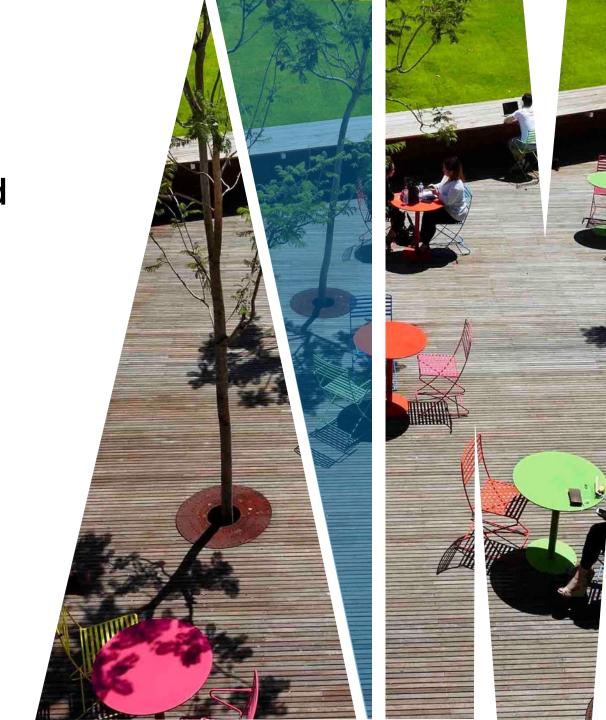


FIT2099 Object-Oriented Design and Implementation

Technical debt





EXAMPLE OF unCONSCIOUS DESIGN

Source: The Daily WTF

http://thedailywtf.com/articles/dictionary-definition-of-a-loop

```
private static double FindInterestRate(int operationYear,
                                     Dictionary<int, double> yearToInterestRates)
//where 0 is the first year
if (operationYear < 0)</pre>
    return 0;
else {
    for (int i = 1; i < yearToInt_restRates.Count; i++) {</pre>
        if (operationYear < yearToInterestRates.ElementAt(i).Key - 1)</pre>
            return yearToInterestRates ElementAt(i - 1).Value;
    return yearToInterestRates.Last().Value;
```

It's treating a Dictionary as a list or array rather than a Dictionary. This method is unnecessarily complex most likely due to some earlier design commitments.

WHAT IS TECHNICAL DEBT?

"You have a piece of functionality that you need to add to your system.

You see two ways to do it, one is quick to do but is messy - you are sure that it will make further changes harder in the future.

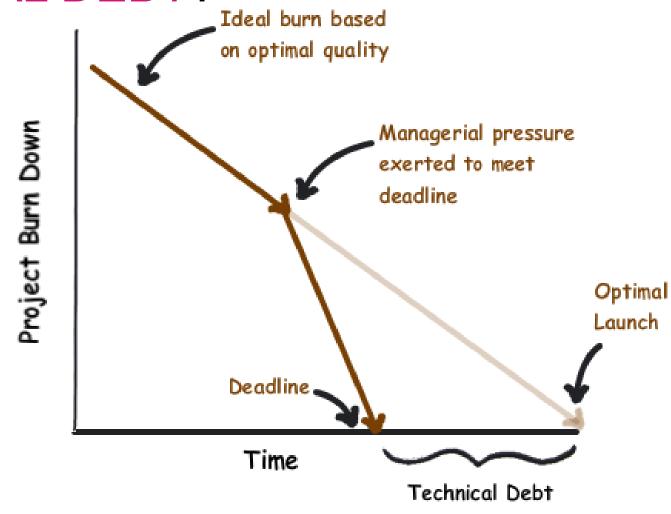
The other results in a cleaner design, but will take longer to put in place.

Martin Fowler



WHAT IS

TECHNICAL DEBT?

