

# Configuration Management

## DIKU — Software Development

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# BREAK

After the break: Demo & Further Material

# Takeaway

What a variable, method, class, module, etc. does should be immediately clear from its *name*, *parameters*, and *context*.

- ▶ Pick good names,
- ▶ have few parameters, and
- ▶ keep a small context.

The method algorithm should be clear at a glance.

- ▶ Keep the methods short (algorithmic), and
- ▶ keep the indentation level low.

# Reading Material

## Academic:

- ▶ Tom Mens and Tom Tourwé. 2004. *A Survey of Software Refactoring*. IEEE Transactions on Software Engineering 30 (2), 2004, 126–139.

## Web:

- ▶ Shvets Group, et al. <https://refactoring.guru/>
  - ▶ <https://refactoring.guru/catalog/>.
- ▶ Martin Fowler, <http://refactoring.com/>
  - ▶ <http://refactoring.com/catalog/>.

## Light reading:

- ▶ oleks & br0ns. *Unix-Like Data Processing Utilities*. 2015.  
<http://atu15.onlineta.org/unix-like-data-processing.pdf>

# Video Material

- ▶ Martin Fowler. *Workflows of Refactoring*. OOP2014.  
<https://youtu.be/vqEg37e4Mkw>.
- ▶ Ben Orenstein. *Refactoring from Good to Great*. Aloha Ruby Conf 2012.  
<https://youtu.be/DC-pQPq0acs>
- ▶ Joshua Bloch. *How To Design A Good API and Why It Matters*. Google Tech Talks 2007. <https://youtu.be/aAb7hSCtvGw>.
- ▶ Robert C. Martin. *SOLID Principles of Object Oriented & Agile Design*. Yale, 2014. <https://youtu.be/QHnLmvDxGTY>.

# Summer Reading

- ▶ Robert C. Martin. *Clean Code: A Handbook of Agile Software Craftsmanship*. Prentice Hall, 2008.