

Fixing Object-oriented Abusers



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TEST AUTOMATION ENGINEER

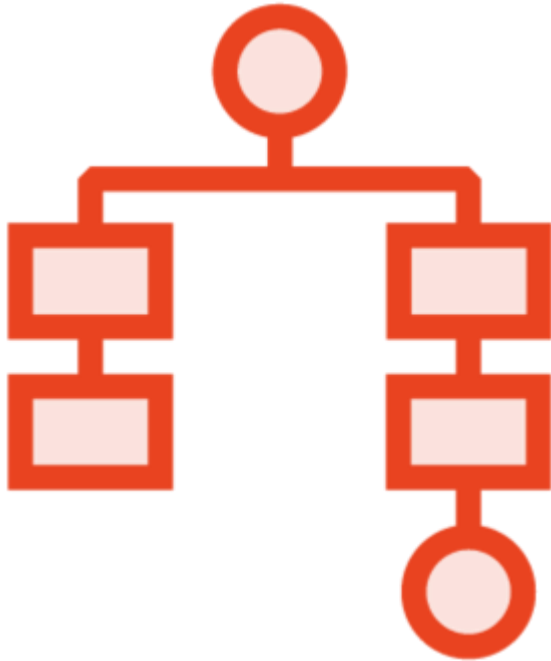


Object-oriented Abusers

Code that doesn't follow object-oriented programming principles.



Object-oriented Abusers

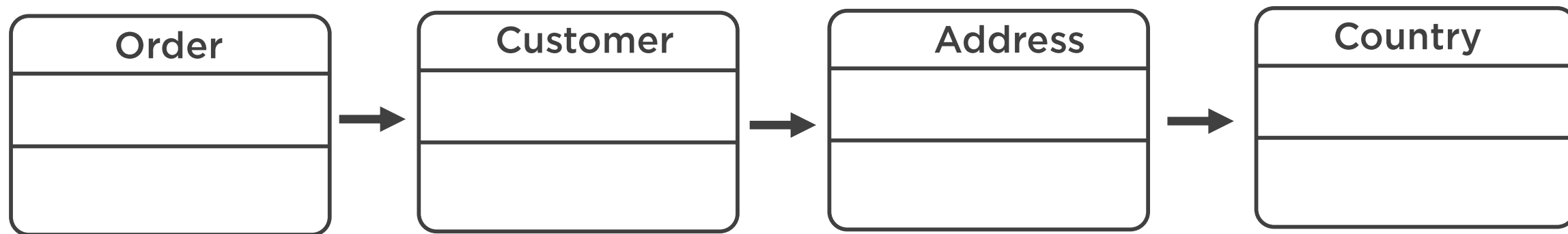


Conditional complexity

Refused bequest

Temporary field

Alternative classes with different interfaces



Conditional Complexity

Complex switch operator or a sequence of if-statements



```
class SomeClass {  
    String doSomething(){  
        if(someCondition){  
            if(otherCondition){  
            } else if(){  
            }  
        } else if(moreConditions){  
        } else {  
        }  
    }  
}
```



Complex Conditionals Often Mean:



