

# Working With Legacy Code

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#tddberlin



# What is Legacy Code?

Code is you didn't write this morning (yet).



# What is Legacy Code?

Code is legacy code as soon as it's written.

*Michael Feathers, Working Effectively with Legacy Code*



# What is Legacy Code?

Code without tests\*

Inherited code

Poorly designed code

Too complicated code

Illegible code



# Testing scenario #1 Task



# How to approach it?

Identify change points

Find an inflection point

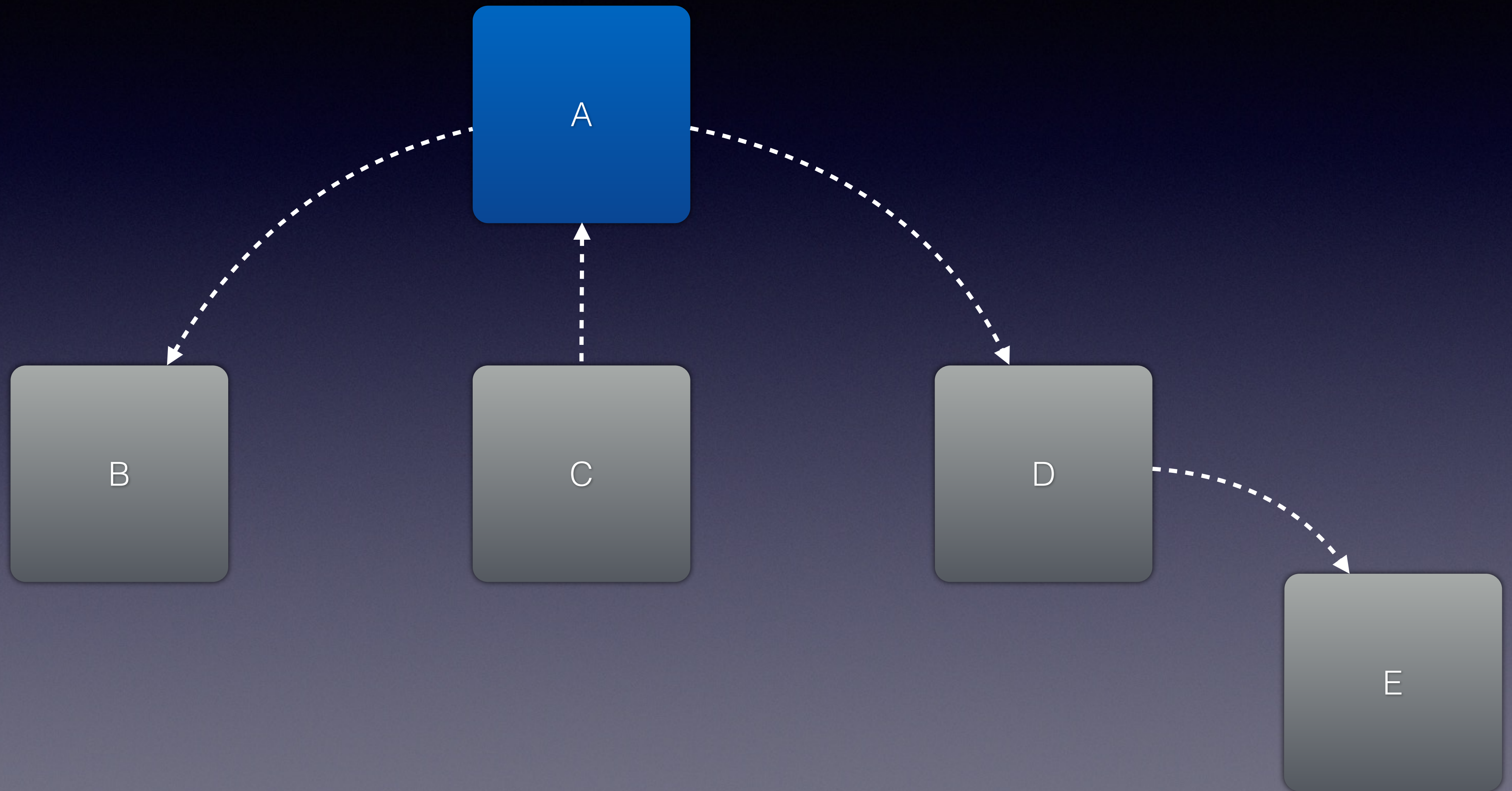
Cover the inflection point

Make changes

Refactor the covered code



# inflection point





# inflection point

Violation of Single Responsibility Principle

Violation of Open-Closed Principle



# Covering inflection point

Break external dependencies



# Covering inflection point

Break external dependencies

Break internal dependencies



# Covering inflection point

Break external dependencies

Break internal dependencies

Write tests



# Covering inflection point

Break external dependencies

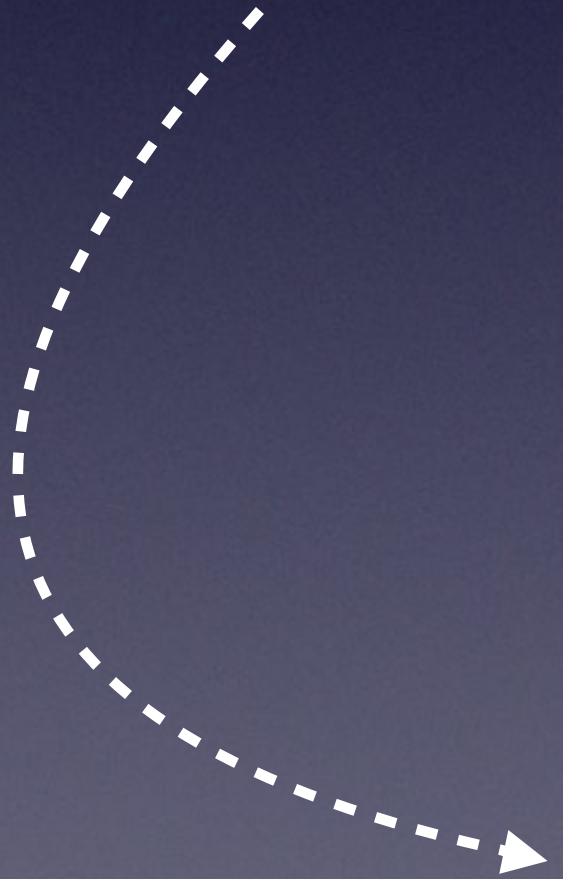
Break internal dependencies

Write tests



# Break **external** dependencies

```
- (NSUInteger)calculatePrice {  
    ...  
    StockAnalyzer *analyzer = [[StockAnalyzer alloc] init];  
    ...  
}
```



```
- (id)initWithAnalyzer:(id <AnalyzerProtocol>)analyzer {  
    self = [super init];  
    if (self) {  
        _analyzer = analyzer;  
    }  
    return self;  
}
```



# Covering inflection point

Break external dependencies

Break internal dependencies

Write tests



# Break **internal** dependencies

```
- (CGSize)calculateSize {  
    ...  
    UIScreen *screen = [UIScreen mainScreen];  
    ...  
}
```



```
- (CGSize)calculateSize {  
    ...  
    UIScreen *screen = [self screen];  
    ...  
}  
  
- (UIScreen *)screen {  
    return [UIScreen mainScreen];  
}
```



# Covering inflection point

Break external dependencies

Break internal dependencies

Write tests



# Write tests



# Make changes



# Testing scenario #2 Task



# When to Refactor?

Too wide class responsibility

Duplicated code

Not readable code

Too many method arguments (more than 2)

Method has more than 20 lines

Class has more than 150-200 lines



# Keep in mind

Composition over inheritance

Avoid singletons

Isolate dependencies

Inject dependencies



# Thanks!

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