# **ASE 420 - Refactoring Document**

#### **Software Rules**

- → KISS rule says, "Keep it simple and stupid."
- → **Only fools rush in**, in other words, "think before you act" or "design before you implement"
- → **Divide and conquer rule** says, when we deal with the SE problem, we should divide the

problem into small pieces and solve the problem one by one, instead of solving the problem as

a whole.

- → **Make code/data for people rule** says, "Try to write code/data for people not machine"
- → **Murphy's law** says, "Anything that can happen, will happen".

### **Code Smells**

- 1. Lazy Class
- 2. Dead Code
- 3. Duplicate Code
- 4. Primitive Obsession
- 5. Data Clumps
- 6. Alternative Classes with Different Interfaces
- 7. Temporary Field
- 8. Middle Man
- 9. Comments
- 10. Feature Envy

## **Refactoring Patterns**

- 1. Extract Method
- 2. Move Method
- 3. Extract Class
- 4. Extract Interface
- 5. Inline Temp

## **Design Document**

- 1. Singleton
- 2. Mediator
- 3. Abstract Factory