Missing domain objects

Not using polymorphism

Not using inheritance

Conditional Complexity Issues



Starts simple, but gradually harder to understand as logic is added

High likelihood of breaking

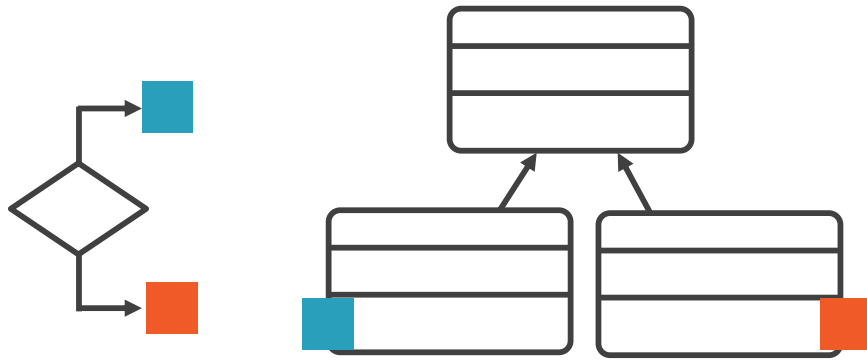
Breaks the Open/Closed Principle

Alcohol Age Restrictions

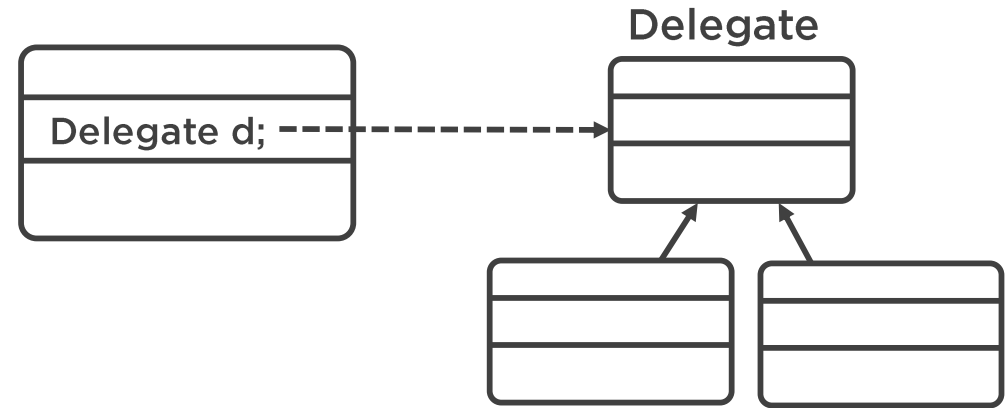
Country	Age
US	21
EU countries	18
Canada	18 or 19



