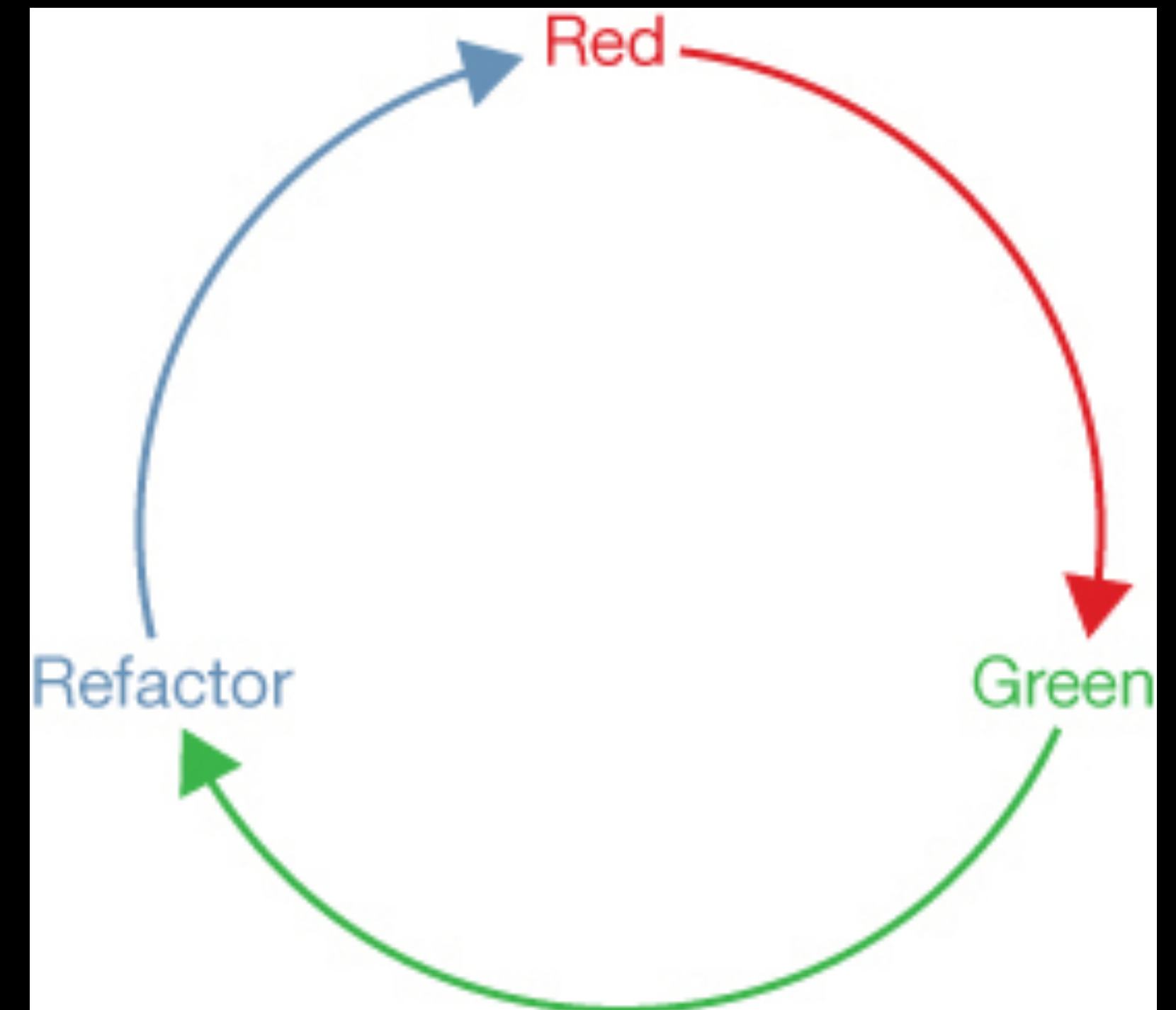


Refactoring

Improve code, without changing behavior

- The Red/Green/Refactor cycle
 - First, we create a test that fails.
 - Then we make the test pass.
 - Then we clean up the code.
 - Return to step 1.
- Work first, then clean it up
- Continuous process, one small step at a time



Simple Design

Keep the design weight of the code as small as practical

- Kent Beck's rules
 - Pass all the tests
 - Reveal the intent
 - Remove duplication
 - Decrease elements
- The cognitive load of understanding the design is design weight