

# real-world refactoring



**NEAL FORD** software architect / meme wrangler

**ThoughtWorks**

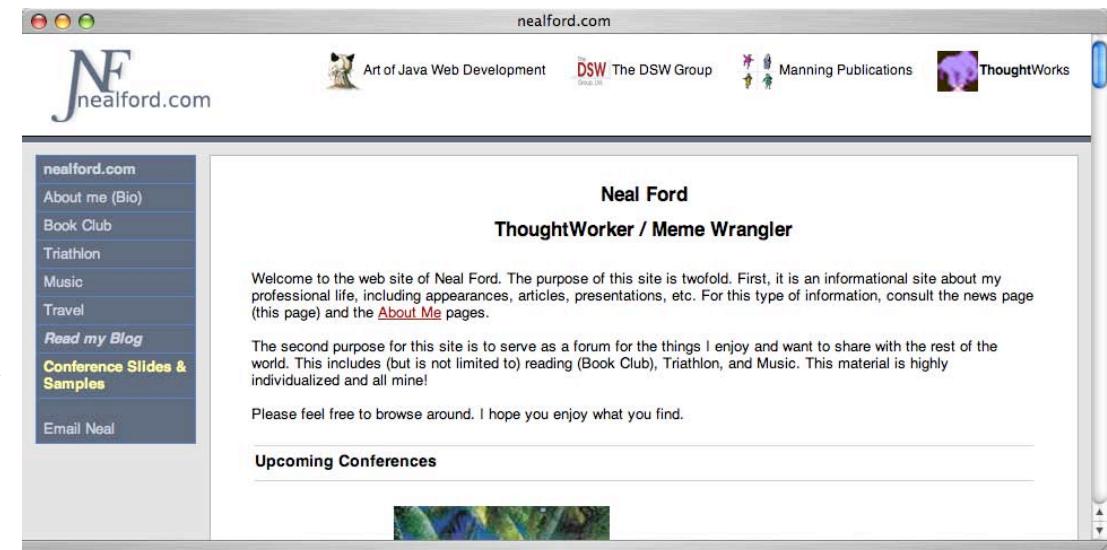
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# housekeeping

ask questions anytime

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# Evolutionary architecture and emergent design: Investigating architecture and design

Discovering more-maintainable design and architecture

Level: Intermediate

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24 Feb 2009

Software architecture and design generate a lot of conversational heat but not much light. To start a new conversation about alternative ways to think about them, this article launches the [Evolutionary architecture and emergent design](#) series. Evolutionary architecture and emergent design are agile techniques for deferring important decisions until the last responsible moment. In this introductory installment, series author Neal Ford defines architecture and design and then identifies overarching concerns that will arise throughout the series.

Architecture and design in software have resisted firm definitions for a long time because software development as a discipline has not yet fully grasped all their intricacies and implications. But to create reasonable discourse about these topics, you have to start somewhere. This article series concerns evolutionary architecture and emergent design, so it makes sense to start the series with some definitions, considerations, and other ground-setting.

## Defining architecture

Architecture in software is one of the most talked about yet least understood concepts that developers grapple with. At conferences, talks and birds-of-a-feather gatherings about architecture pack the house, but we still have only vague definitions for it. When we discuss architecture, we're really talking about several different but related concerns that generally fall into the broad categories of *application architecture* and *enterprise architecture*.

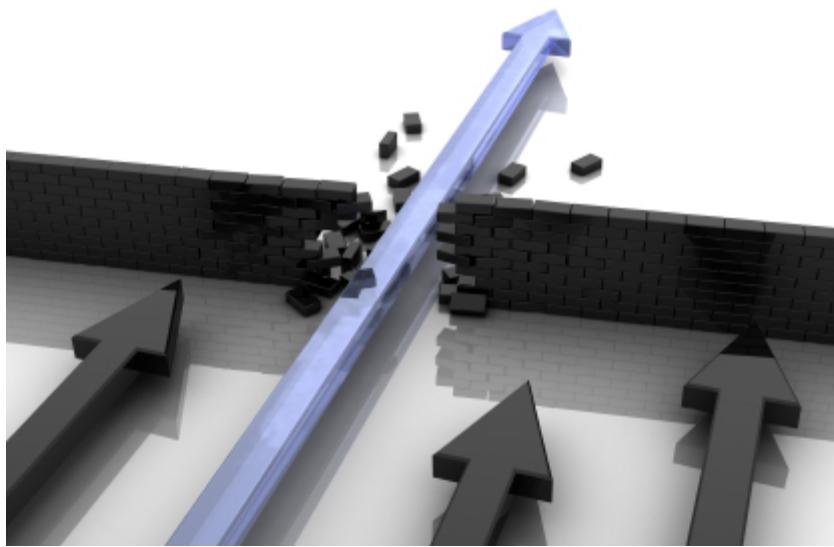
## About this series

This [series](#) aims to provide a fresh perspective on the often-discussed but elusive concepts of software architecture and design. Through concrete examples, Neal Ford gives you a solid grounding in the agile practices of *evolutionary architecture and emergent design*. By deferring important architectural and design decisions until the last responsible moment, you can prevent unnecessary complexity from undermining your software projects.

[http://www.ibm.com/developerworks/java/library/j-eaed/index.html?S\\_TACT=105AGX02&S\\_CMP=EDU](http://www.ibm.com/developerworks/java/library/j-eaed/index.html?S_TACT=105AGX02&S_CMP=EDU)