How to Fix Conditional Complexity



Replace with polymorphism



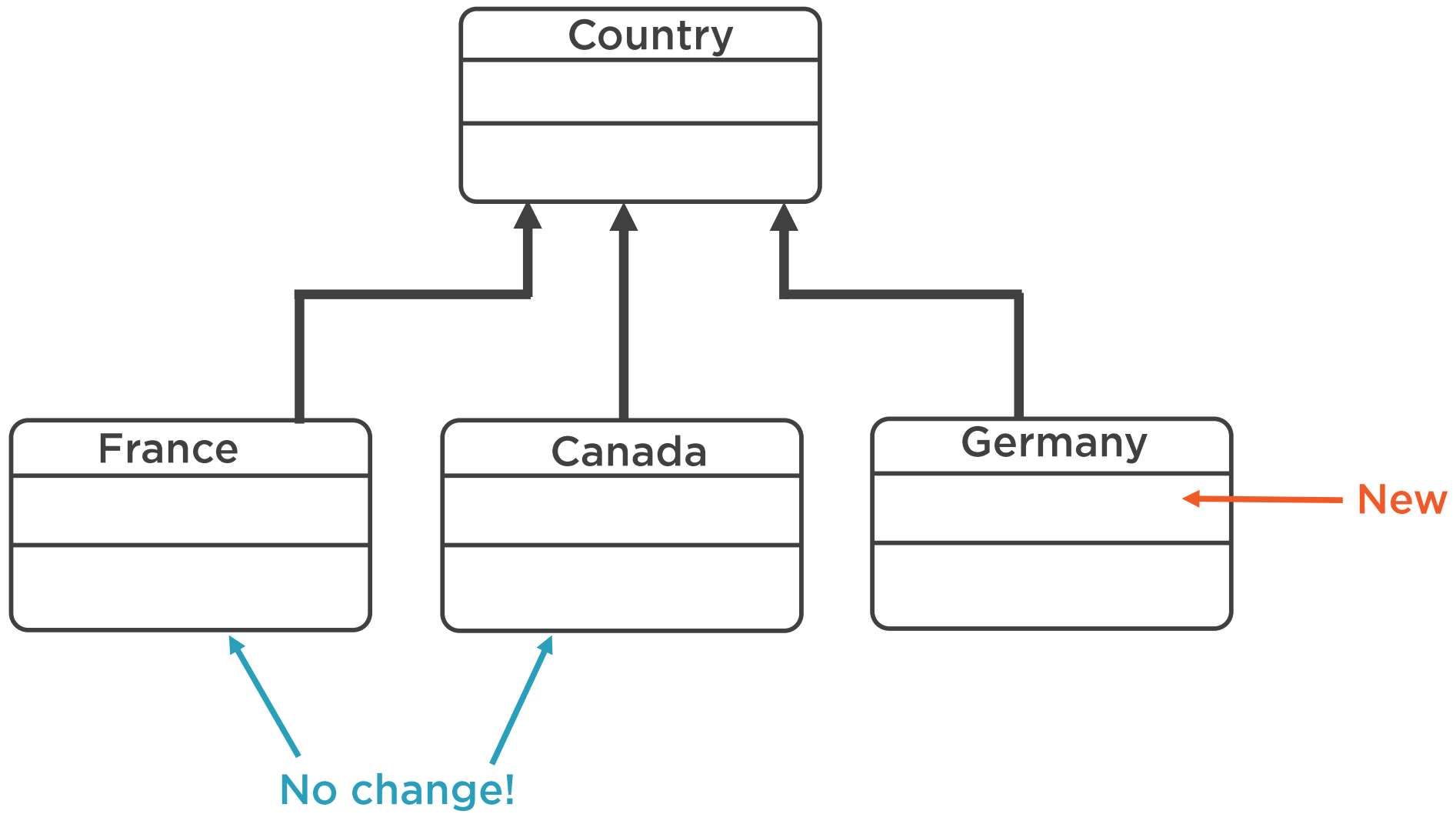
Replace with delegation

Benefits Achieved



Each piece of logic encapsulated

Much lower chance of breaking existing code when adding more related logic



Bequest

The act of giving or leaving personal property by a will



Have my stuff!



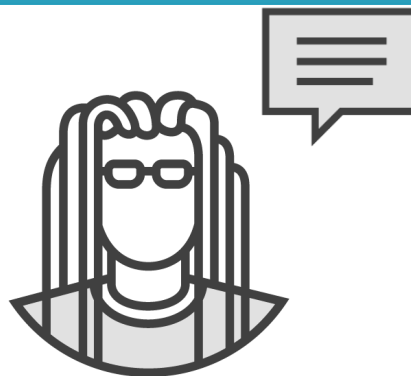
Bequest



Refused



No thanks!

