

# Final Words

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**pluralsight**   
hardcore dev and IT training

# Legacy Code Is

**Code developed with older technologies**

**Code inherited from an older version of the application**

**Code inherited from someone else**

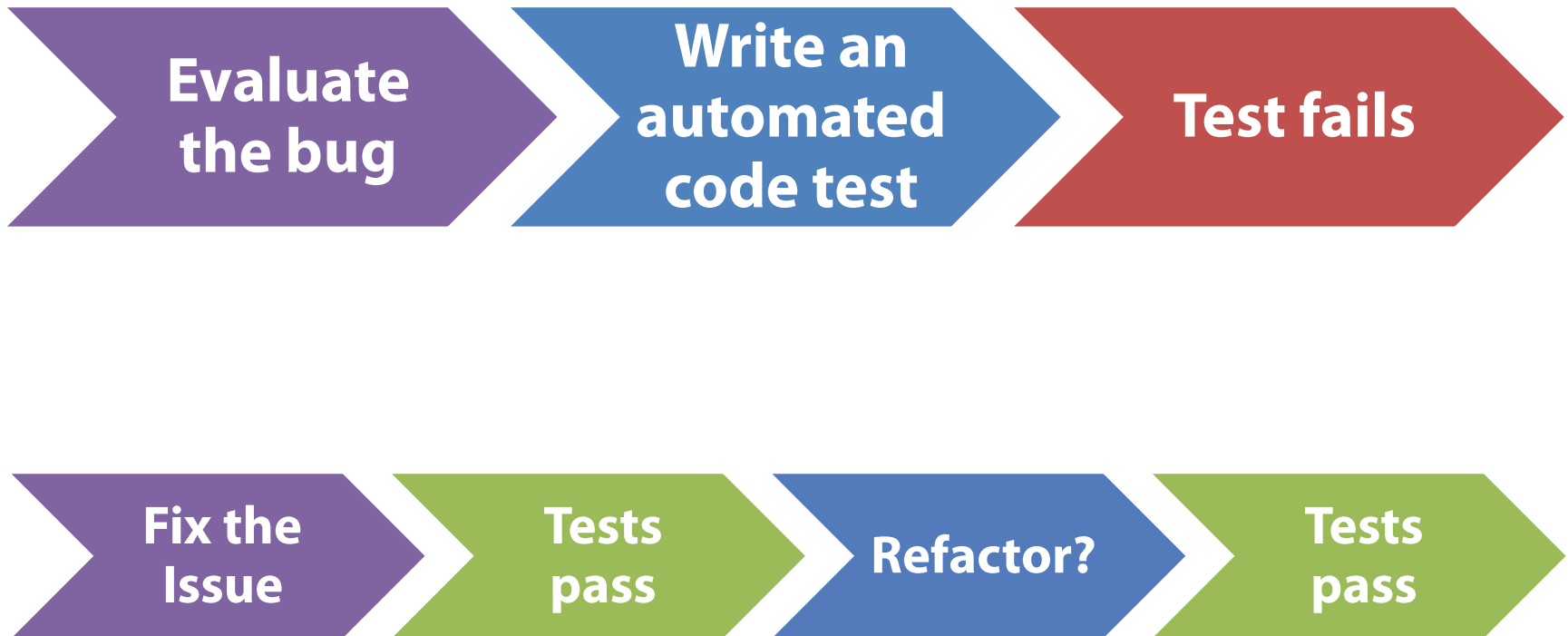
**Code that is no longer under development, only patched**

**Code that has an excessive amount of technical debt**

# Modifying Legacy Code



# Fixing Bugs in Legacy Code



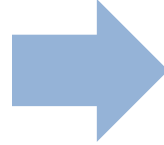


## **For More Information**

- **Clean Code: Writing Code for Humans**
- **Code Contracts**
- **Refactoring Fundamentals**
- **Understanding and Eliminating Technical Debt**
- **Mastering Visual Studio 2012 (Automated Code Testing Module)**

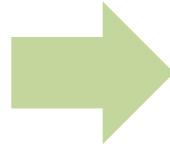
# Defensive Coding

Clean Code



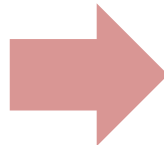
- Improves Comprehension
- Simplifies Maintenance
- Reduces Bugs

Testable Code  
+  
Unit Tests



- Improves Quality
- Confirms Maintenance
- Reduces Bugs

Validation  
+  
Exception Handling



- Improves Predictability
- More Consistent
- Reduces Bugs

# Defensive Coding



```
public void PlaceOrder(Customer customer,  
                        Order order,  
                        Payment payment,  
                        bool allowSplitOrders,  
                        bool emailReceipt)  
{  
    customerRepository.Add(customer);  
    orderRepository.Add(order);  
    inventoryRepository.OrderItems(order.  
                                   allowSplitOrders);  
    payment.ProcessPayment(payment);  
  
    if (emailReceipt)  
    {  
        customer.ValidateEmail();  
        customerRepository.Update();  
  
        emailLibrary.SendEmail(customer.EmailAddress,  
                                "Here is your receipt");  
    }  
}
```

# Defensive Coding

```
public void PlaceOrder(Customer customer,  
                        Order order,  
                        Payment payment,  
                        bool allowSplitOrders,  
                        bool emailReceipt)
```