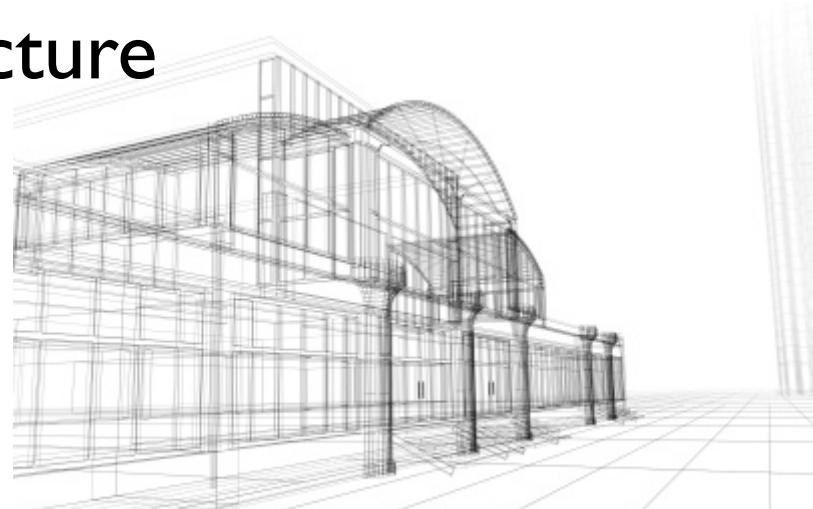
<http://tinyurl.com/nf-ead>

# emergent design family



emergent design &  
evolutionary architecture

test-driven  
design



real  
world  
refactoring

# what i cover

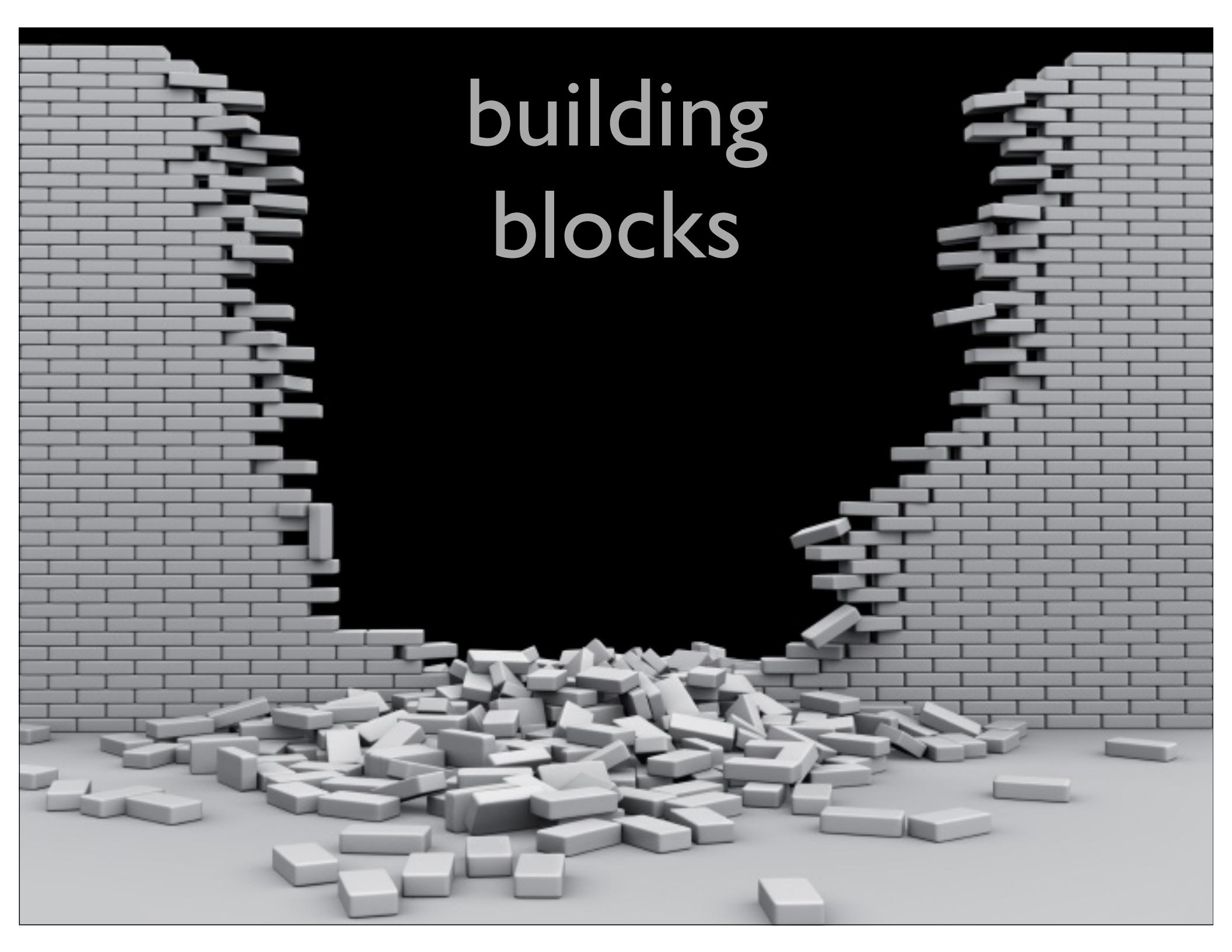
building blocks

composed method

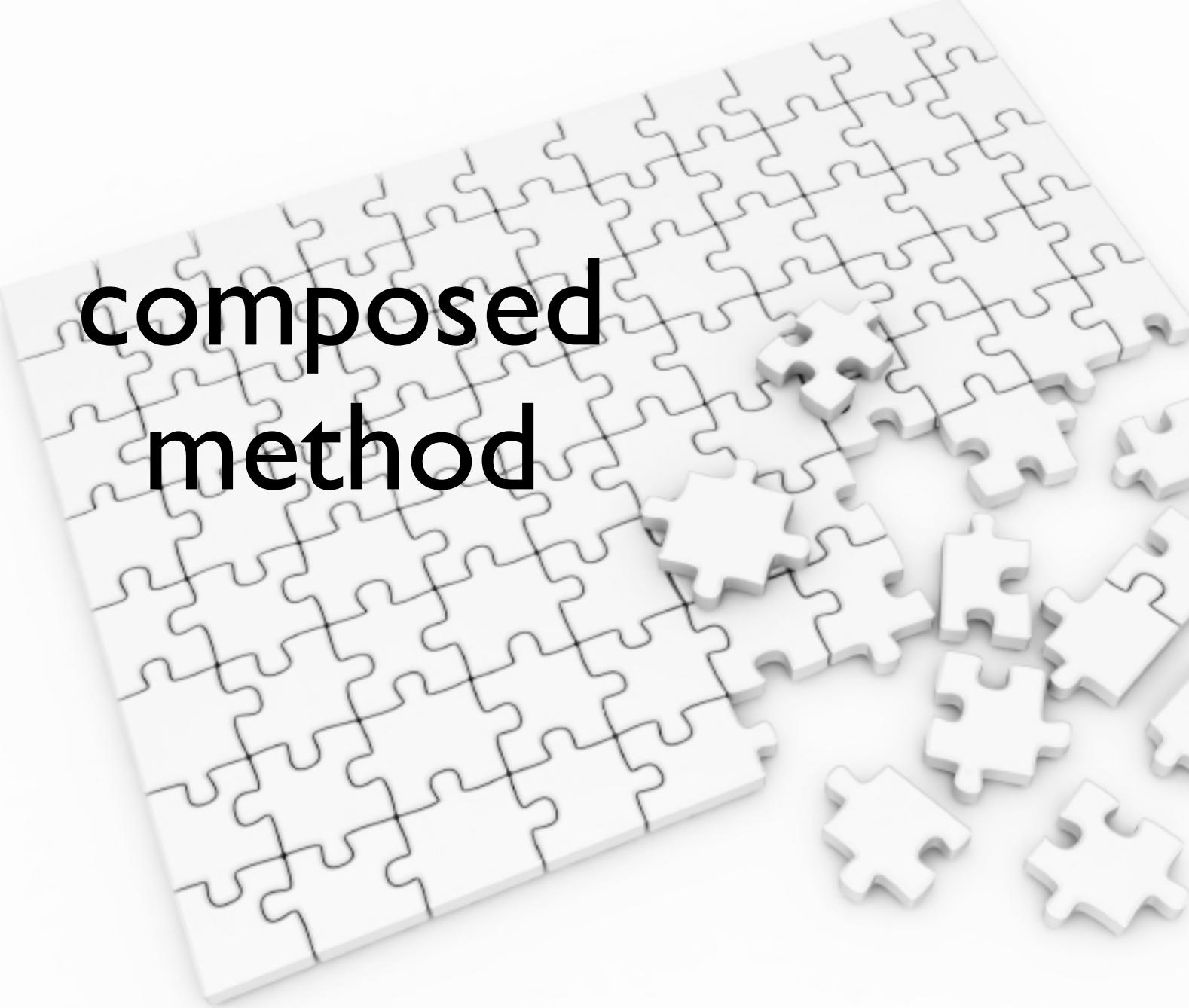
the slap principle

refactoring code, databases, and build files

advice on why & when to refactor



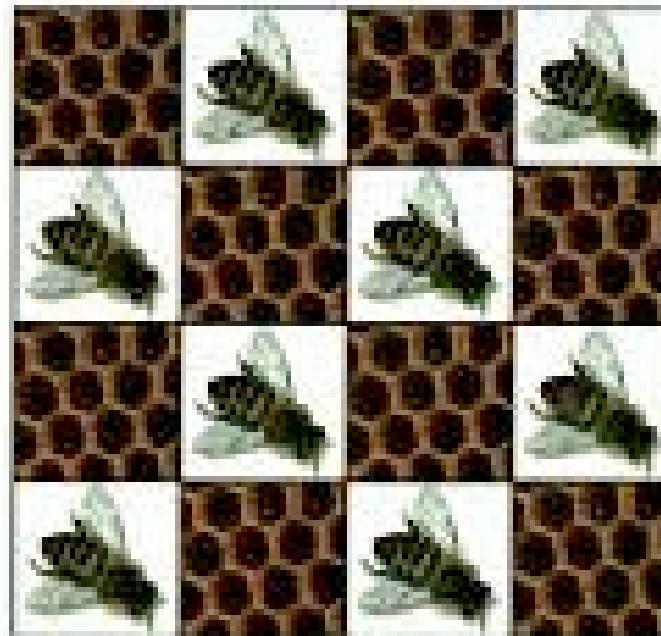
building  
blocks



**composed  
method**



# **SMALLTALK BEST PRACTICE PATTERNS**



KENT BECK

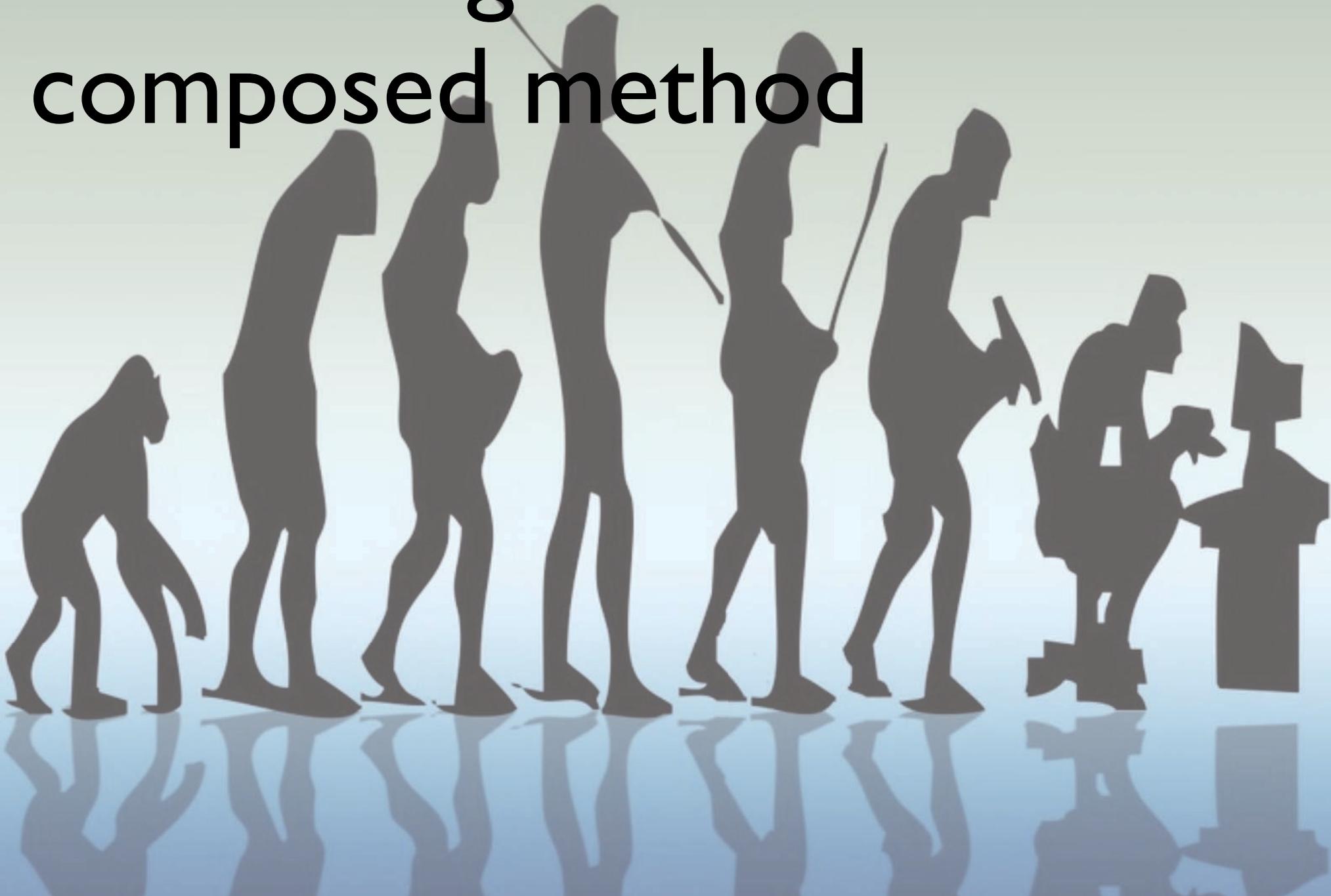
# composed method

***Divide your program into methods that perform one identifiable task.***

Keep all of the operations in a method at the same level of abstraction.

This will naturally result in programs with many small methods, each a few lines long.

# refactoring to composed method



```
public void populate() throws Exception {
    Connection c = null;
    try {
        Class.forName(DRIVER_CLASS);
        c = DriverManager.getConnection(DB_URL, USER, PASSWORD);
        Statement stmt = c.createStatement();
        ResultSet rs = stmt.executeQuery(SQL_SELECT_PARTS);
        while (rs.next()) {
            Part p = new Part();
            p.setName(rs.getString("name"));
            p.setBrand(rs.getString("brand"));
            p.setRetailPrice(rs.getDouble("retail_price"));
            partList.add(p);
        }
    } finally {
        c.close();
    }
}
```

```
private void addPartToListFromResultSet(ResultSet rs)
    throws SQLException {
    Part p = new Part();
    p.setName(rs.getString("name"));
    p.setBrand(rs.getString("brand"));
    p.setRetailPrice(rs.getDouble("retail_price"));
    partList.add(p);
}

public void populate() throws Exception {
    Connection c = null;
    try {
        c = getDatabaseConnection();
        ResultSet rs = createResultSet(c);
        while (rs.next())
            addPartToListFromResultSet(rs);
    } finally {
        c.close();
    }
}

private Connection getDatabaseConnection()
    throws ClassNotFoundException, SQLException {
    Connection c;
    Class.forName(DRIVER_CLASS);
    c = DriverManager.getConnection(DB_URL,
        "webuser", "webpass");
    return c;
}

private ResultSet createResultSet(Connection c)
    throws SQLException {
    return c.createStatement().
        executeQuery(SQL_SELECT_PARTS);
}
```

## **BoundaryBase**

getDatabaseConnection()



## **PartDb**

populate()

createResultSet()

addPartToListFromResultSet()

```
private Connection getDatabaseConnection()  
    throws ClassNotFoundException, SQLException {  
    Connection c;  
    Class.forName(DRIVER_CLASS);  
    c = DriverManager.getConnection(DB_URL,  
        "webuser", "webpass");  
    return c;  
}
```

## **BoundaryBase**

getDatabaseConnection()



## **PartDb**

populate()

**createResultSet()**

addPartToListFromResultSet()

```
private ResultSet createResultSet(Connection c)
    throws SQLException {
    return c.createStatement().
        executeQuery(SQL_SELECT_PARTS);
}
```

# BoundaryBase

```
abstract protected String getSqlForEntity();

protected ResultSet createResultSet(Connection c) throws SQLException {
    Statement stmt = c.createStatement();
    return stmt.executeQuery(getSqlForEntity());
}
```

```
private ResultSet createResultSet(Connection c)
    throws SQLException {
    return c.createStatement().
        executeQuery(SQL_SELECT_PARTS);
}
```

# PartDb

```
protected String getSqlForEntity() {
    return SQL_SELECT_PARTS;
}
```

## **BoundaryBase**

getDatabaseConnection()  
*getSqlForEntity()*  
createResultSet()



## **PartDb**

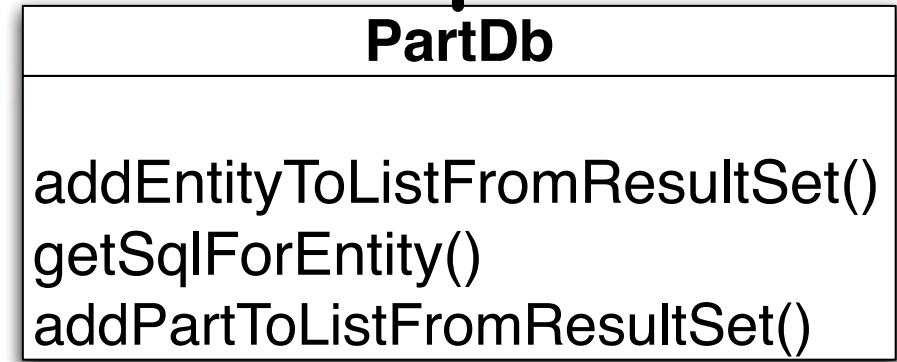
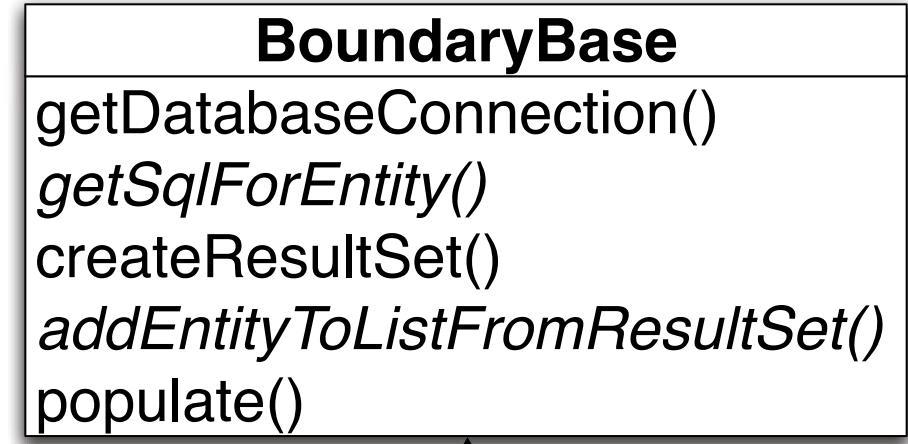
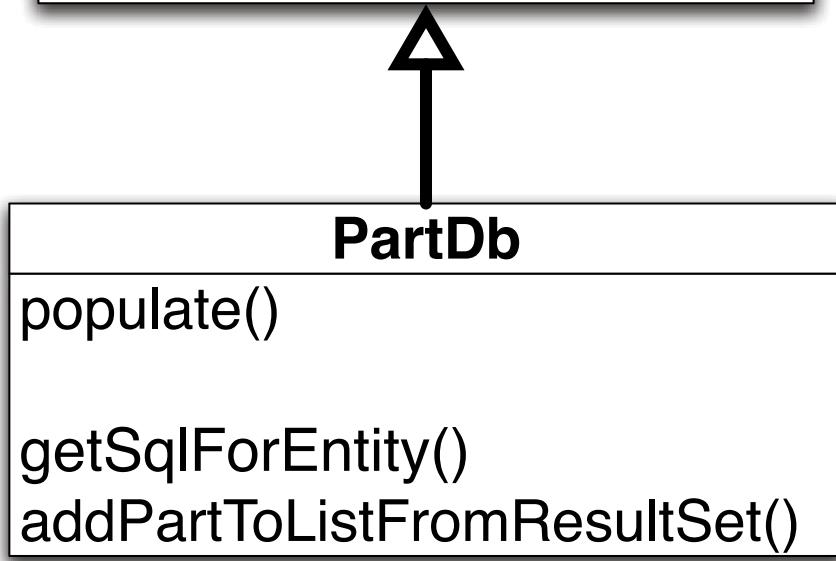
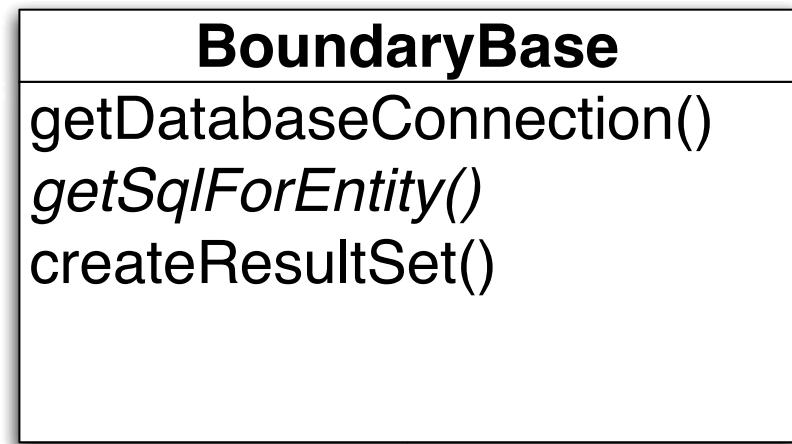
populate()  
  
*getSqlForEntity()*  
addPartToListFromResultSet()

## old version (in PartDB)

```
public void populate() throws Exception {  
    Connection c = null;  
    try {  
        c = getDatabaseConnection();  
        ResultSet rs = createResultSet(c);  
        while (rs.next())  
            addPartToListFromResultSet(rs);  
    } finally {  
        c.close();  
    }  
}  
  
abstract protected void addEntityToListFromResultSet(ResultSet rs)  
throws SQLException;
```

```
public void populate() throws Exception {  
    Connection c = null;  
    try {  
        c = getDatabaseConnection();  
        ResultSet rs = createResultSet(c);  
        while (rs.next())  
            addEntityToListFromResultSet(rs);  
    } finally {  
        c.close();  
    }  
}
```

## refactored version (in BoundaryBase)



```
protected Connection getDatabaseConnection() throws ClassNotFoundException,
    SQLException {
    Connection c;
    Class.forName(DRIVER_CLASS);
    c = DriverManager.getConnection(DB_URL, "webuser", "webpass");
    return c;
}

abstract protected String getSqlForEntity();

protected ResultSet createResultSet(Connection c) throws SQLException {
    Statement stmt = c.createStatement();
    return stmt.executeQuery(getSqlForEntity());
}

abstract protected void addEntityToListFromResultSet(ResultSet rs)
    throws SQLException;

public void populate() throws Exception {
    Connection c = null;
    try {
        c = getDatabaseConnection();
        ResultSet rs = createResultSet(c);
        while (rs.next())
            addEntityToListFromResultSet(rs);
    } finally {
        c.close();
    }
}
```

BoundaryBase

# PartDb

```
public Part[] getParts() {
    return (Part[]) partList.toArray(TEMPLATE);
}

protected String getSqlForEntity() {
    return SQL_SELECT_PARTS;
}

protected void addEntityToListFromResultSet(ResultSet rs) throws SQLException {
    Part p = new Part();
    p.setName(rs.getString("name"));
    p.setBrand(rs.getString("brand"));
    p.setRetailPrice(rs.getDouble("retail_price"));
    partList.add(p);
}
```

# benefits of composed method

shorter methods easier to test

method names become documentation

large number of very cohesive methods

discover reusable assets that you didn't know  
were there

A photograph of a man with light blue hair and a beard, wearing a white t-shirt. He is looking over his shoulder towards the camera. In the background, there is a large, blurry, out-of-focus hand reaching towards him, creating a sense of depth and abstraction.