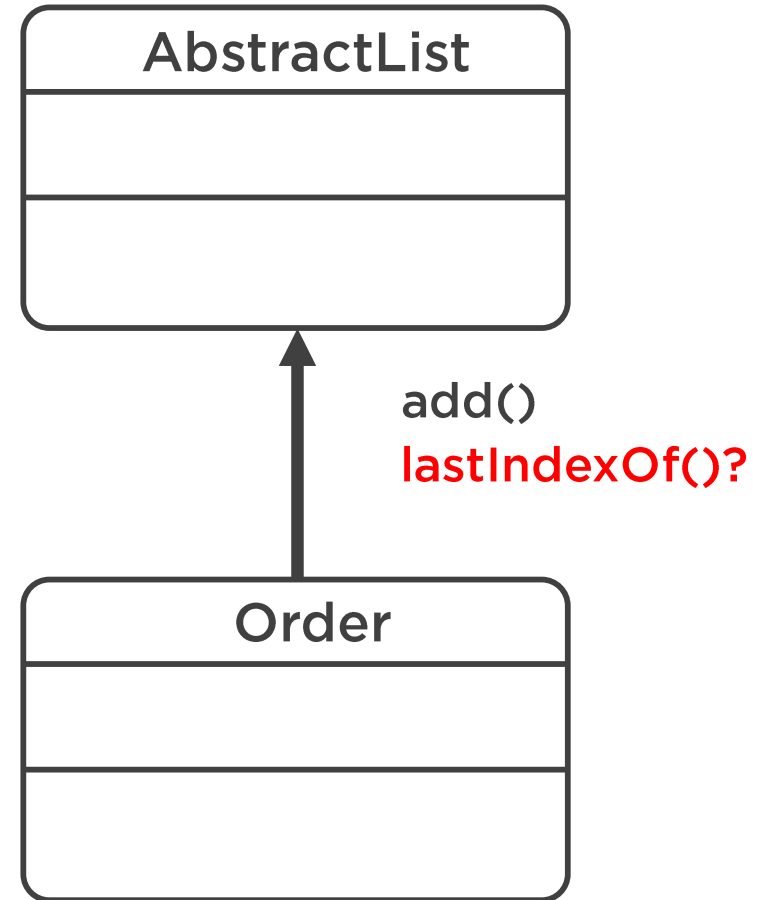
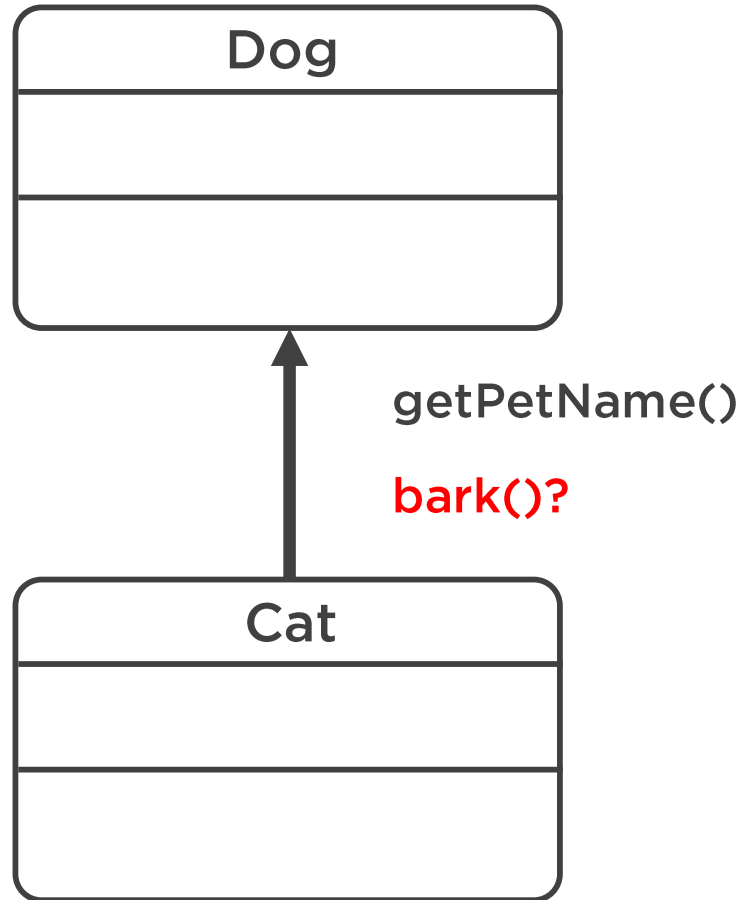


