

#Refactoring Four In A Row

Today we will spend time learning how to clean up and enhance the code you've written so far. This practice is commonly referred to as Refactoring.

#What is Refactoring?

Refactoring means taking the code that you've written—that works, that achieves its goals—and making it cleaner, more efficient, and more straightforward for future development. While you may have accomplished the challenge activities thus far this week, you should learn to ask yourself: is my code good?

Since this activity is a Challenge activity itself, you should try and learn about refactoring on your own, rather than relying entirely on our explanation. [Here's](#) one place to start if you want to understand an overview.

If you'd like a walkthrough with a YouTuber tackling his own program and talking about ways that he can make his code cleaner, feel free to watch the video below:

<https://youtu.be/8p3vG0gpDcI>

From here, it's up to you what you want to do to learn more about making your code as good as it can be. Google "refactoring Java" and see what comes up, then ask yourself some of the same questions that you see others asking of themselves.

Good luck, and don't forget to check in with your code regularly to make sure that everything that *was working*, is *still working*.