**SLAP**

single level of  
abstraction  
principle

# composed method

Divide your program into methods that perform one identifiable task.

***Keep all of the operations in a method at the same level of abstraction.***

This will naturally result in programs with many small methods, each a few lines long.

```
public void addOrder(final ShoppingCart cart, String userName,
                     Order order) throws SQLException {
    Connection c = null; PreparedStatement ps = null;
    Statement s = null; ResultSet rs = null;
    boolean transactionState = false;
    try {
        c = dbPool.getConnection();
        s = c.createStatement();
        transactionState = c.getAutoCommit();
        int userKey = getUserKey(userName, c, ps, rs);
        c.setAutoCommit(false);
        addSingleOrder(order, c, ps, userKey);
        int orderKey = getOrderKey(s, rs);
        addLineItems(cart, c, orderKey);
        c.commit();
        order.setOrderKey(orderKey);
    } catch (SQLException sqlx) {
        s = c.createStatement();
        c.rollback();
        throw sqlx;
    } finally {
        try {
            c.setAutoCommit(transactionState);
            dbPool.release(c);
            if (s != null) s.close();
            if (ps != null) ps.close();
            if (rs != null) rs.close();
        } catch (SQLException ignored) {
        }
    }
}
```

```
public void addOrder(final ShoppingCart cart, String userName,
                     Order order) throws SQLException {
    Connection connection = null; PreparedStatement ps = null;
    Statement statement = null; ResultSet rs = null;
    boolean transactionState = false;
    try {
        connection = dbPool.getConnection();
        statement = connection.createStatement();
        transactionState = setupTransactionStateFor(connection, transactionState);
        addSingleOrder(order, connection, ps, userKeyFor(userName, connection));
        order.setOrderKey(generateOrderKey(statement, rs));
        addLineItems(cart, connection, order.getOrderKey());
        completeTransaction(connection);
    } catch (SQLException sqlx) {
        rollbackTransactionFor(connection);
        throw sqlx;
    } finally {
        cleanUpDatabaseResources(connection, transactionState, statement, ps, rs);
    }
}
```

```
public void addOrderFrom(ShoppingCart cart, String userName,
                        Order order) throws SQLException {
    private void setupDataInfrastructure() throws SQLException {
        _db = new try {Map();
private void addOrderFromUserKeyBasedOn(userName));
        db.put("order", addLineItemsFrom(cart, order.getOrderKey()));
private void completeTransaction() throws SQLException {
    ((Connection)_db.get("connection")).commit();
}
        rollbackTransaction(); Statement ps = db.get("insert ORDER");
        ps.setInt throw SQLException;
        ps.setS }S finally, {order.getCcType());
        ps.setString cleanUp(); order.getCcNum());
        ps.setS String(4, order.getCcExp());
        if result = ps.executeUpdate();
        if (result != 1) {
            throw new SQLException(
                "Order.add(): order insert failed");
        }
        dbInfrastructure.put("prepared statement", ps);
```

```
public void addOrder(ShoppingCart cart, String userName,
                     Order order) throws SQLException {
    Connection c = null;
    PreparedStatement ps = null;
    Statement s = null;
    ResultSet rs = null;
    boolean transactionState = false;
    try {
        s = c.createStatement();
        transactionState = c.getAutoCommit();
        int userKey = getUserKey(userName, c, ps, rs);
        c.setAutoCommit(false);
        addSingleOrder(order, c, ps, userKey);
        int orderKey = getOrderKey(s, rs);
        addLineItems(cart, c, orderKey);
        c.commit();
        order.setOrderKeyFrom(orderKey);
    } catch (SQLException sqlx) {
        s = c.createStatement();
        c.rollback();
        throw sqlx;
    } finally {
        try {
            c.setAutoCommit(transactionState);
            dbPool.release(c);
            if (s != null)
                s.close();
            if (ps != null)
                ps.close();
            if (rs != null)
                rs.close();
        } catch (SQLException ignored)
        }
    }
}
```

```
public void addOrderFrom(ShoppingCart cart, String userName,
                         Order order) throws SQLException {
    setupDataInfrastructure();
    try {
        addOrder(order, userKeyBasedOn(userName));
        addLineItemsFrom(cart, order.getOrderKey());
        completeTransaction();
    } catch (SQLException sqlx) {
        rollbackTransaction();
        throw sqlx;
    } finally {
        cleanUp();
    }
}
```

# code

A large, faint watermark of the word "code" is visible in the background. The letters are semi-transparent and overlap each other, creating a dense, abstract pattern. The letters include lowercase and uppercase versions of 'a', 'b', 'c', 'd', 'e', 'f', 'g', 'h', 'i', 'j', 'k', 'l', 'm', 'n', 'o', 'p', 'q', 'r', 's', 't', 'u', 'v', 'w', 'x', 'y', and 'z'. Some letters have additional characters or symbols attached to them, such as 'h' with a small 'i' below it, 'd' with a small 't' above it, and 'f' with a small 'd' to its right.

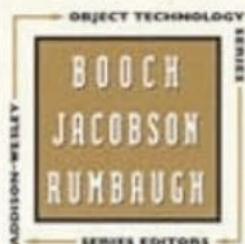
# REFACTORING

IMPROVING THE DESIGN  
OF EXISTING CODE

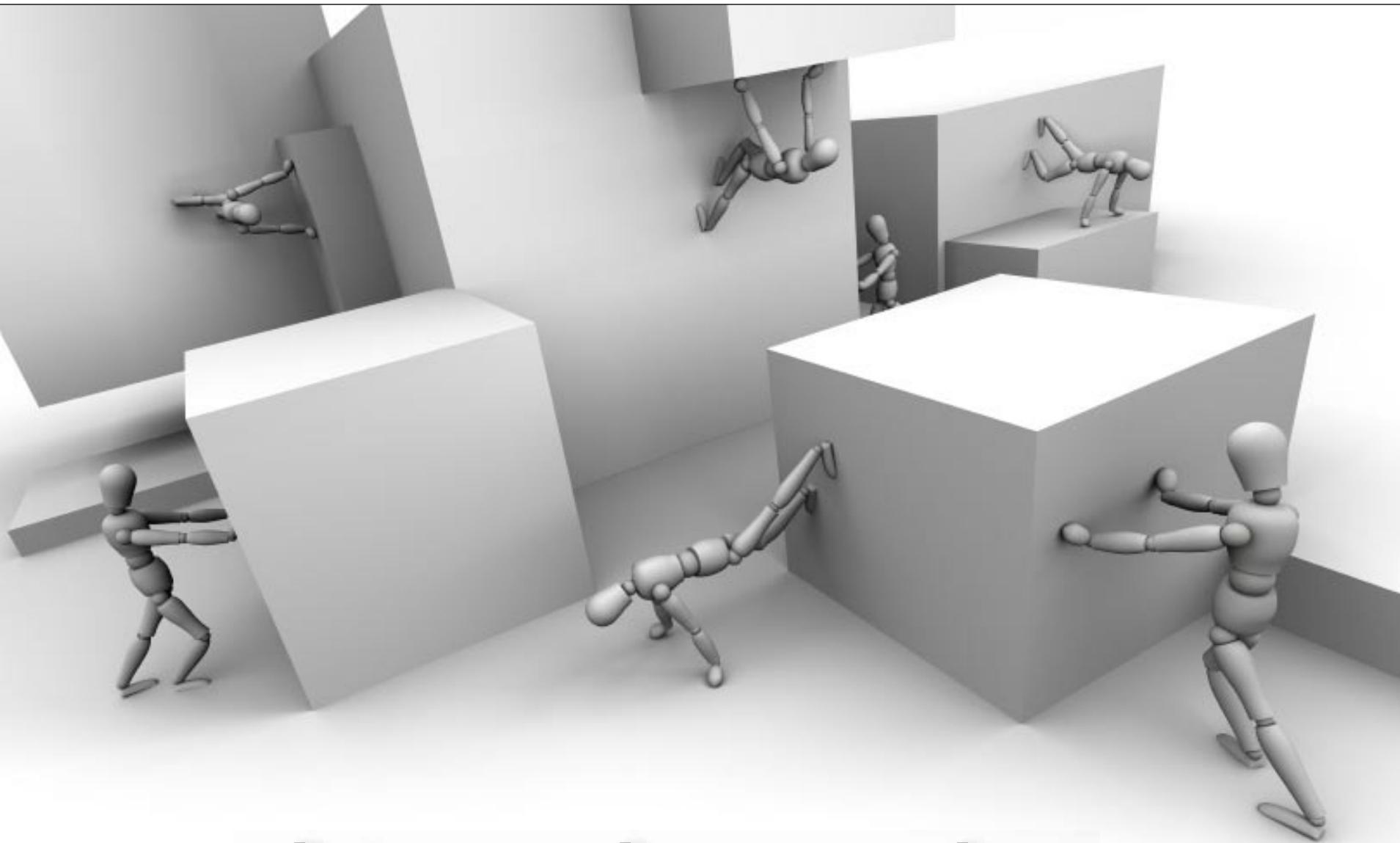
MARTIN FOWLER

With Contributions by Kent Beck, John Brant,  
William Opdyke, and Don Roberts

Foreword by Erich Gamma  
Object Technology International Inc.



*Refactoring is a disciplined technique for restructuring an existing body of code, altering its internal structure without changing its external behavior.*



things that make  
refactoring hard



**fat, ugly methods**

# the problem:

aging code base

no tests

lots of bugs

strong desire to refactor...

...plus gut-wrenching fear

# lots of long untested methods

you want to refactor them but...

...you're afraid of what will happen

1. refactor to composed method
2. write tests for the (now) smaller methods
3. write tests when debugging or adding new features

# how to I get started writing unit tests?

break long methods into small pieces using composed method

draw a line in the sand: starting next thursday, our code coverage will always rise

every time you find a bug, write a test

write a test for every new feature

you will slowly grow tests around the part of your code that needs it the most

```
public void evaluateExtraParams() {
    super.evaluateExtraParams();

    //Object doubleName = null;

    if (emptyOption != null) {
        addParameter("emptyOption", findValue(emptyOption, Boolean.class));
    }

    if (multiple != null) {
        addParameter("multiple", findValue(multiple, Boolean.class));
    }

    if (size != null) {
        addParameter("size", findString(size));
    }

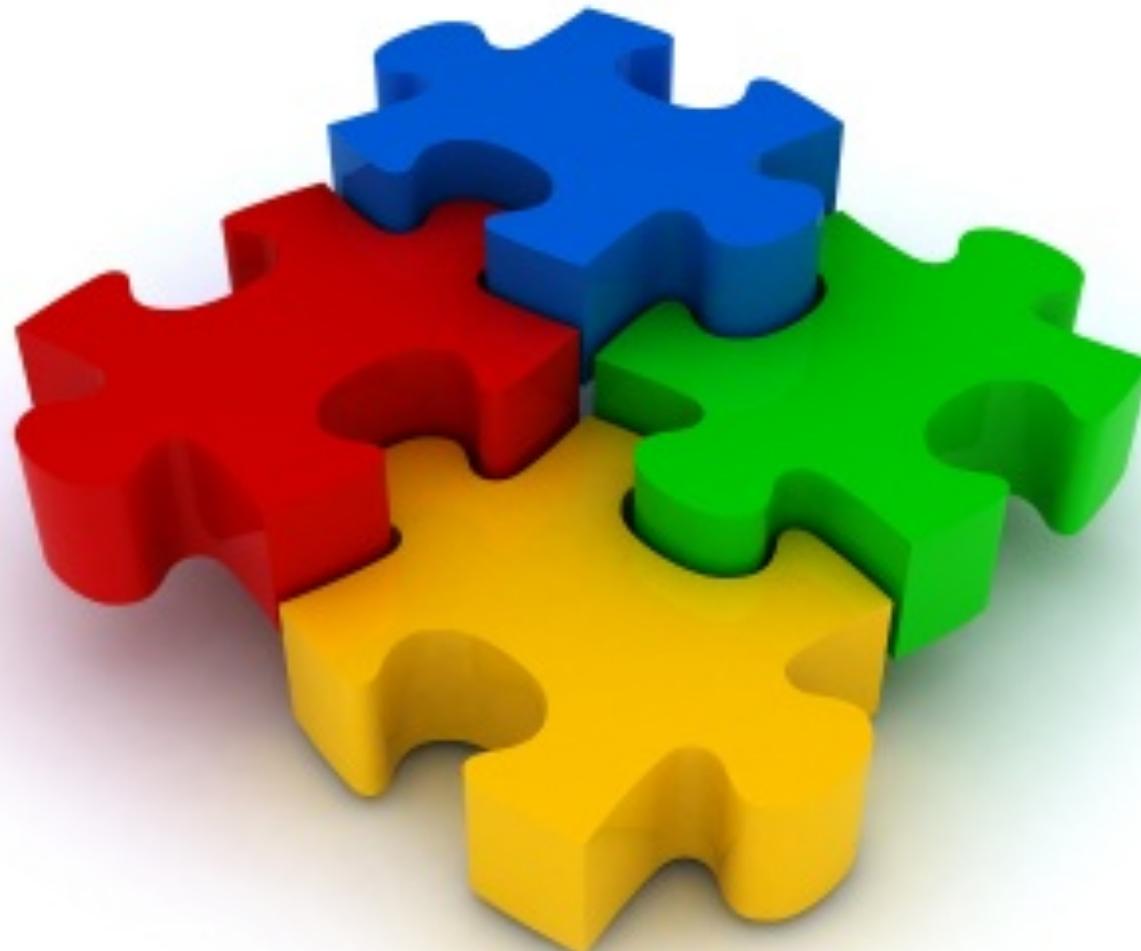
    if ((headerKey != null) && (headerValue != null)) {
        addParameter("headerKey", findString(headerKey));
        addParameter("headerValue", findString(headerValue));
    }

    if (doubleMultiple != null) {
        addParameter("doubleMultiple", findValue(doubleMultiple, Boolean.class));
    }

    if (doubleSize != null) {
```

from Struts 2.0.11,  
**evaluateExtraParams()**, 178 lines

# DRY violations



---

# copy & paste



# **cpd**

part of the source-code analysis tool **pmd**

configurable window of number of duplicate tokens

pre-configured with several languages

easy to add new language support

also simian (commercial)

PMD Duplicate Code Detector (v 4.2.2)

File View

Root source directory: /Users/nealford/bin/struts-2.0.11/src/core/src/main

Report duplicate chunks larger than: 75

Also scan subdirectories?