Refused Bequest

Subclass inherits fields and methods it doesn't need



Unwanted Inheritance



Refused Bequest Issues



Objects inherit behavior that doesn't belong to them – makes coding confusing

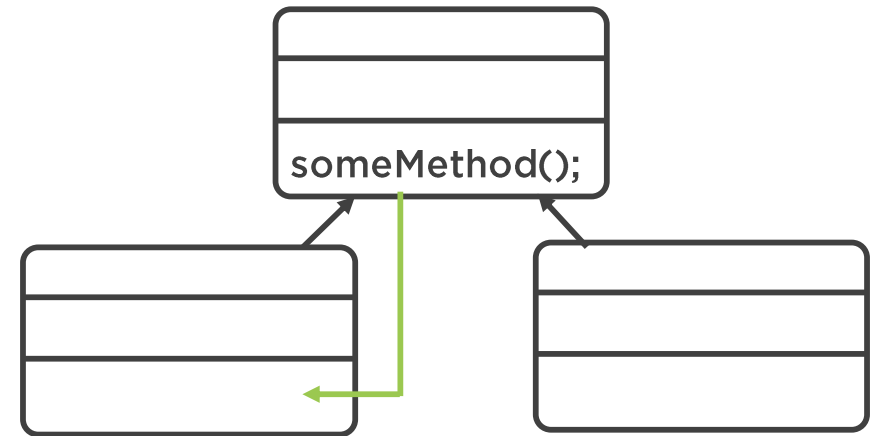
Leads to unexpected behavior

How to Fix Refused Bequest

methodA() → methodB()

Rename

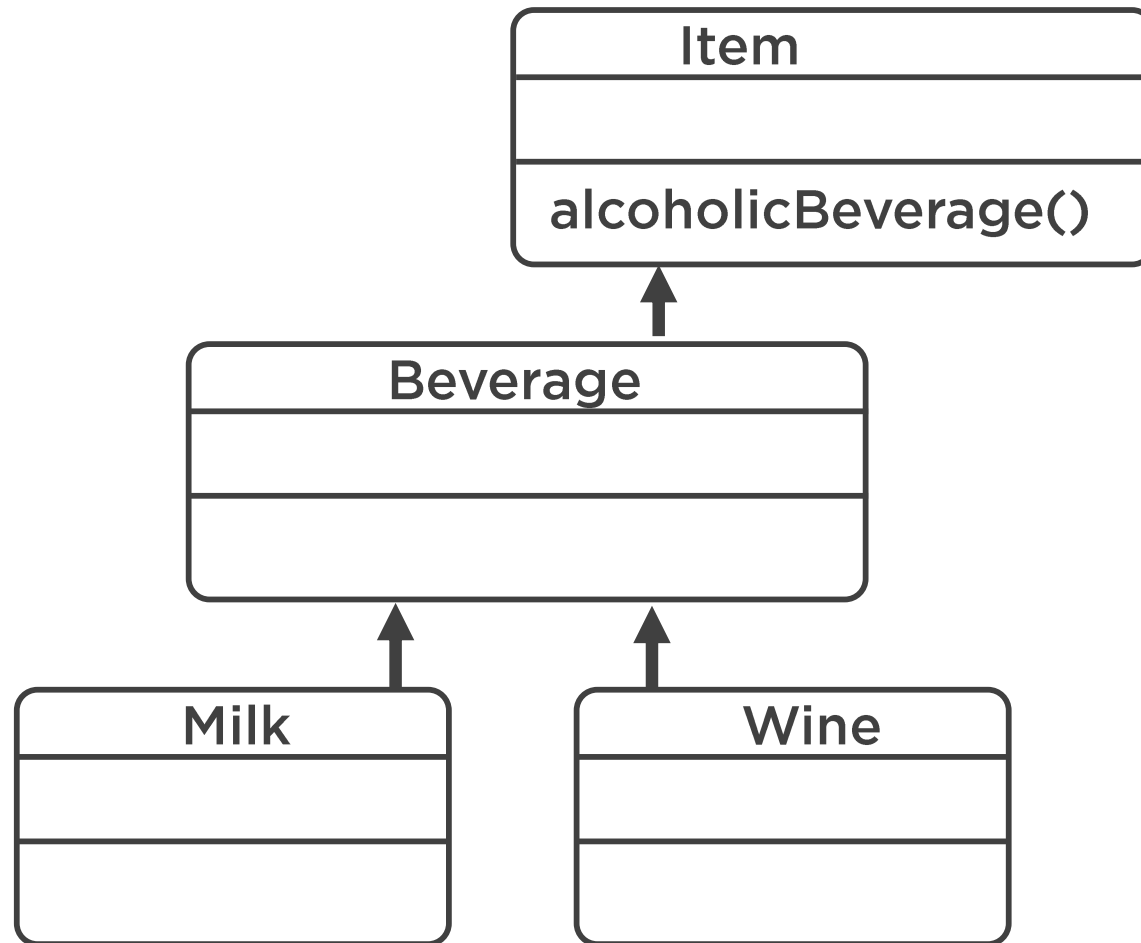
Rename method or field so that it makes sense for all subclasses



