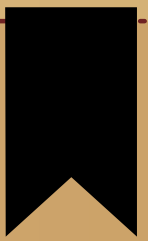


# Principles in Refactoring

(chapter 2)



Refactoring is

changing

the internal structure of software

keeping

the same observable behavior



# Goal



- The goal is to make the software easier to understand (clean up code, reduce complexity) without noticeable behavior changes.
- Performance optimization, instead, is not a goal!



# Writing Tests



- Do not add any new tests, only restructure the code
- Only change existing tests to reflect occurred interface changes



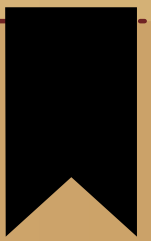
# The Two Hats



- Add new functions first
- Then refactor them considering the previous existing code



# Regular refactoring helps



- Improving the design of software
- Tidying up the code, removing duplications
- Finding bugs
- Writing robust code
- Programming faster



# When to refactor



- After writing duplicated code
- After adding new functions
- On fixing bugs
- On code reviewing