Ignore literals and identifiers?

Language: Java

Extension: .java

File encoding (defaults based upon locale): MacRoman

Source	Matches	Lines
(2 separate files)		157
(2 separate files)	71	
(2 separate files)	55	
(2 separate files)	34	
(2 separate files)	93	
.../ApplicationMap.java	27	
(2 separate files)	33	
(2 separate files)	21	
(2 separate files)	25	
(2 separate files)	23	
(2 separate files)	30	
(2 separate files)	18	
(2 separate files)	20	
(2 separate files)	46	
(2 separate files)	21	
(2 separate files)	28	
.../Sorter.java	53	
(2 separate files)	22	
(2 separate files)	14	

Found a 157 line (605 tokens) duplication in the following files:  
Starting at line 53 of /Users/nealford/bin/struts-2.0.11/src/core/src/main/java/org/apache/struts2/dispatcher/ApplicationMap.java  
Starting at line 50 of /Users/nealford/bin/struts-2.0.11/src/core/src/main/java/org/apache/struts2/portlet/PortletApplicationMap.java

```
public PortletApplicationMap(PortletContext ctx) {
    this.context = ctx;
}

/**
 * Removes all entries from the Map and removes all attributes from the
 * portlet context.
 */
public void clear() {
    entries = null;

    Enumeration e = context.getAttributeNames();

    while (e.hasMoreElements()) {
        context.removeAttribute(e.nextElement().toString());
    }
}

/**
 * Creates a Set of all portlet context attributes as well as context init
```

# intellij's duplication view

Ignore whitespace: <Not available>

#1 lines 85 to 109 in ApplicationMap (org.apache.struts2.dispatcher)

```
entries.add(new Map.Entry() {
    public boolean equals(Object obj) {
        Map.Entry entry = (Map.Entry) obj;
        return ((key == null) ? (entry.getKey() == null) :
```

#2 lines 118 to 142 in ApplicationMap (org.apache.struts2.dispatcher)

```
entries.add(new Map.Entry() {
    public boolean equals(Object obj) {
        Map.Entry entry = (Map.Entry) obj;
        return ((key == null) ? (entry.getKey() == null) :
```

no differences

Deleted    Changed    Inserted

```
while (enumeration.hasMoreElements()) {
    final String key = enumeration.nextElement().toString();
    final Object value = context.getInitParameter(key);
    entries.add(new Map.Entry() {
        public boolean equals(Object obj) {
            Map.Entry entry = (Map.Entry) obj;

            return ((key == null) ?
                (entry.getKey() == null) :
                key.equals(entry.getKey())) && ((value == null) ?
                    (entry.getValue() == null) :
                    value.equals(entry.getValue()));
        }

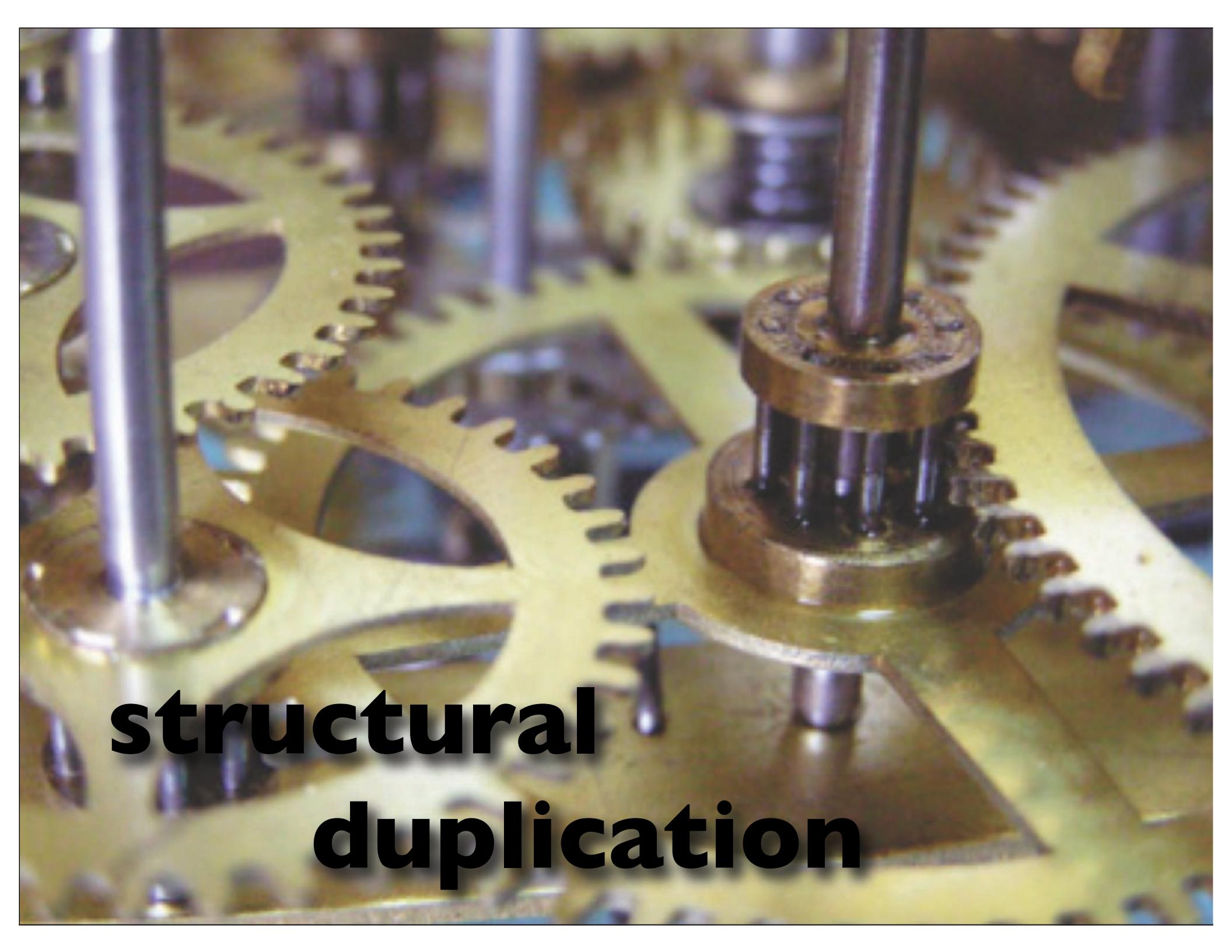
        public int hashCode() {
            return ((key == null) ? 0 : key.hashCode()) ^ ((value == null) ? 0 : value.hashCode());
        }

        public Object getKey() {
            return key;
        }

        public Object getValue() {
            return value;
        }

        public Object setValue(Object obj) {
            context.setAttribute(key.toString(), obj);

            return value;
        }
    });
});
```



**structural  
duplication**

# given:

```
public class Employee {  
    private String name;  
    private int salary;  
    private int hireYear;  
  
    public Employee(String name, int salary, int hireYear) {  
        this.name = name;  
        this.salary = salary;  
        this.hireYear = hireYear;  
    }  
  
    public String getName() { return name; }  
    public int getSalary() { return salary; }  
    public int getHireYear() { return hireYear; }  
}
```



goal:  
sort on  
any property

# comparator mania!

```
public class EmployeeNameComparator implements Comparator<Employee> {  
    public int compare(Employee emp1, Employee emp2) {  
        return emp1.getName().compareTo(emp2.getName());  
    }  
}
```

```
public class EmployeeSalyComparator implements Comparator<Employee> {  
    public int compare(Employee emp1, Employee emp2) {  
        return emp1.getSalary() - emp2.getSalary();  
    }  
}
```

same whitespace, different values

```
public class EmployeeSorter {

    public void sort(List<DryEmployee> employees, String criteria) {
        Collections.sort(employees, getComparatorFor(criteria));
    }

    private Method getSelectionCriteriaMethod(String methodName) {
        Method m;
        methodName = "get" + methodName.substring(0, 1).toUpperCase() +
            methodName.substring(1);
        try {
            m = DryEmployee.class.getMethod(methodName);
        } catch (NoSuchMethodException e) {
            throw new RuntimeException(e.getMessage());
        }
        return m;
    }

    public Comparator<DryEmployee> getComparatorFor(final String field) {
        return new Comparator<DryEmployee>() {
            public int compare(DryEmployee o1, DryEmployee o2) {
                Object field1, field2;
                Method method = getSelectionCriteriaMethod(field);
                try {
                    field1 = method.invoke(o1);
                    field2 = method.invoke(o2);
                } catch (Exception e) {
                    throw new RuntimeException(e);
                }
                return ((Comparable) field1).compareTo(field2);
            }
        };
    }
}
```

```
@Before public void setup() {
    _sorter = new EmployeeSorter();
    _list = new ArrayList<DryEmployee>();
    _list.add(new DryEmployee("Homer", 20000, 1975));
    _list.add(new DryEmployee("Smithers", 150000, 1980));
    _list.add(new DryEmployee("Lenny", 100000, 1982));
}

@Test public void name_comparisons() {
    _sorter.sort(_list, "name");
    assertThat(_list.get(0).getName(), is("Homer"));
    assertThat(_list.get(1).getName(), is("Lenny"));
    assertThat(_list.get(2).getName(), is("Smithers"));
}

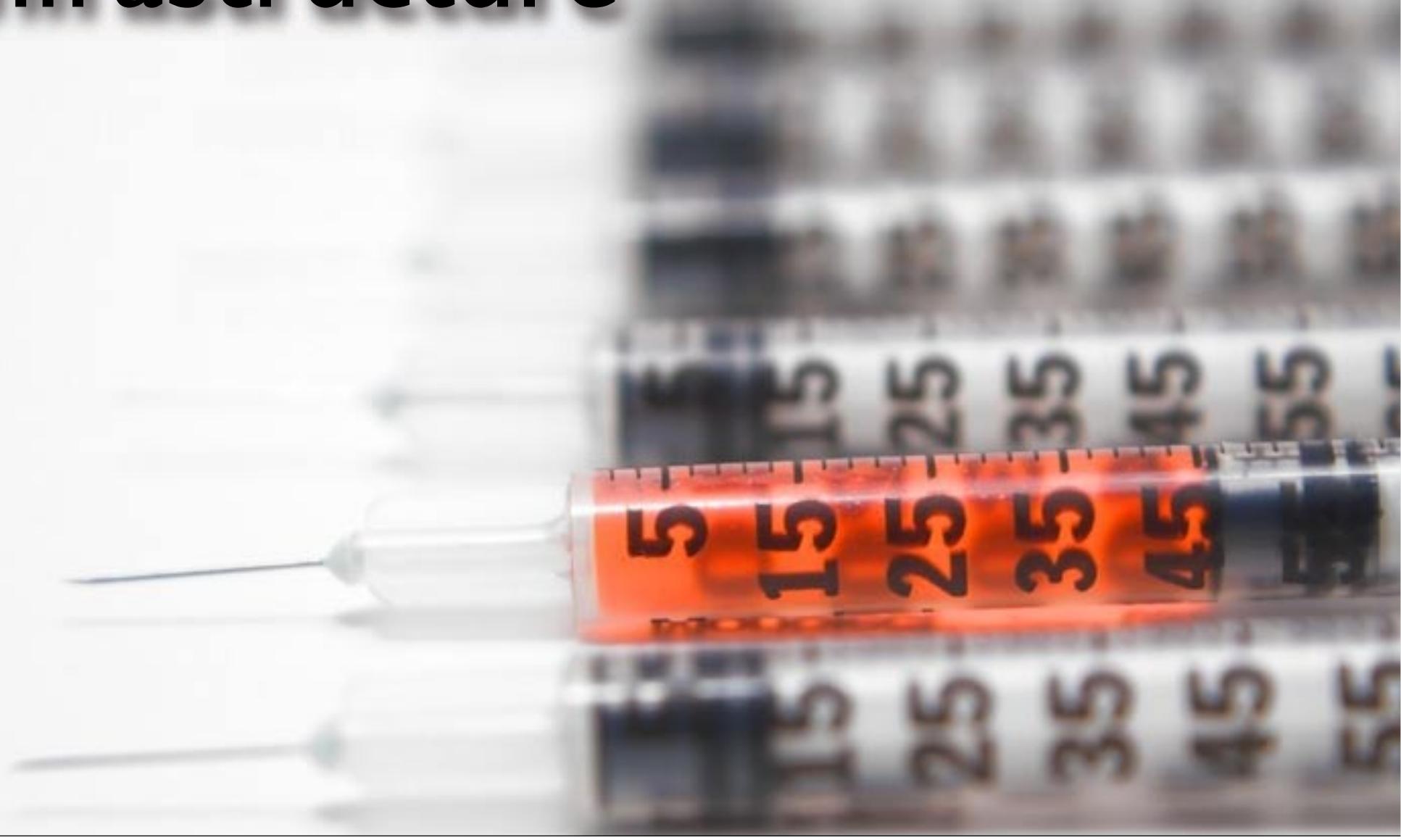
@Test public void salary_comparisons() {
    _sorter.sort(_list, "salary");
    assertThat(_list.get(0).getSalary(), is(20000));
    assertThat(_list.get(1).getSalary(), is(100000));
    assertThat(_list.get(2).getSalary(), is(150000));
}

@Test public void hireYearComparison() {
    _sorter.sort(_list, "hireYear");
    assertThat(_list.get(0).getHireYear(), is(1975));
    assertThat(_list.get(1).getHireYear(), is(1980));
    assertThat(_list.get(2).getHireYear(), is(1982));
}
```