Push Down

Move the method or field down to a subclass, introduce a new one in the hierarchy if necessary

Create Class and Push Down





**Favor Composition over
Inheritance**





**In case of Refused Bequest
consider redesigning your
inheritance tree**



Temporary Field

Fields that have values only under certain circumstances and needed by only certain methods. They are empty the rest of the time.



```
class SomeClass {
```

```
double doSomething(arg1, arg2 , arg3, arg4) {  
    // do something with args
```

```
}
```

```
}
```



Temporary Field



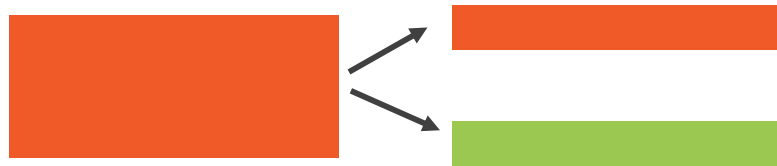
Confusing – “why is this field null half of the time” ?



**Temporary Fields indicate
low class cohesion**



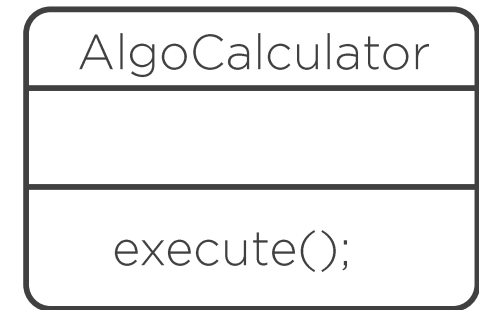
How to Fix Temporary Field



Extract Class

(Split into several smaller classes)

