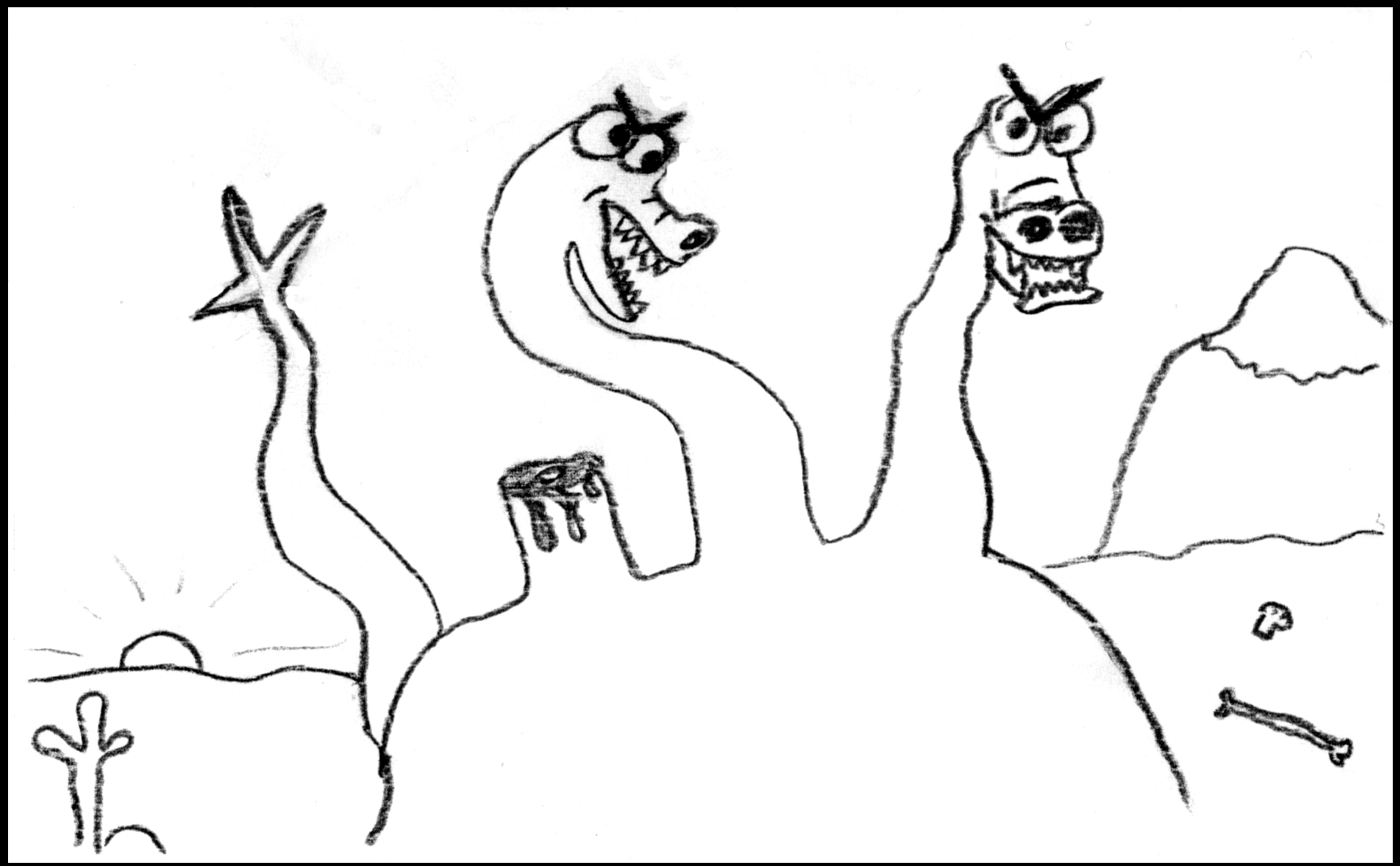
CC BY SA

Behead Your Legacy Beast

Restructure & Refactor relentlessly with



The Mikado Method

Code change horror stories!!

Once upon a time,
we were to change
a codebase...

Concepts

Set a goal

Experiment

Visualize

Undo

Mikado Method
“rules”

Write down your goal

Be naive

Revert broken code

Fix prerequisites recursively

Benefits

Always deliverable - from the main branch

Goal focus - do only the necessary

Visualization - memo and cooperation

Now, where's the code...?!?

Questions?

Thanks!