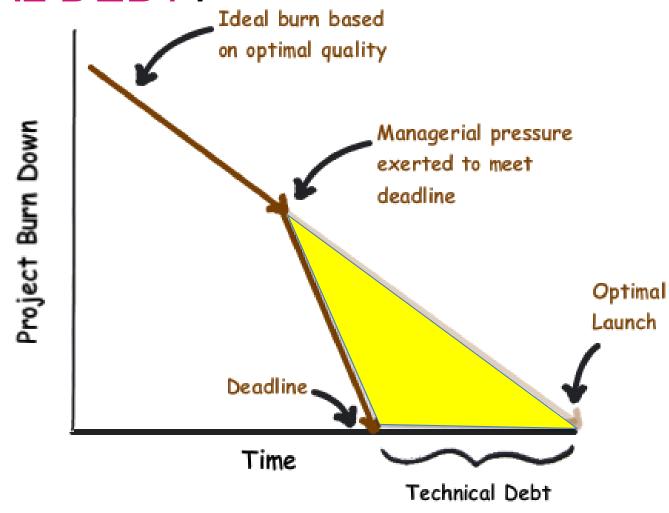




Source: commadot.com

WHAT IS

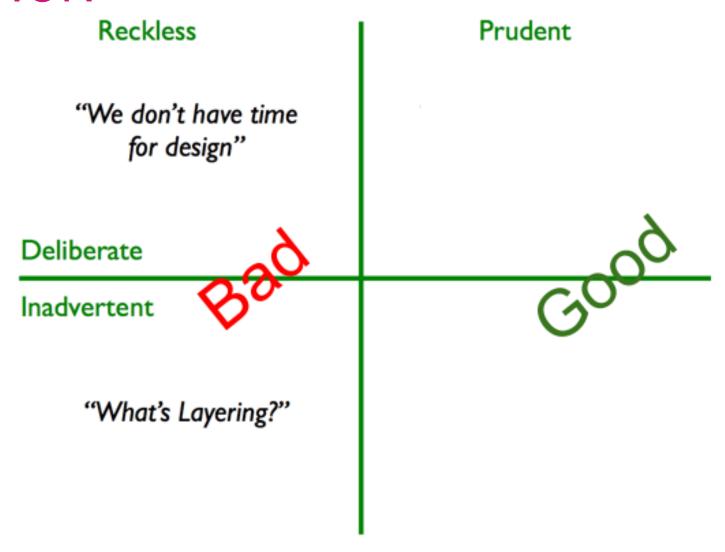
TECHNICAL DEBT?





Source: commadot.com

TECHNICAL DEBT MITIGATION



TECHNICAL DEBT MITIGATION

Reckless Prudent "We must ship now "We don't have time and deal with for design" consequences" **Deliberate** Inadvertent "Now we know how we "What's Layering?" should have done it"



WHAT IS TECHNICAL DEBT?

is **inevitable** in real systems

 it's not bad to go into technical debt, any more than it is to borrow money to improve a business

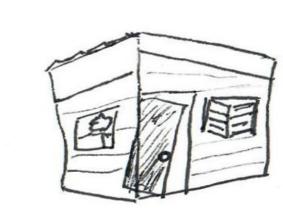
happens because sometimes we need to get features out the door (deadlines)

can be "repaid" by refactoring

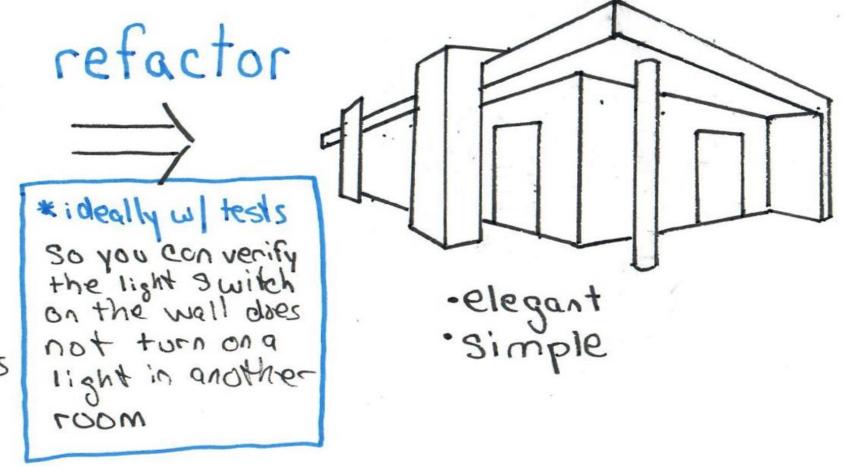
but you need to refactor to a better design



WHAT IS TECHNICAL DEBT IN RELATION TO REFACTORING?