calculate() →

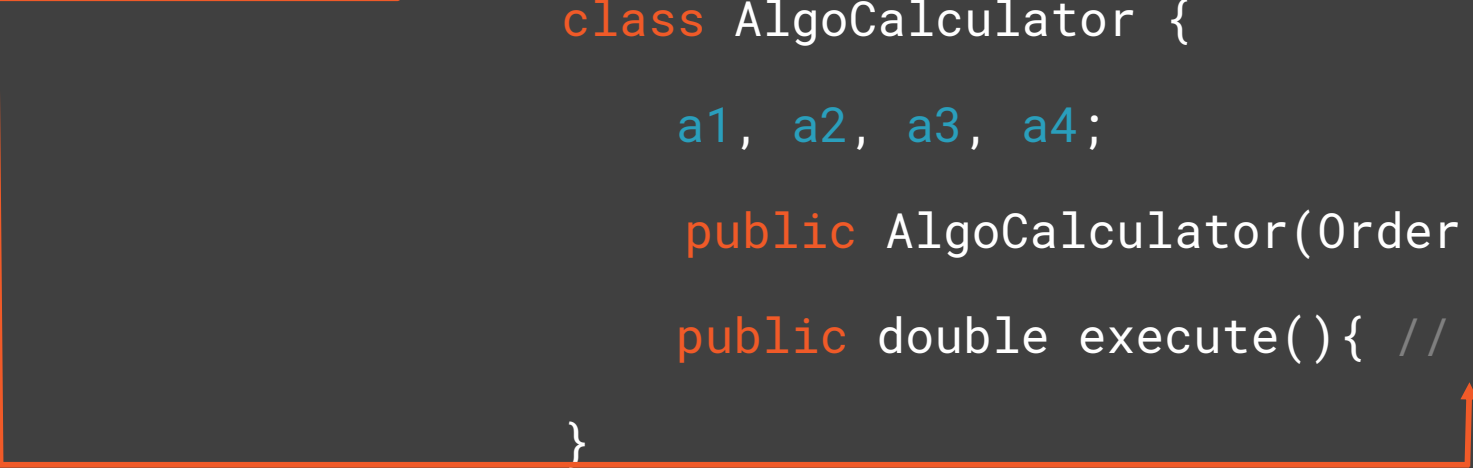


Replace Method with Method Object

(A combination of **Extract Class** and **Move Method**)

```
class Order {  
    double calculate(a1, a2, a3, a4){  
        // impl  
    }  
}
```

```
class Order {  
    double calculate(){  
        return new AlgoCalculator(this).execute();  
    }  
}  
  
class AlgoCalculator {  
    a1, a2, a3, a4;  
    public AlgoCalculator(Order o) { // ... }  
    public double execute(){ // ... }  
}
```