# **architectural & design smells**



# coupling to infrastructure



# **coupling to infrastructure**

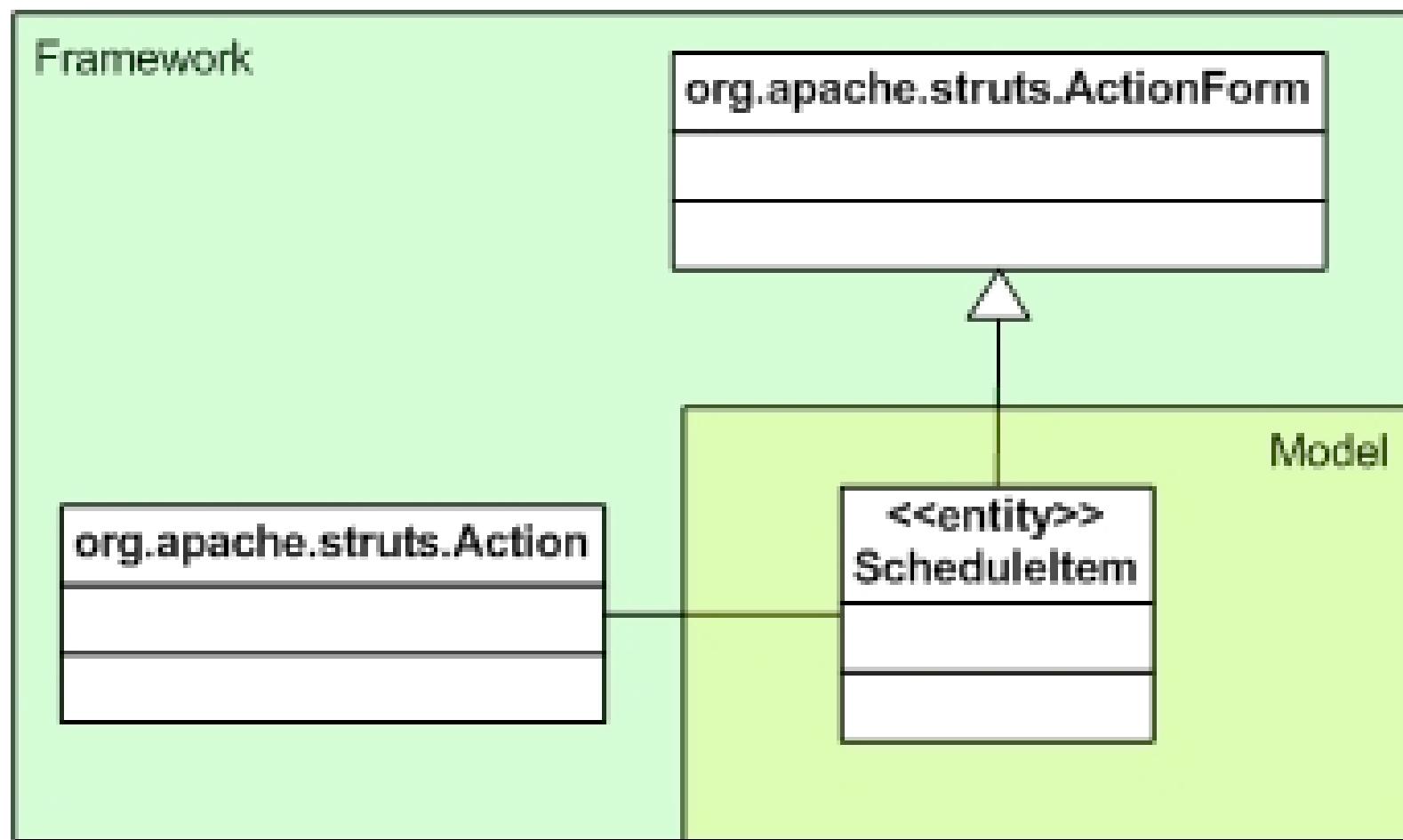
**import com.giantvendor.seductiveclasses.\***

**pay attention to dependencies**

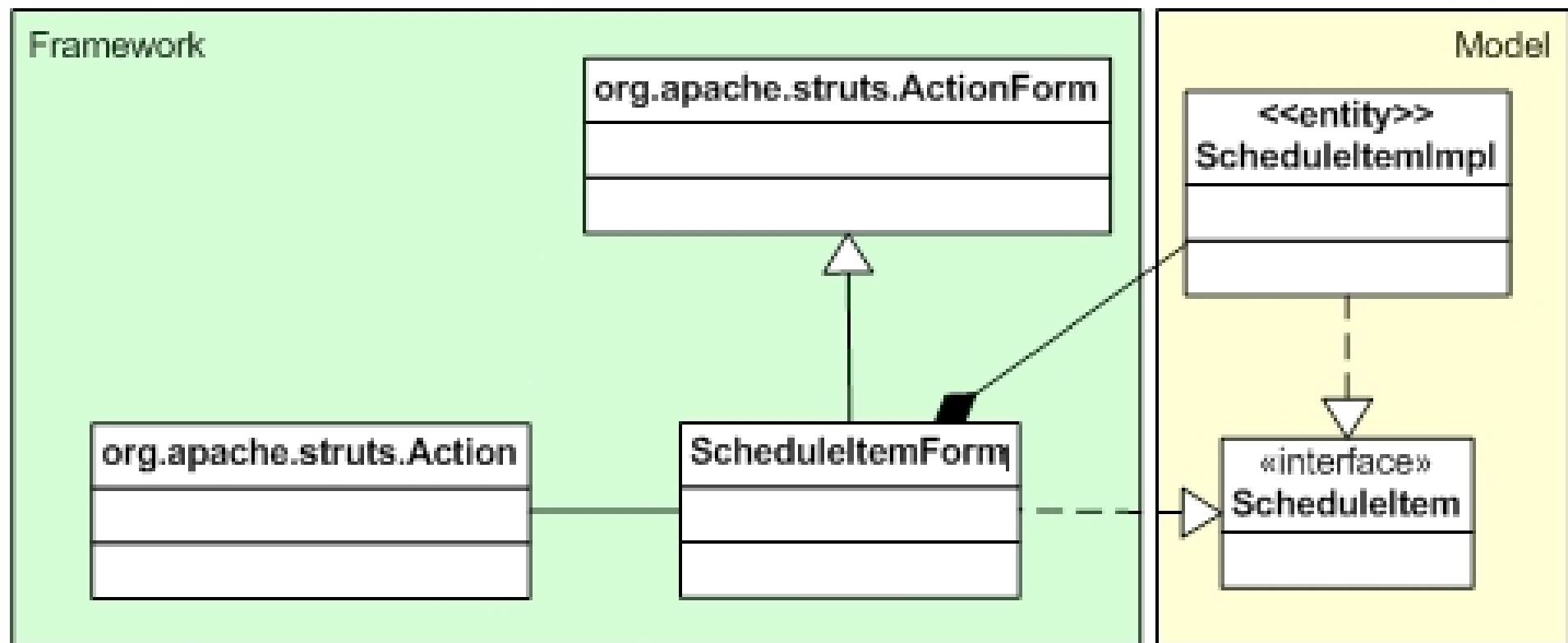
**don't extend library/framework classes**

***prefer composition over inheritance***

# struts ActionForm

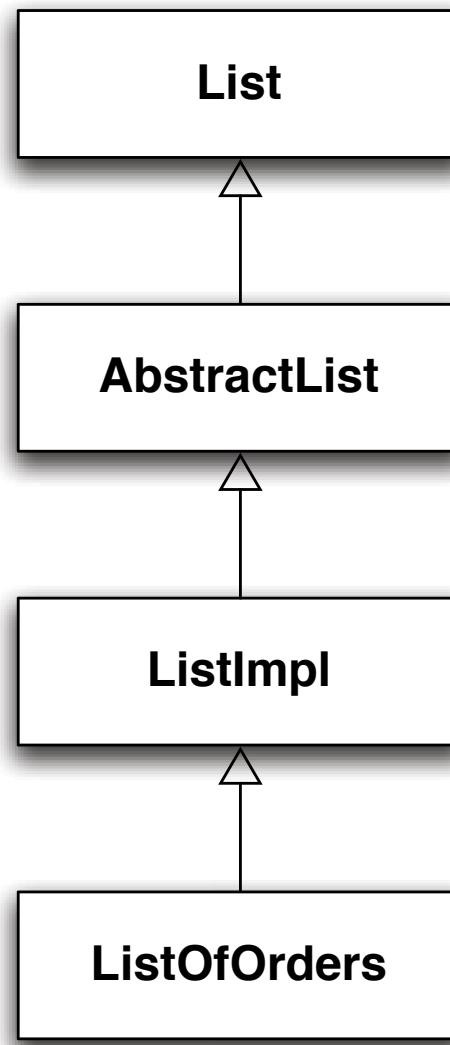


# decoupling from struts



# list-like inheritance hierarchy

each class has a maximum of 1 subclass

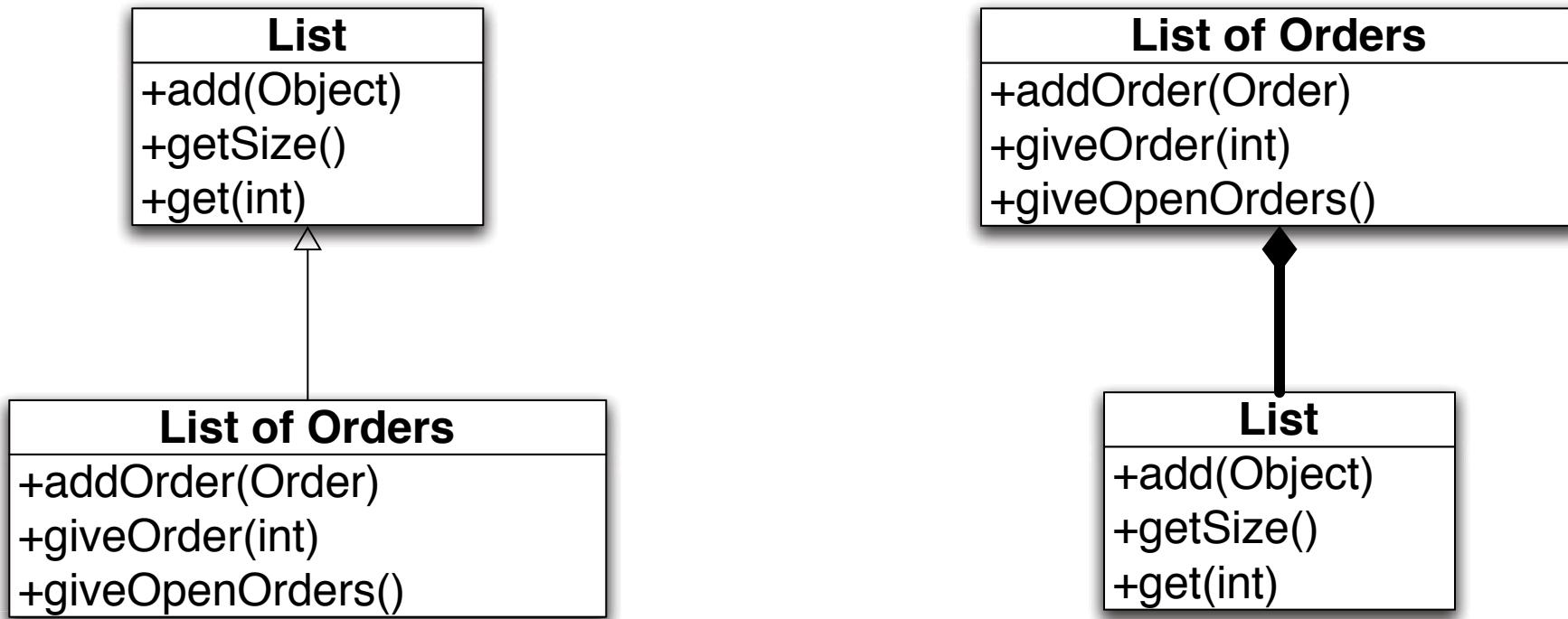


suggests either:

classes that are too big

speculative generalization

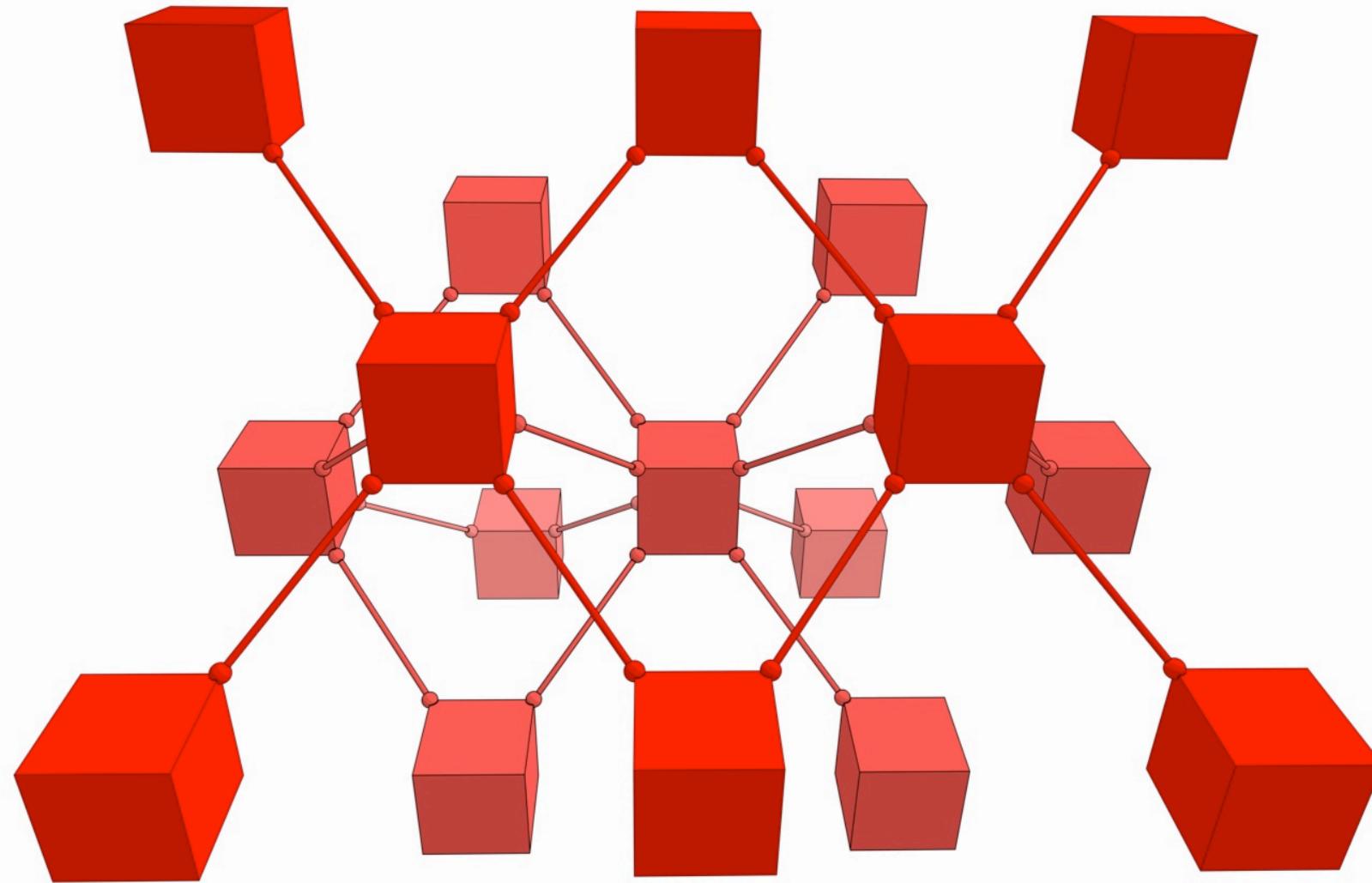
# sub-classes do not redefine methods



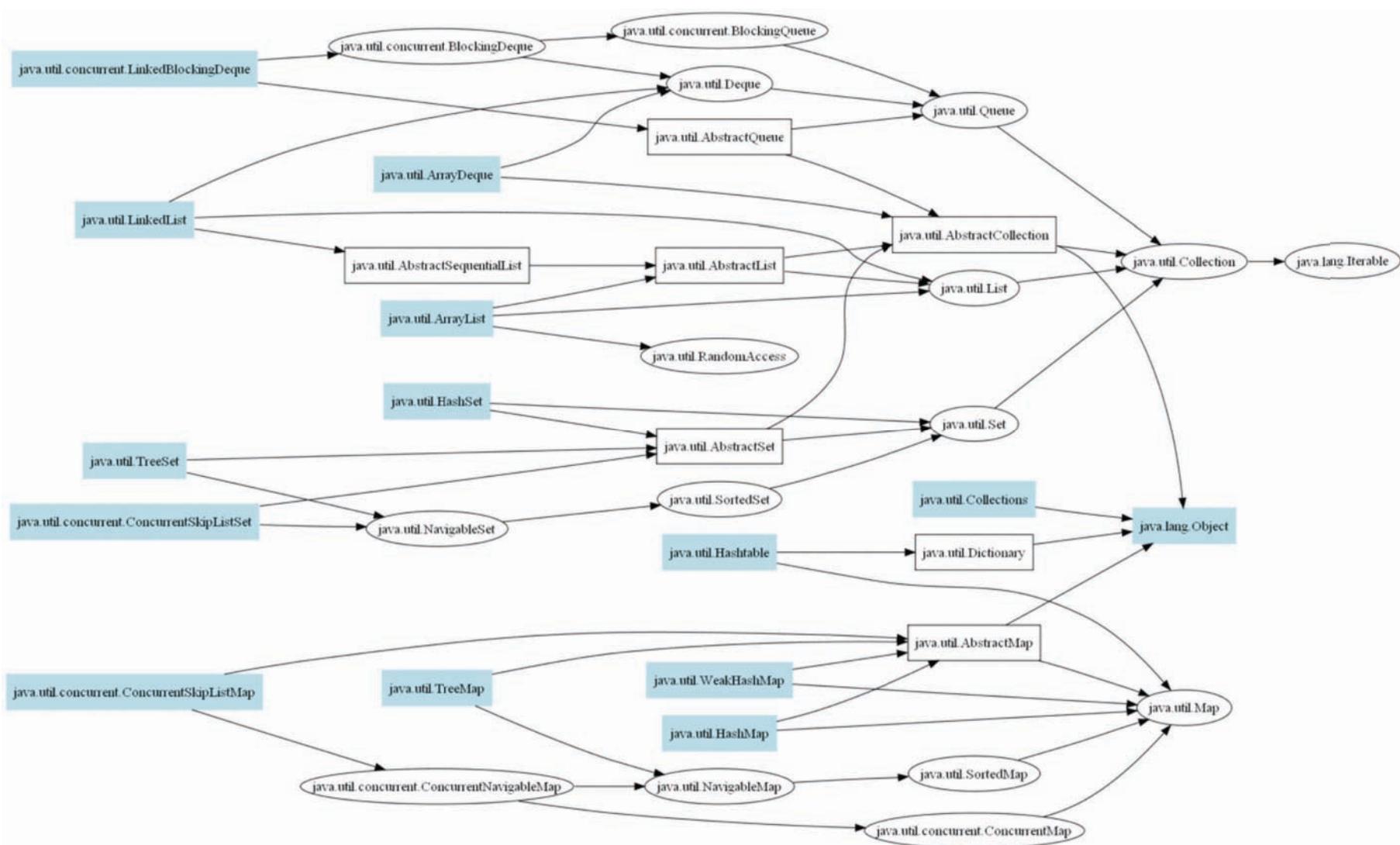
using inheritance to couple to List methods

use composition instead

# deep inheritance hierarchies



# java's collection package



# ruby's collections

Array

Set

“humane interface”

Hash

# choosing what to refactor



# cyclomatic complexity

measures complexity of a function

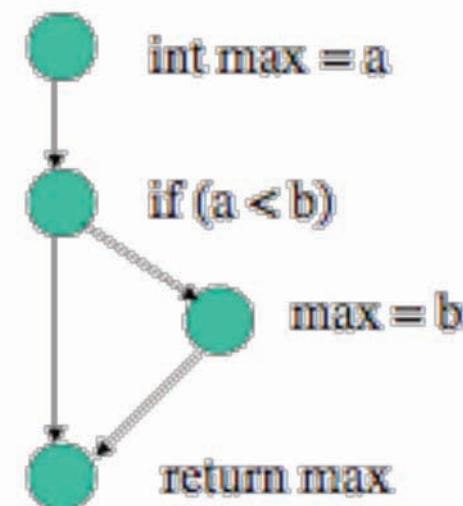
$$V(G) = e - n + 2$$

$V(G)$  = cyclomatic complexity of G

e = # edges

n = # of nodes

```
int max (int a, int b) {  
    int max = a;  
    if (a < b) {  
        max = b;  
    }  
    return max;  
}
```

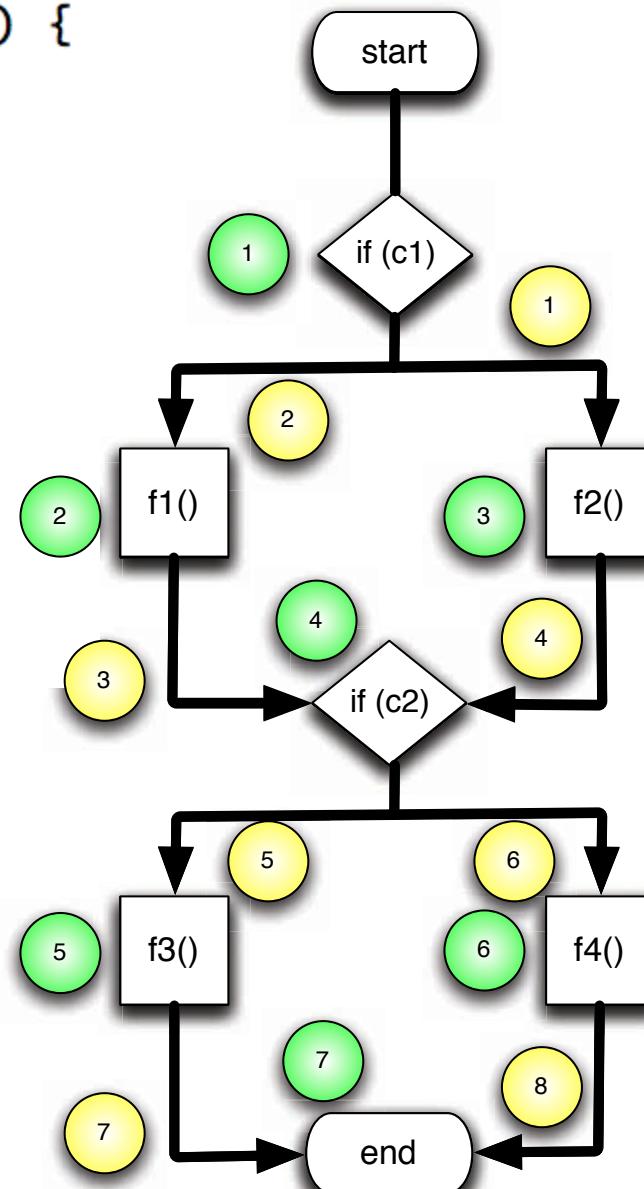


```

public void doIt() {
    if (c1) {
        f1();
    } else {
        f2();
    }
    if (c2) {
        f3();
    } else {
        f4();
    }
}

```

nodes  
 edges



# afferent coupling

$\Sigma$  of how many classes use this class

incoming calls

determines what is the “hard, crunchy center”  
of your code base

measure with CKJM or other metrics tools

# ckjm

DIT  
depth of  
inheritance  
tree

NOC  
number of  
children

NPM  
number of  
public  
methods

WMC  
weighted  
methods per  
class

RFC  
response for  
class

LCOM  
lack of  
cohesion

CBO/CE  
efferent  
coupling

CA  
afferent  
coupling

# struts 2.x

classname	WMC	Ca
org.apache.struts2.components.Component	28	177
org.apache.struts2.views.freemarker.tags.TagModel	7	47
org.apache.struts2.views.velocity.components.AbstractDirective	8	43
org.apache.struts2.StrutsException	7	23
org.apache.struts2.components.UIBean	53	22
org.apache.struts2.dispatcher.mapper.ActionMapping	13	20
org.apache.struts2.views.jsp.ComponentTagSupport	6	19
org.apache.struts2.dispatcher.Dispatcher	37	19
org.apache.struts2.views.jsp.ui.AbstractUITag	34	18
org.apache.struts2.views.xslt.AdapterFactory	9	16
org.apache.struts2.views.xslt.AdapterNode	10	15
org.apache.struts2.ServletActionContext	11	15
org.apache.struts2.components.table.WebTable	33	12
org.apache.struts2.dispatcher.mapper.ActionMapper	2	11
org.apache.struts2.components.template.TemplateEngine	2	10
org.apache.struts2.components.template.Template	7	10
org.apache.struts2.dispatcher.StrutsResultSupport	13	10
org.apache.struts2.components.Form	24	10
org.apache.struts2.components.ListUIBean	8	9
org.apache.struts2.util.MakeIterator	3	8
org.apache.struts2.StrutsStatics	0	7

# UIBean evaluateParams()

```
public void evaluateParams() {
    addParameter("templateDir", getTemplateDir());
    addParameter("theme", getTheme());

    String name = null;

    if (this.key != null) {

        if(this.name == null) {
            this.name = key;
        }

        if(this.label == null) {
            this.label = "%{getText('"+ key +"')}";
        }
    }

    if (this.name != null) {
        name = findString(this.name);
        addParameter("name", name);
    }

    if (label != null) {
        addParameter("label", findString(label));
    }
}
```

# identifying idiomatic patterns

lots of accidental complexity around  
**evaluateParameters()**

what is the purpose of this code?

what would make it cleaner?

how much of this exists?

# evaluate.\*Params ?

```
find . -name "*.java" | xargs grep -l "void evaluate.*Params" > pbcopy
```

./org/apache/struts2/components/AbstractRemoteCallUIBean.java  
./org/apache/struts2/components/Anchor.java  
./org/apache/struts2/components/Autocompleter.java  
./org/apache/struts2/components/Checkbox.java  
./org/apache/struts2/components/ComboBox.java  
./org/apache/struts2/components/DateTimePicker.java  
./org/apache/struts2/components/Div.java  
./org/apache/struts2/components/DoubleListUIBean.java  
./org/apache/struts2/components/DoubleSelect.java  
./org/apache/struts2/components/File.java  
./org/apache/struts2/components/Form.java  
./org/apache/struts2/components/FormButton.java  
./org/apache/struts2/components/Head.java  
./org/apache/struts2/components/InputTransferSelect.java

./org/apache/struts2/components/Label.java  
./org/apache/struts2/components/ListUIBean.java  
./org/apache/struts2/components/OptionTransferSelect.java  
./org/apache/struts2/components/Password.java  
./org/apache/struts2/components/Reset.java  
./org/apache/struts2/components/Select.java  
./org/apache/struts2/components/Submit.java  
./org/apache/struts2/components/TabbedPanel.java  
./org/apache/struts2/components/table/WebTable.java  
./org/apache/struts2/components/TextArea.java  
./org/apache/struts2/components/TextField.java  
./org/apache/struts2/components TokenName.java  
./org/apache/struts2/components/Tree.java  
./org/apache/struts2/components/UIBean.java  
./org/apache/struts2/components/UpDownSelect.java



# fixing parameters

```
protected void handleDefaultParameters(final String paramName) {  
    try {  
        Field f = UIBean.class.getField(paramName);  
        if (f.get(this) != null)  
            addParameter(paramName, findString(paramName));  
    } catch (Exception e) {  
        throw new RuntimeException(e.getMessage());  
    }  
}  
  
public void evaluateParams() {  
    addParameter("templateDir", getTemplateDir());  
    addParameter("theme", getTheme());  
  
    String[] defaultParameters = new String[] {"label", "labelPosition", "requiredPosition",  
        "tabindex", "onclick", "ondoubleclick", "onmousedown", "onmouseup", "onmouseover",  
        "onmousemove", "onmouseout", "onfocus", "onblur", "onkeypress", "onkeydown",  
        "onkeyup", "onselect", "onchange", "accesskey", "cssClass", "cssStyle", "title"};  
  
    for (String s : defaultParameters)  
        handleDefaultParameters(s);  
}
```

$66 - 9 = 57$   
lines of  
obscuring  
duplication

$22 * 3 = 66$

# intersection of idiomatic & design patterns



# unit of work

```
public void addOrderFrom(ShoppingCart cart, String userName,  
                        Order order) throws Exception {  
    setupDataInfrastructure();  
    try {  
        add(order, userKeyBasedOn(userName));  
        addLineItemsFrom(cart, order.getOrderKey());  
        completeTransaction();  
    } catch (Exception condition) {  
        rollbackTransaction();  
        throw condition;  
    } finally {  
        cleanUp();  
    }  
}
```

