

| N                               | Refactoring Name                               | Description  |
|---------------------------------|--|--|
| Rename Feature                  |  |  |
| 1                               | Rename ClassUnit, StorableUnit, and MethodUnit | A ClassUnit, a StorableUnit or a MethodUnit does not reveal its purpose.                       |
| Moving Features Between Objects |  |  |
| 2                               | Move MethodUnit                                | A MethodUnit is being using by another ClassUnit than the ClassUnit on which it is defined.    |
| 3                               | Move StorableUnit                              | A StorableUnit is used by another ClassUnit more than the ClassUnit on which it is defined.    |
| 4                               | Extract ClassUnit                              | You have one ClassUnit doing work that should be done by two ClassUnit.                        |
| 5                               | Inline ClassUnit                               | A ClassUnit is not doing very much.  |
| Organing Data                   |  |  |
| 6                               | Replace data value with Object                 | You have a data item that needs additional data or behavior.                                   |
| 7                               | Encapsulate StorableUnit                       | There is a public StorableUnit.  |
| 8                               | Replace Type Code with ClassUnit               | A ClassUnit has a numeric type code that does not affect its behavior.                         |
| 9                               | Replace Type Code with SubClass                | You have an immutable type code that affects the behavior of a ClassUnit.                      |
| 10                              | Replace Type Code with State/Strategy          | You have a type code that affects the behavior of a ClassUnit, but you cannot use subclassing. |
| Dealing with Generalization     |  |  |
| 11                              | Push Down MethodUnit                           | Behavior on a superclass is relevant only for some of its subclasses.                          |
| 12                              | Push Down StorableUnit                         | A StorableUnit is used only by some subclasses.  |
| 13                              | Pull Up StorableUnit                           | Two subclasses have the same StorableUnit.   |
| 14                              | Pull Up MethodUnit                             | You have MethodUnits with identical results on subclasses.                                     |
| 15                              | Extract SubClass                               | A ClassUnit has features that are used only in some instances.                                 |
| 16                              | Extract SuperClass                             | You have two ClassUnits with similar features.   |
| 17                              | Collapse Hierarchy                             | A superclass and subclass are not very different.  |