Inf1B

Refactoring

Volker Seeker

School of Informatics

February 21, 2020

Refactoring

Game

- -minutesPlayed:double -goalsAgainst:int -shotsOnGoalAgainst:int
- +getGoalsAgainst():int +getShotsOnGoalAgainst():int
- +getMinutesPlayed():double

Season

-games:List<Game>

- +addGame(Game):void
- +removeGame(Game):void
- +getGames():List<Game>
- +getGoalieStatistics():GoalieStatistics

GoalieStatistics

Implement a class to calculate goalie statistics from all games in a season.

➤ Goals Against Average (GAA): Number of goals scored against a goalie divided by the number of minutes the goalie played for a season multiplied by 60 (number of minutes in a hockey game).

■ Goals Against Average (GAA): Number of goals scored against a goalie divided by the number of minutes the goalie played for a season multiplied by 60 (number of minutes in a hockey game).

$$GAA = 60 \left(\frac{GA}{timeplayed_{mins}} \right)$$

▶ Goals Against Average (GAA): Number of goals scored against a goalie divided by the number of minutes the goalie played for a season multiplied by 60 (number of minutes in a hockey game).

$$GAA = 60 \left(\frac{GA}{timeplayed_{mins}} \right)$$

▶ Save Percentage (SV%): Total number of saves (shots on goal, SOG, minus the number of goals scored on a goalie) divided by the total SOG.

▶ Goals Against Average (GAA): Number of goals scored against a goalie divided by the number of minutes the goalie played for a season multiplied by 60 (number of minutes in a hockey game).

$$GAA = 60 \left(\frac{GA}{timeplayed_{mins}} \right)$$

▶ Save Percentage (SV%): Total number of saves (shots on goal, SOG, minus the number of goals scored on a goalie) divided by the total SOG.

$$SV\% = \frac{SOG - Goals}{SOG}$$

Game

-minutesPlayed:double-goalsAgainst:int-shotsOnGoalAgainst:int

+getGoalsAgainst():int +getShotsOnGoalAgainst():int +getMinutesPlayed():double

Season

-games:List<Game>

+addGame(Game):void +removeGame(Game):void +getGames():List<Game>

+getGoalieStatistics():GoalieStatistics

GoalieStatistics

?

Let's make a rough plan first!

Game

-minutesPlayed:double-goalsAgainst:int-shotsOnGoalAgainst:int

+getGoalsAgainst():int

+getShotsOnGoalAgainst():int +getMinutesPlayed():double

Season

-games:List<Game>

+addGame(Game):void

+removeGame(Game):void

+getGames():List<Game>

+getGoalieStatistics():GoalieStatistics

GoalieStatistics

-season:Season

+getGoalsAgainstAverage:double +getSavePercentage():double

Let's make a rough plan first!

Test Driven Development

A set of unit tests is provided to check the expected behaviour of the code.

- 1. implement test to check expected behaviour
- 2. implement feature to make test pass

Game

-minutesPlayed:double -goalsAgainst:int -shotsOnGoalAgainst:int

+getGoalsAgainst():int

+getShotsOnGoalAgainst():int

+getMinutesPlayed():double

Season

-games:List<Game>

+addGame(Game):void

+removeGame(Game):void +getGames():List<Game>

+getGoalieStatistics():GoalieStatistics

GoalieStatistics

-season:Season

+getGoalsAgainstAverage:double +getSavePercentage():double

We use test driven development.

Game

-minutesPlayed:double-goalsAgainst:int-shotsOnGoalAgainst:int

+getGoalsAgainst():int

+getShotsOnGoalAgainst():int

+getMinutesPlayed():double

Season

-games:List<Game>

+addGame(Game):void

+removeGame(Game):void

+getGames():List<Game>

+getGoalieStatistics():GoalieStatistics

GoalieStatistics

-season:Season

+getGoalsAgainstAverage:double +getSavePercentage():double GoalieStatisticsTest

We use test driven development.

Demo

Refactoring

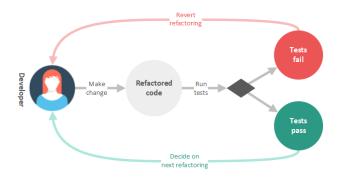
We have now successfully improved the internal structure of the code using small incremental steps whilst maintaining the original program logic.

Refactoring

We have now successfully improved the internal structure of the code using small incremental steps whilst maintaining the original program logic.

We have **refactored** the code.

Importance of Tests

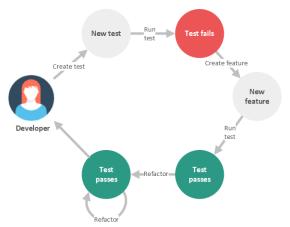


It is important that the expected behaviour of the code does not change during refactoring.

Source: https://dzone.com/articles/what-is-refactoring



Importance of Tests



Optimally, refactoring is part of the test driven development cycle. But this is not always possible.

Refactoring Techniques

A large catalog of standard refactoring techniques exists, for example:

- loop splitting
- method extraction
- renaming

https://www.refactoring.com/catalog/

Code Smell

Identify the need for refactoring based on Warning signs in your own code.

Code Smell

A large list of common code smells exist, for example:

- Bloaters
- Object-Orientation Abusers
- Change Preventers

https://refactoring.guru/refactoring/smells

Summary

- Refactoring improves the inner structure of code using small incremental steps without changing the expected behaviour
- It should be part of every development process
- ▶ With experience, you develop a nose for code smells

Reading

Books

- ► Clean Code by Robert Martin
- ► Refactoring: Improving the Design of Existing Code by Martin Fowler

Web Resources

- ▶ https://www.refactoring.com/
- https://dzone.com/articles/what-is-refactoring
- ▶ https://refactoring.guru/