

Refactor Tractor Workshop

Structure

Time	Topic
5	Warmup
30	Presentations
5	Pomodoro
5	Smell Review
25	Code-along / Workshop
5	Pomodoro
40	Paired practice
5	Review

Learning Goals

- Revisit and reinforce the general points and goals of refactoring.
- Communicate a technical problem.
- Recognize common mistakes and bad practices in JS.
- Develop strategies to refactor those mistakes.

Warmup

With your Quantified Self partner, take 5 minutes to identify a chunk of code (≤ 10 lines) that you *know* is smelly, but haven't had time or don't know how to refactor it.

DM your code snippet to the instructor.

Develop talking points for a three minute presentation that address the following:

- Why/how the code "smells"
 - What rules or conventions it violates (e.g., DRY)
- The headaches (if any) this code has introduced to your project
- How you might refactor or deal with it
- Why refactoring would be worth the time and effort

Split speaking time evenly between you and your partner

Presentations

Each group present their "smellyscript" to practice technical communication (3 minutes).

Review presented topics

Code-along 1-2 topics

Paired Practice

In your assigned pair:

Paired Practice

In your assigned pair:

- Checkout a refactoring branch for Person A's project

Paired Practice

In your assigned pair:

- Checkout a refactoring branch for Person A's project
- Work on refactoring Person A's code snippet from their presentation for 20 minutes.

Paired Practice

In your assigned pair:

- Checkout a refactoring branch for Person A's project
- Work on refactoring Person A's code snippet from their presentation for 20 minutes.
- Repeat for Person B

Review

With your Quantified Self partner, discuss the following (3 minutes):

- How your workshop pair approached refactoring
- Your main takeaway from today's workshop