# command design pattern

```
public void wrapInTransaction(Command c) throws Exception {
    setupDataInfrastructure();
    try {
        c.execute();
        completeTransaction();
    } catch (Exception condition) {
        rollbackTransaction();
        throw condition;
    } finally {
        cleanUp();
    }
}

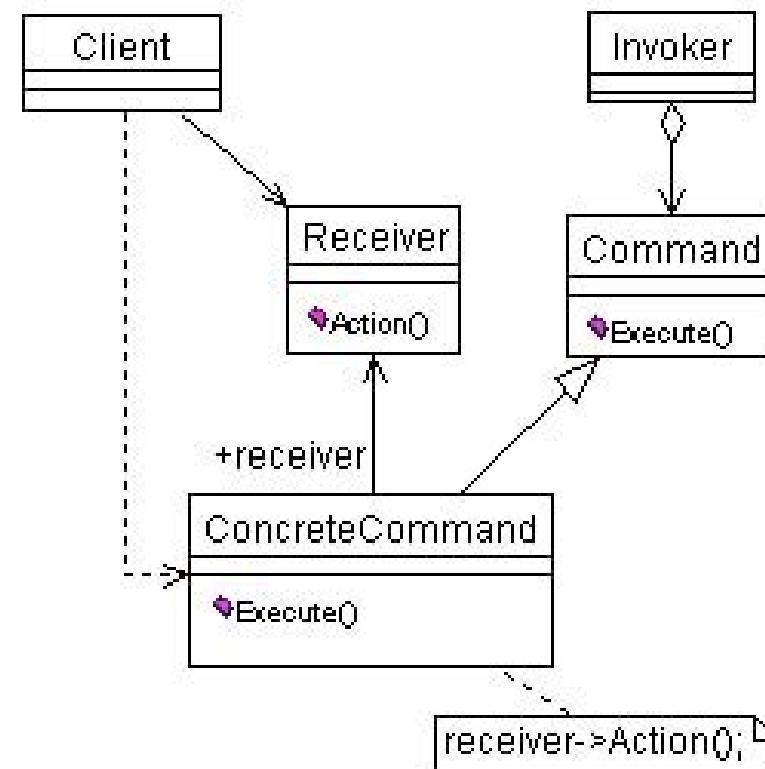
public void addOrderFrom(final ShoppingCart cart, final String userName,
                        final Order order) throws Exception {
    wrapInTransaction(new Command() {
        public void execute() {
            add(order, userKeyBasedOn(userName));
            addLineItemsFrom(cart, order.getOrderKey());
        }
    });
}
```

# *unit of work*

common idiomatic  
pattern

implemented via the  
command design  
pattern

use aspects



# world's worst framework

every single project depends on it

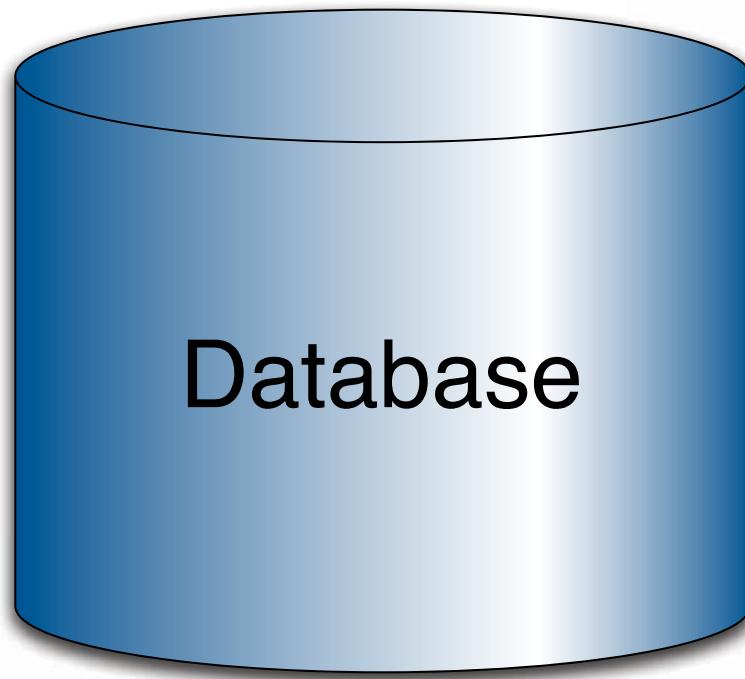
strange configuration

hard to test

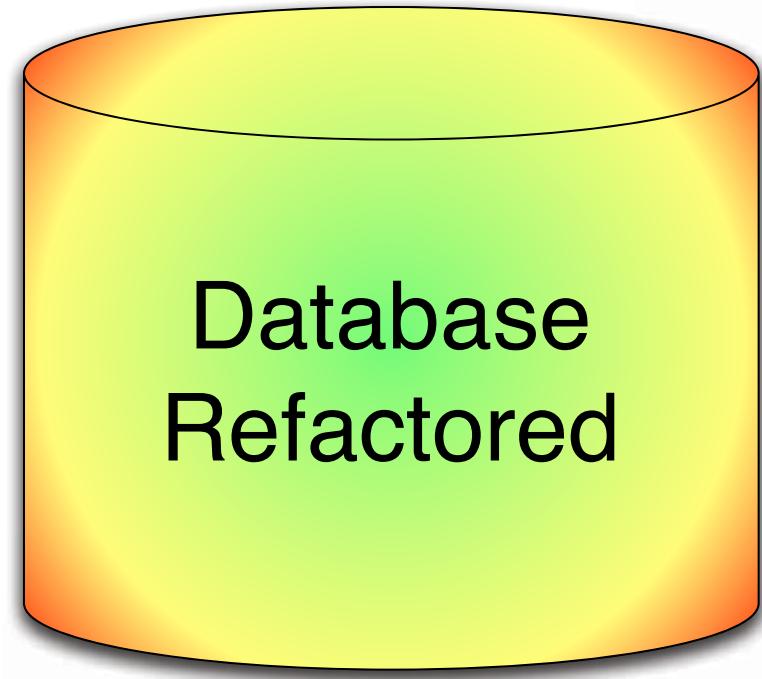
no refactoring support

outlives every project

# database refactoring

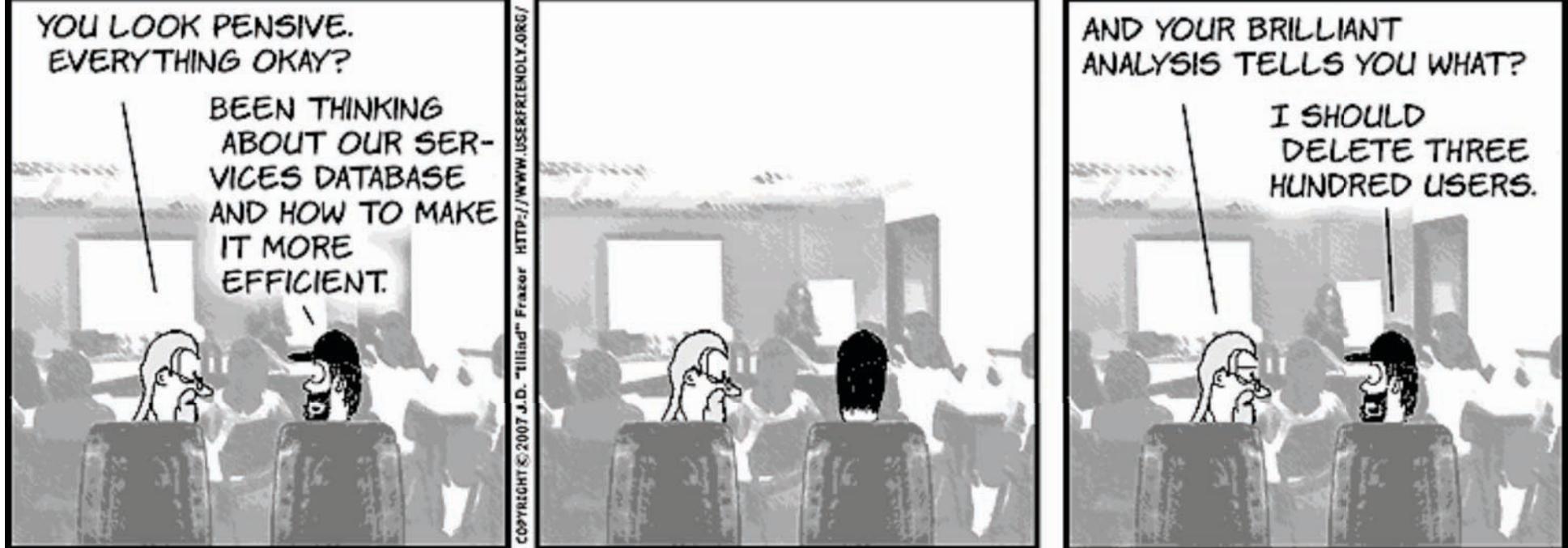


Database

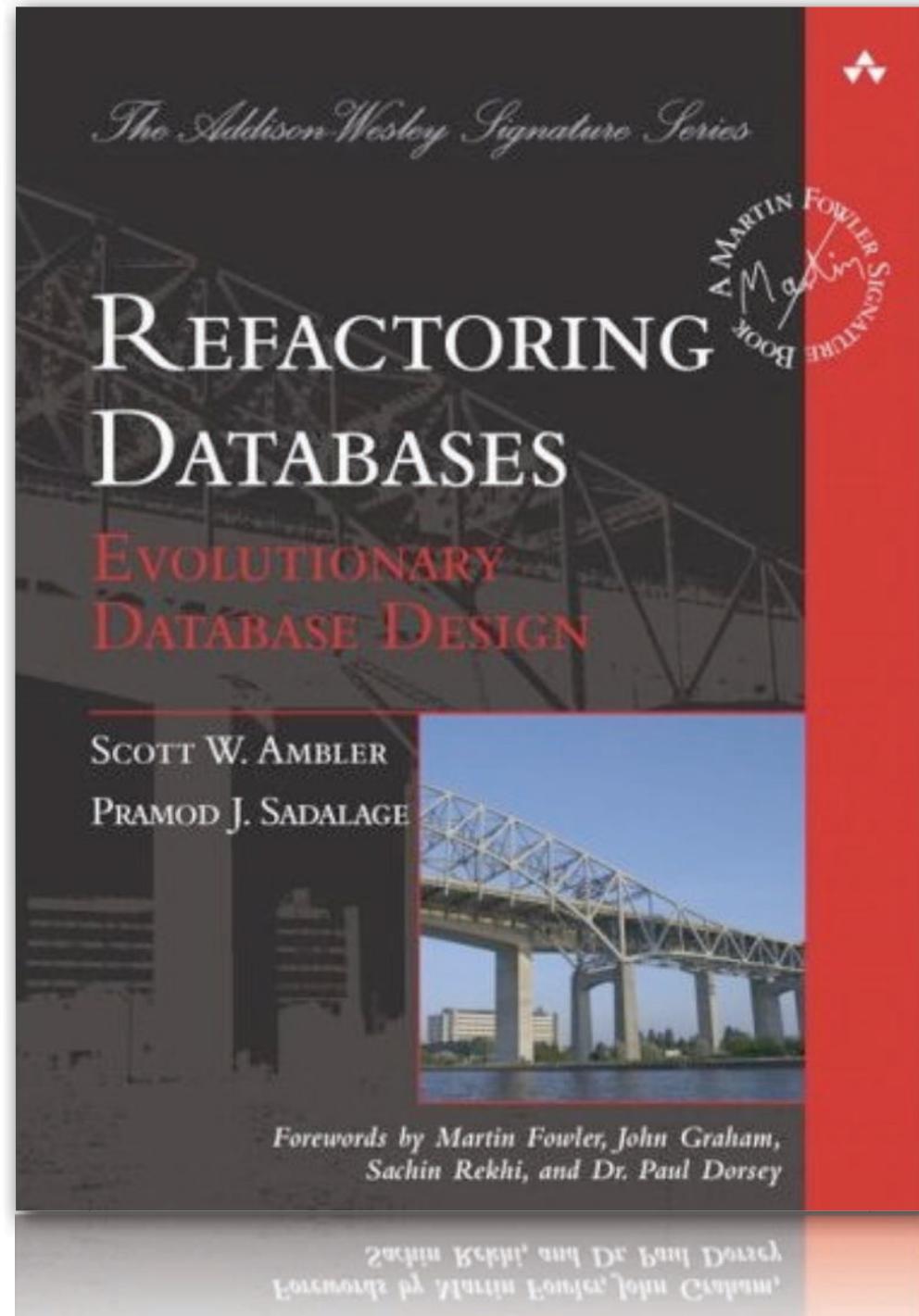


Database  
Refactored

**USER FRIENDLY** by J.D. "Illiad" Frazer



<http://ars.userfriendly.org/cartoons/?id=20090304>



# process

1. verify that a database refactoring is appropriate
2. choose the most appropriate database refactoring
3. deprecate the original database schema
4. test before, during, and after
5. modify the database schema

# process

6. migrate the source data

7. modify external access program(s)

