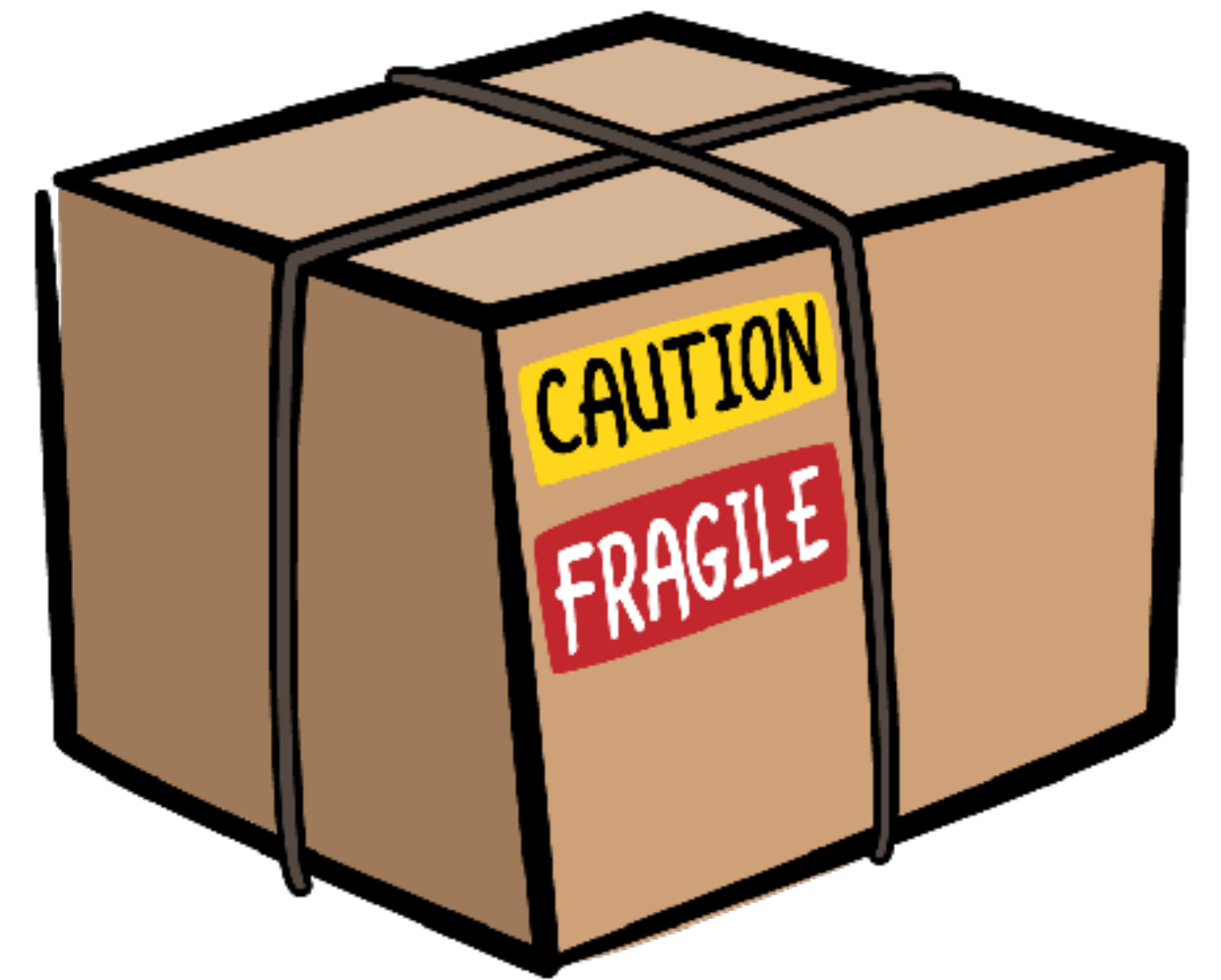
OFFENSIVE CODING

- ▶ Defensive coding means handling many eventualities
- ▶ We want to minimise the amount of these
- ▶ The best defence is a good offence!
- ▶ Make your code explicit about what it needs and how it works



STRONG TYPES

- ▶ Strong types prevent errors
- ▶ Transforms runtime crash into compile-time error
- ▶ Compare: URL vs String
- ▶ Add additional behaviour these “models”
- ▶ Offensively telling what validation is needed