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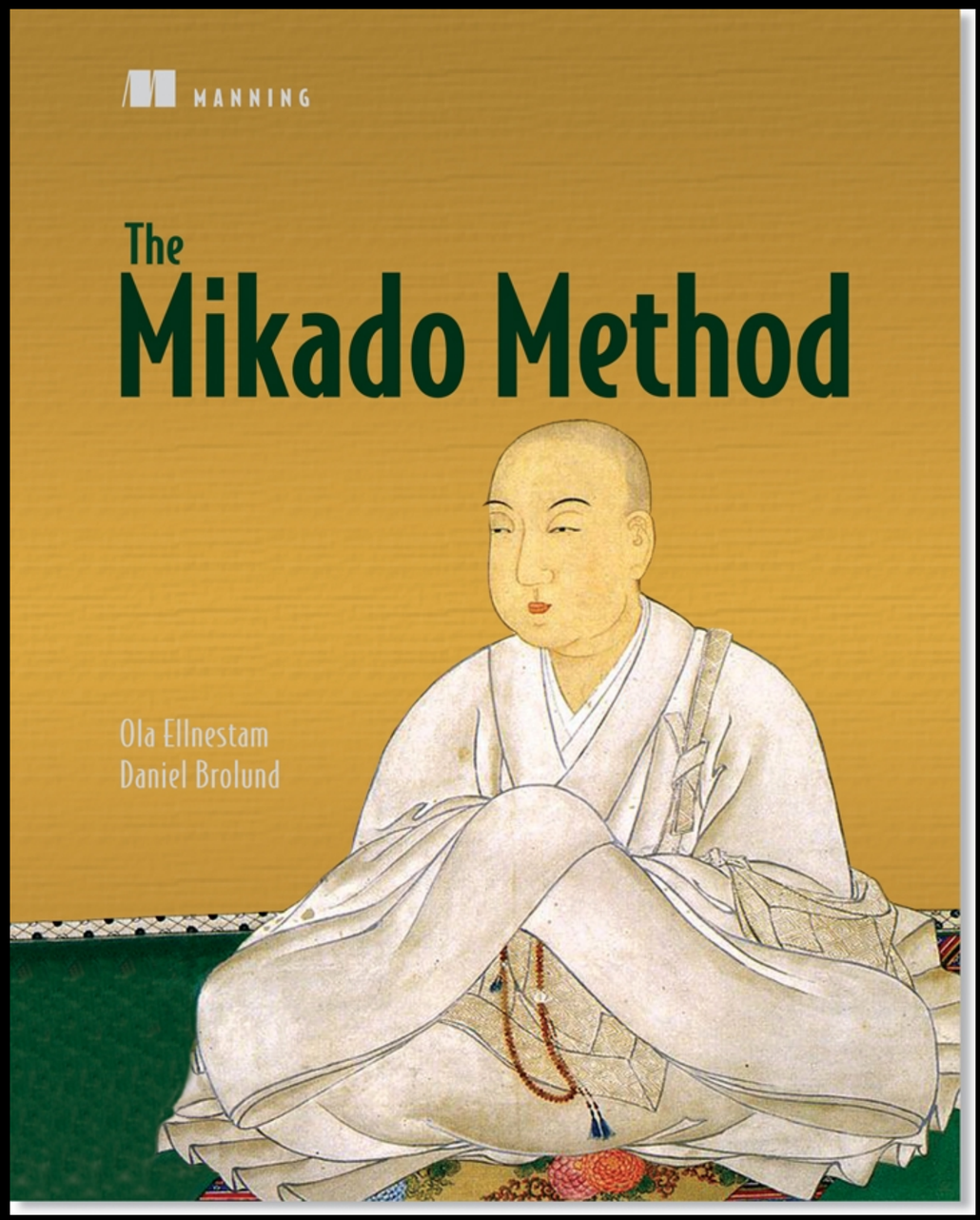
#mikadomethod @mikadomethod

http://manning.com/themikadomethod
http://mikadomethod.org



Coding time!

Instructions:

http://mikadomethod.wordpress.com/exercises/

Mikado Method Kata

Kata Material

- From stick: mikadomethod.zip
- Paths:
  - Java: example1/java
  - C#: example1/dotnet
    - Also at: git://github.com/brolund/mikadomethod.git
  - Example:
    - mikadomethod.pdf - chapter 2 (p.13)
    - Latest version at: http://mikadomethod.wordpress.com

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Create SpaceGraphics class ✓

Inject PhysicalObject into PaintPhysicalObject ✓

Move PaintPhysicalObject to new SpaceGraphics class ✓

Pass stepSize (Space.seconds) to hitBy(..) ✓

Make space depend on physics projects ✓

Create physics project ✓

Move PhysicalObject to physics projects ✓

Enable reuse of PhysicalObject ✓

Real world examples