Benefits Achieved



Better code clarity

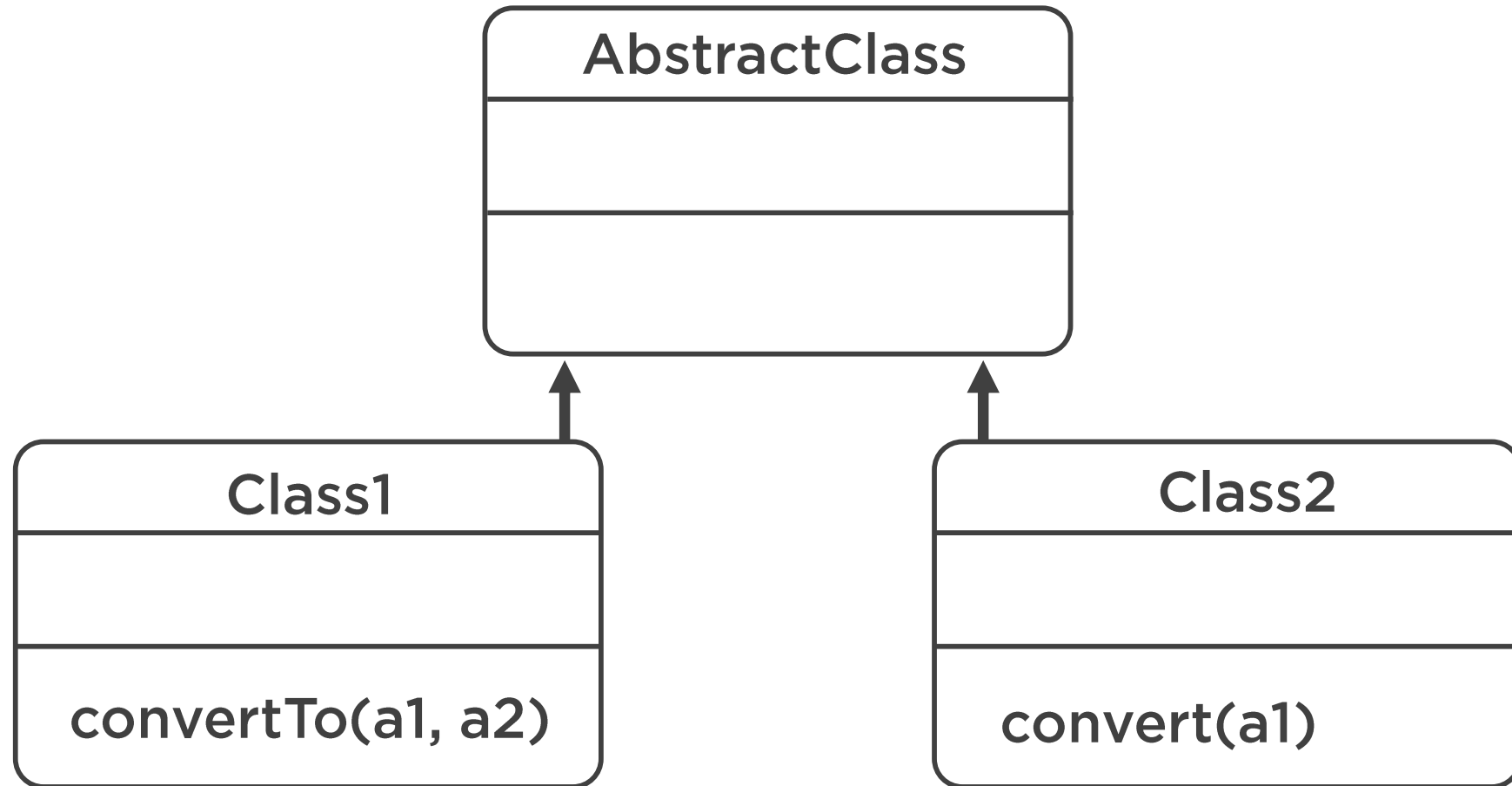


Alternative Classes with Different Interfaces

Two or more methods exist across multiple classes that do the same thing.



Alternative Classes with Similar Methods



New Requirements



Display the price in dollars AND in the customer's local currency if they are not based in the US



What about conditional complexity and primitive obsession?



Different Interfaces Issues



Not DRY – code is duplicated with just minor variations

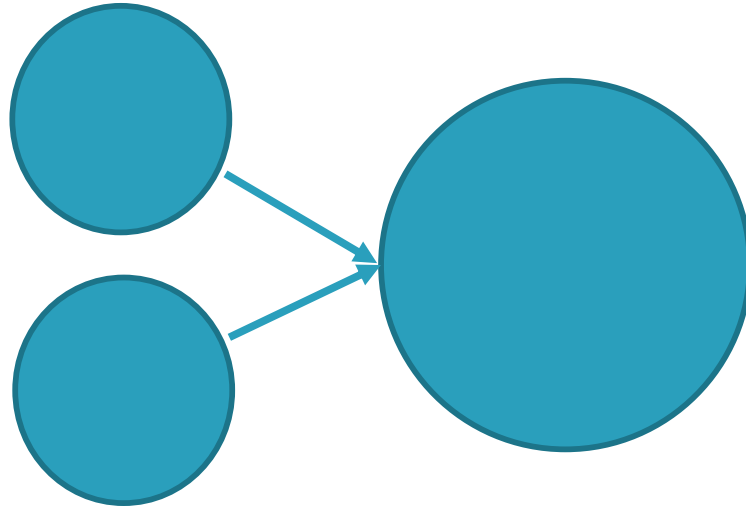
Can cause problems if one place is updated, but not the other

“[Alternative Classes with Different Interfaces] code smell exposes a lack of a common interface for closely related classes, so it can also be considered a certain type of inheritance misuse”

Mäntylä, M. V. and Lassenius, C.



How to Fix Different Interfaces



Combine into one

Change until both methods are identical and leave just one

Benefits Achieved



DRY code

Single point of change

When to Ignore



When classes with different interfaces are in separate libraries you can't modify



Summary



Conditional Complexity should be replaced with Polymorphism or Delegation



Subclasses should inherit only what they need



Avoid Temporary Fields



Keep a single solution for one task