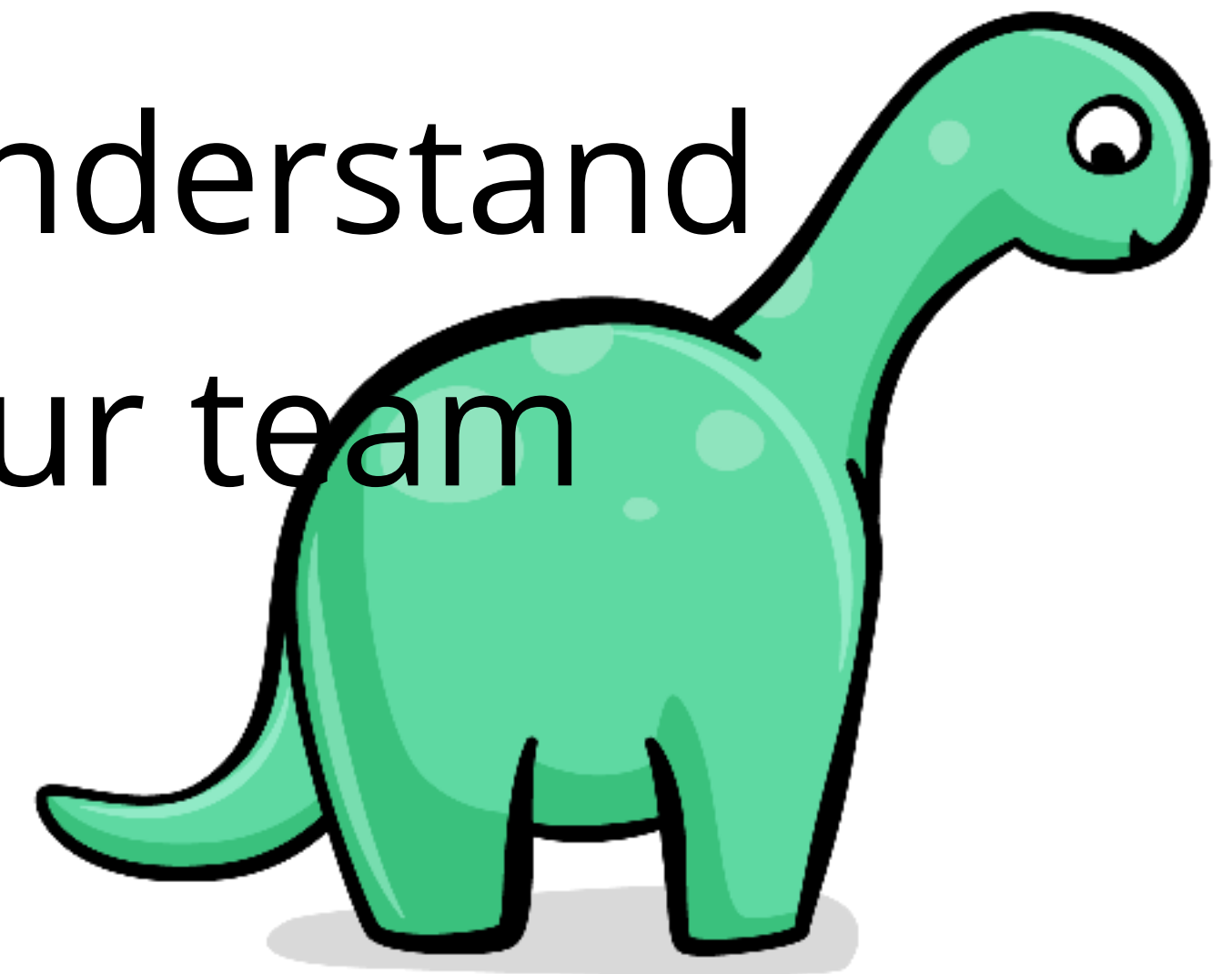


IMPROVING MODELING

- ▶ Modelling in your code prevents excessive error handling, or guesswork ;]
- ▶ A model where every property is optional — when is it valid?
- ▶ A model that represents an API response — why is it mutable?
- ▶ The less code that can't happen, the better
- ▶ Offensively displaying earlier validation