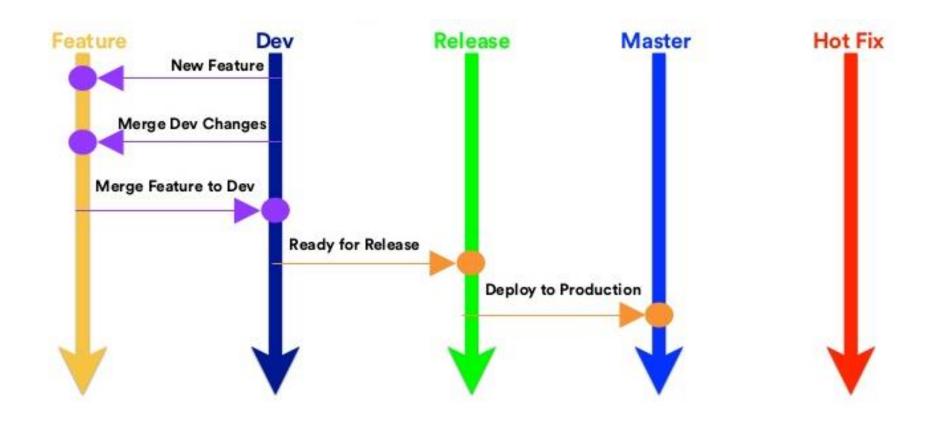


- · duct tape · paper clips · barely functions

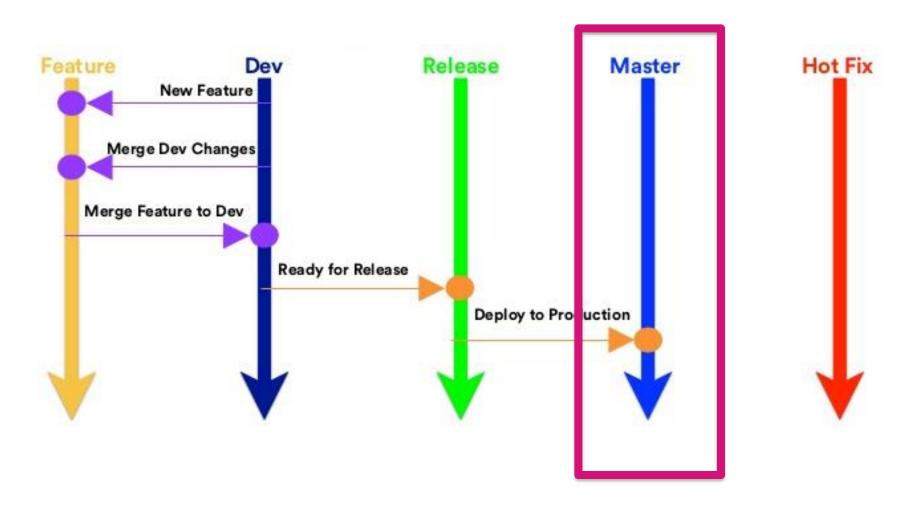




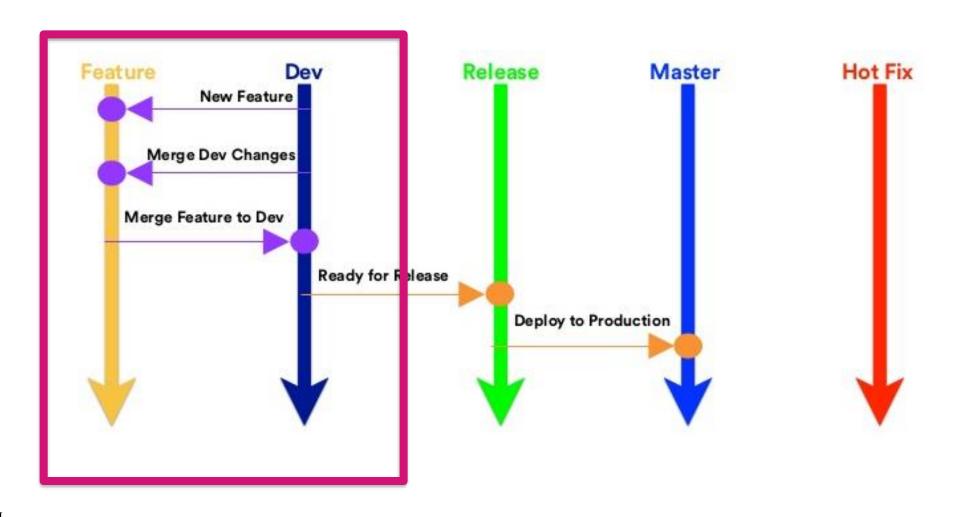
Source: justideas.io



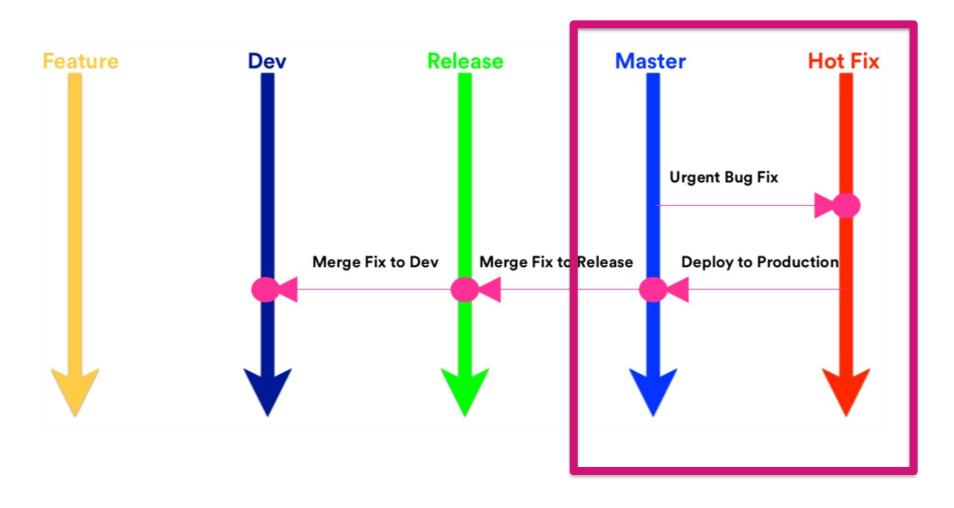
















Thanks