8. run regression tests

9. version control your work

10. announce the refactoring

# dbDeploy

migrations for the rest of the world

open-source tool to help you manage database changes

version database schema changes along with code

builds delta scripts for you

# using dbDeploy

someone (dba) creates a sql baseline

developers create delta scripts for each change

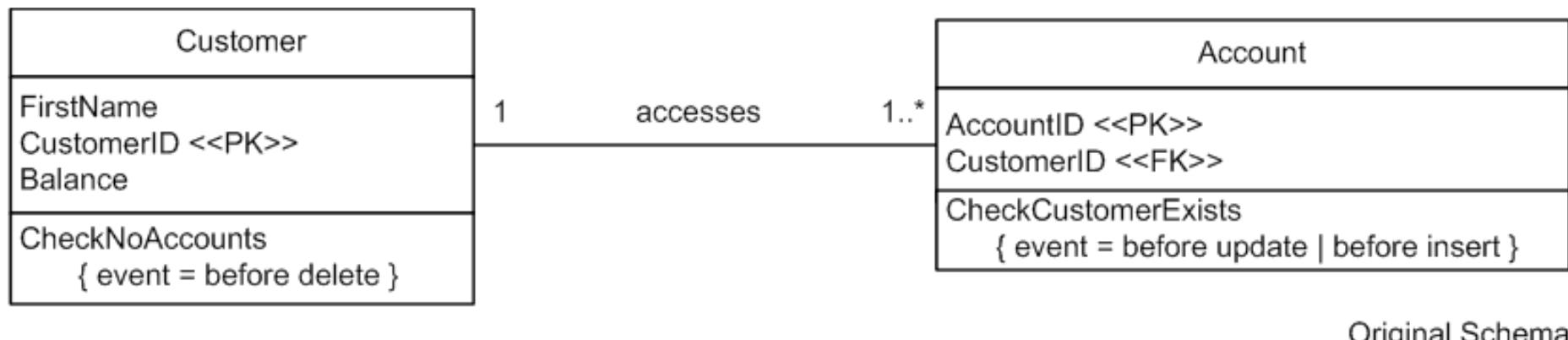
dbDeploy compares delta with patch table

generates change scripts

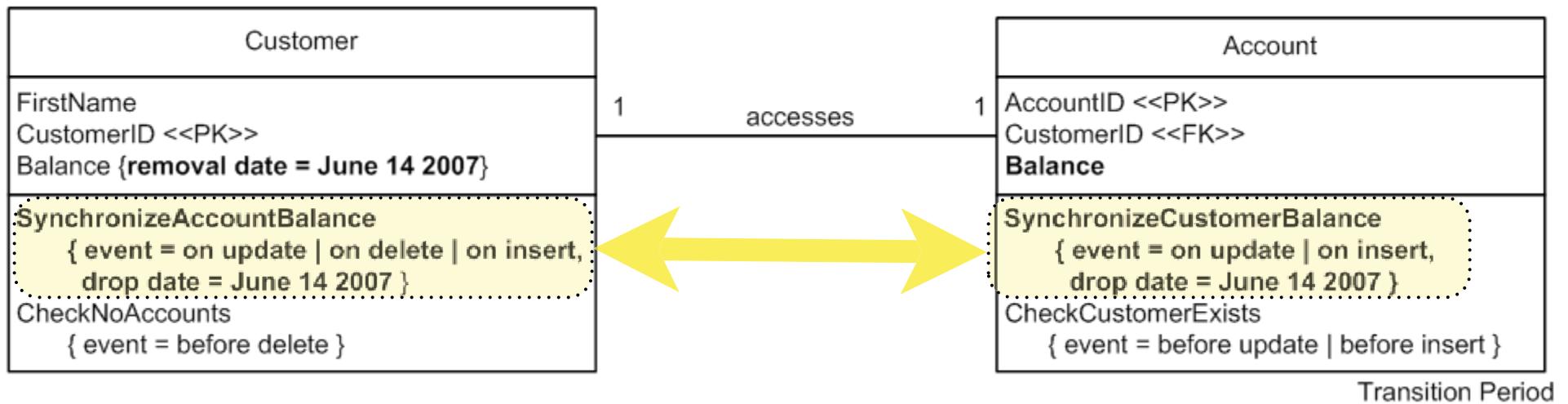
invoked from ant's sql task

# example

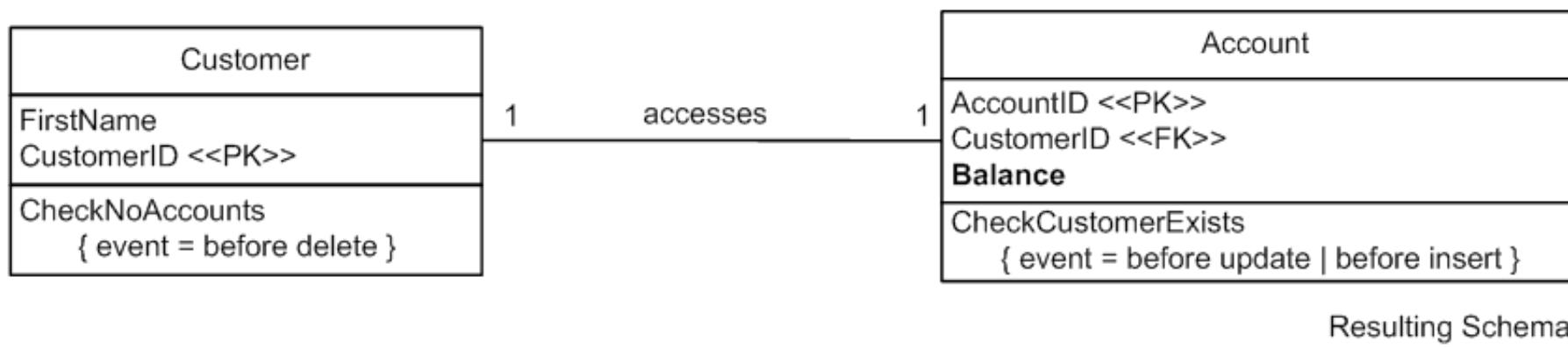
## move column refactoring



# transition period



# resulting schema



# strategies

smaller changes are easier to apply

uniquely identify individual refactorings

implement a large change by many smaller ones

prefer triggers over views or batch synchronization

choose a sufficient deprecation period

# strategies

encapsulate data access

be able to easily set up a database environment

don't duplicate SQL

put database assets under change control

beware of politics

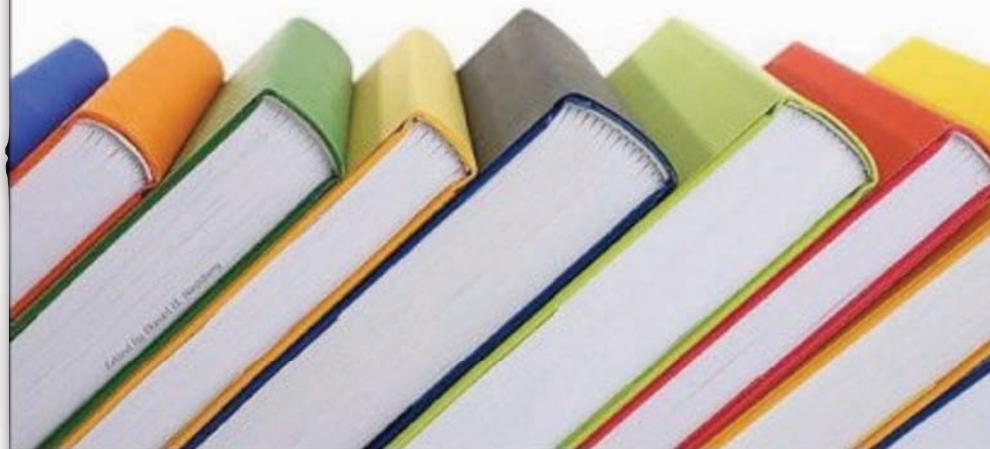


**build files**

The  
Pragmatic  
Programmers

# The **ThoughtWorks®** Anthology

Essays on  
Software  
Technology  
and Innovation



*When we...construct and maintain build files, all those code perfectionist ideals seem to disappear.*

► Paul Glover

## Chapter 11

# Refactoring Ant Build Files

by Julian Simpson, Build Architect

### 11.1 Introduction

A bad software build system seems to actively resist change. The most innocent change can stop your colleagues from being able to work. Such a reputation won't encourage people to try to improve a build if it eventually gets the job done. This essay will show you how to help ease some of that pain and allow change to take place by describing some short refactorings to apply to your Ant build file. Each refactoring is expressed as a "before" and "after" code example (separated by an arrow to show the direction of transformation) with an explanation. You will be left with some concrete tools that you can apply to your Ant build to make it smaller, more legible, and easier to modify.

#### What Is Refactoring? And What Is Ant?

Refactoring is the art of making small changes to a system to improve the readability, clarity, or ease of maintenance of a codebase. Refactoring doesn't change functionality; it's used to make the internals of a codebase easier to work on.

Ant is the build tool of choice for many Java-based software projects. It was written at a time when XML seemed to be the answer to any problem in software development. Hence, a project's dependencies are described in an XML file, typically called `build.xml`. This is the Java equivalent of a `Makefile`. Ant has been very successful as an open source project, but as projects grow, flex, and become more complicated, it generally becomes hard to maintain.

# *extract macrodef*

Take small blocks of ant code, and  
pull out into macrodef with appropriate  
name.

```
<target name="build_and_war_foo.war" >
  <javac srcdir="src/foo" destdir="classes/foo" />
  <copy todir="${classes.dir}" >
    <filterset>
      <filter token="ENV" value="${environment}" />
    </filterset>
    <fileset dir="config" />
  </copy>
  <war destfile="foo.war" >
    <fileset dir="${classes.dir}" />
  </war>
  <move todir="archives" file="foo.war" />
</target>
```

# macrodef

container task

wraps sequential or parallel tasks

invokable from anywhere in the build file

with attributes

attributes can have default values

```
<macrodef name="build_code" >
    <attribute name="component" />
    <sequential>
        <javac srcdir="src/@{component}" destdir="classes/@{component}" />
        <copy todir="${classes.dir}" >
            <filterset>
                <filter token="ENV" value="${environment}" />
            </filterset>
            <fileset dir="config" />
        </copy>
    </sequential>
</macrodef>
<macrodef name="make_war" >
    <attribute name="component" />
    <sequential>
        <war destfile="@{component}.war" >
            <fileset dir="${classes.dir}" />
        </war>
        <move todir="archives" file="@{component}.war" />
    </sequential>
</macrodef>
<target name="foo.war" >
    <build_code component="foo" />
    <make_war component="foo" />
</target>
```

# *introduce declaration*

use ant's built-in declarative logic to replace if conditions, which can be hard to debug.

```
<target name="deploy" >
  <if>
    <equals arg1="${j2ee.server}" arg2="was" />
    <then>
      <antcall target="was_deploy" />
    </then>
    <else>
      <antcall target="weblogic_deploy" />
    </else>
  </if>
</target>
```

I'm never going to  
stop throwing up!



```
<property name="j2ee.server" value="was" />
<import file="${j2ee.server}.build.xml" />
<!-- there is now a an appropriate target named
deploy depending on the version of the app server -->
```

# *move target to wrapper build file*

pull continuous integration targets out of the developer build file; provide some indirection.

# separating concerns

mixed concerns obstruct refactoring

logically separate build and continuous integration logic

before:

```
<target name="build" >
    <!-- developer build-->
</target>
<target name="functest" >
    <!-- functional tests-->
</target>
<target name="cruise" depends="update,build,tag" />
<target name="functional_cruise" depends="update,build,functest,tag" />
```

```
<target name="build" >  
    <!-- developer build-->  
</target>  
<target name="functest" >  
    <!-- functional tests-->  
</target>
```

*developer  
concerns*

```
<project name="cruise" default="tag" >  
    <target name="tag" depends="build" >  
        <!-- code to tag the files you have checked out -->  
</target>  
    <target name="build" depends="update" >  
        <ant buildfile="build.xml" />  
</target>  
    <target name="update" >  
        <!-- code to update from your scm system-->  
</target>  
</project>  
<!-- END ccbuild -->  
<project default="update" basedir=".">  
    xmlns:my="antlib:com.thoughtworks.monkeybook" >  
    <target name="update" depends="build" >  
        <my:svn_up/>  
</target>  
</project>  
<!-- END antlibccbuild -->
```

*build  
concerns*

# *enforce internal target*

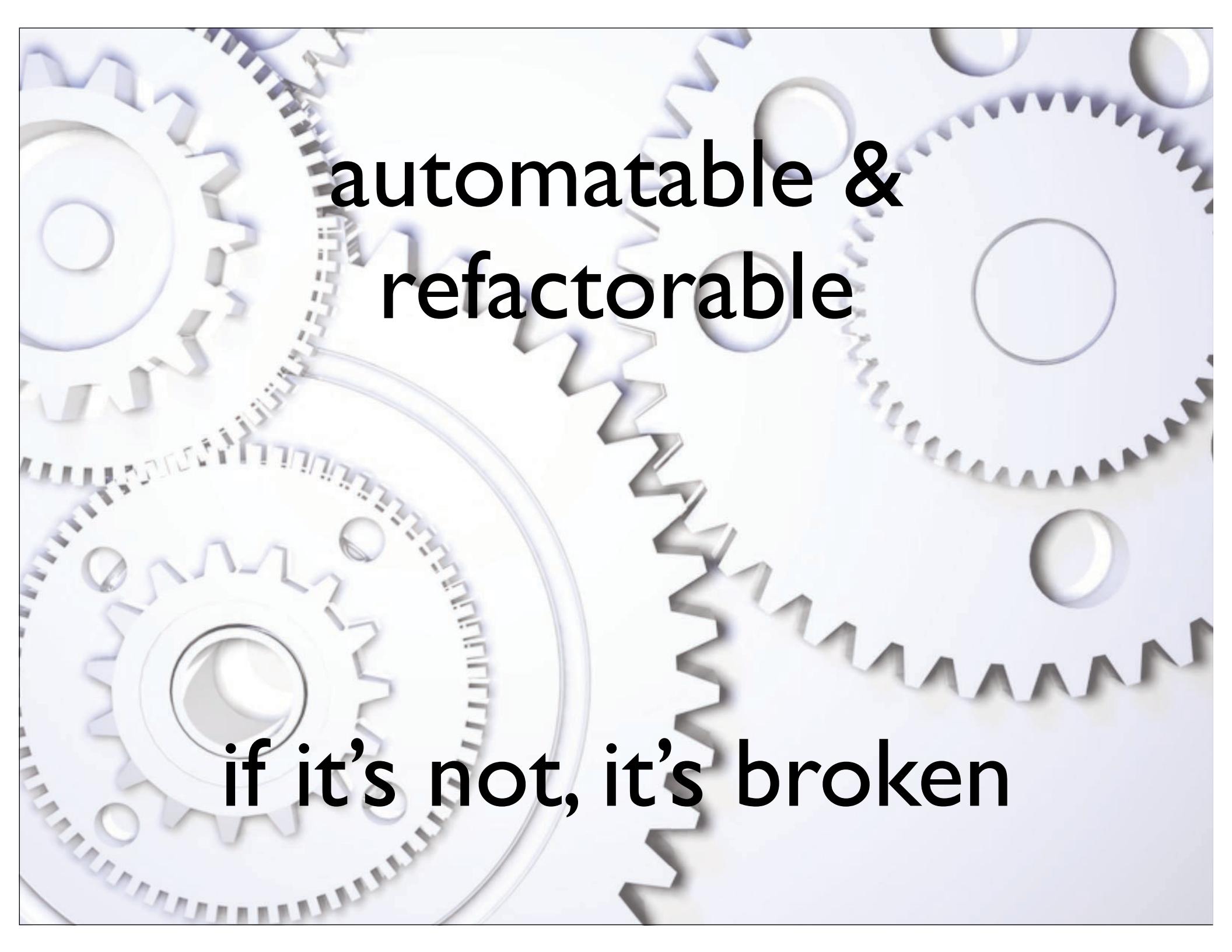
make the first character of internal target  
names a hyphen so they cannot be called from  
the command line

# Ant encapsulation

no scoping for ant tasks...

...so make your own via conventions

```
<target name="-init" >
    <mkdir dir="build" />
</target>
```



**automatable &  
refactorable**

**if it's not, it's broken**



*everything* in your  
infrastructure matters

? , S

please fill out the session evaluations  
samples at [github.com/nealford](https://github.com/nealford)



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NEAL FORD software architect / meme wrangler

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