REMOVING TECH DEBT

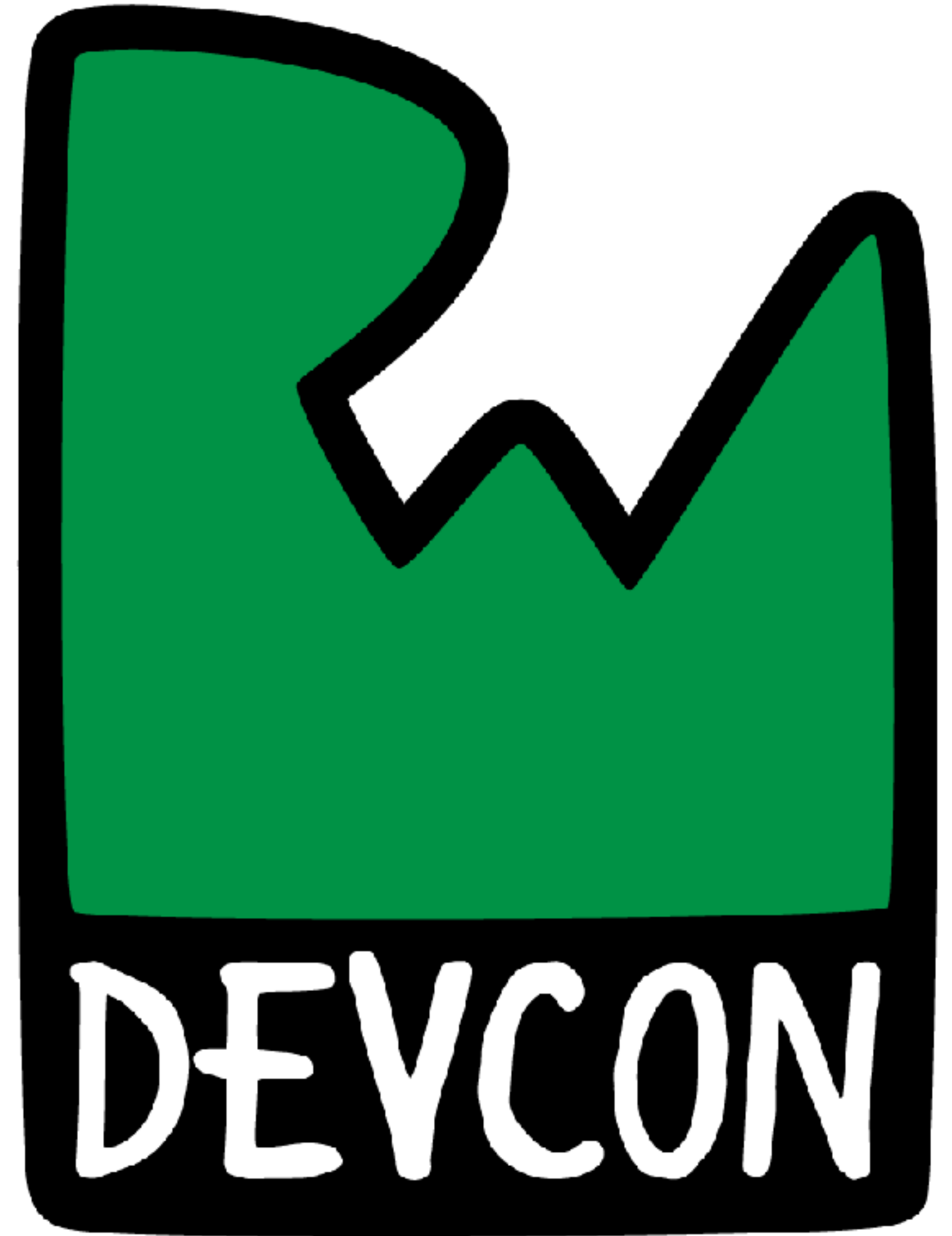
- ▶ Improving code is great, but remember to go over and clean up
- ▶ Technical debt or legacy code is code which doesn't work, is inefficient, or invalid
- ▶ Tidier code means less to have to understand
- ▶ Offensively making less work for your team



DEMO 3



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CONCLUSION

WHAT YOU LEARNED

- ⚙️ **Demo 1:** Refactoring to get to a better state
- ⚙️ **Demo 2:** Testing our code to give us safety
- ⚙️ **Demo 3:** Strengthening constraints in our code



WHAT YOU LEARNED

- ⚙️ **Demo 1:** Refactoring to get to a better state
 - ⚙️ Extracting methods splits actions & results
 - ⚙️ Pushing logic into the Presenter
 - ⚙️ Make ViewController implement the View protocol
 - ⚙️ *Any architecture here is good!*



WHAT YOU LEARNED

- ⚙️ **Demo 2:** Testing our code to give us safety
 - ⚙️ Be careful of unintended test actions!
 - ⚙️ Think of how strong you want your test to be



WHAT YOU LEARNED

- ⚙️ **Demo 3:** Strengthening constraints in our code
- ⚙️ The most flexible code is not always the best
- ⚙️ Optionals can show “greedy objects”
- ⚙️ Use optionals to your advantage



WHERE TO GO FROM HERE?

- ⚙ Growing Object-Oriented Software — Steve Freeman and Nat Price
- ⚙ Clean Code — Bob Martin
- ⚙ Source Making: <https://sourcemaking.com>
- ⚙ Twitter: @amlcurran

