Refactoring, what, when, how?

- Programs are hard to get right the first time
 - Similar to an essay paper? Rewrite?
 - Code isn't fast enough, but it works ...
 - Code isn't general enough, but it solves the problem ...
 - Code passes initial tests, then becomes problematic ...

- Refactoring: change how the program works, not what it does
 > If we have a suite of tests, we ensure that they stay passed
 > Change the code, retest, change the code, retest
- Only works if we have testable code, otherwise ...?

When to refactor: code smells

Highly experienced and knowledgeable developers have a "feel" for good design. Having reached a state of "<u>UnconsciousCompetence</u>," where they routinely practice good design without thinking about it too much, they find that they can look at a design or the code and immediately get a "feel" for its quality, without getting bogged down in extensive "logically detailed arguments".

http://c2.com/cgi/wiki?CodeSmell

• Note that a <u>CodeSmell</u> is a *hint* that something *might* be wrong, not a certainty. A perfectly good idiom may be considered a <u>CodeSmell</u> because it's often misused, or because there's a simpler alternative that works in most cases. Calling something a <u>CodeSmell</u> is not an attack; it's simply a sign that a closer look is warranted. so <u>CodeSmell</u> is more instinctive than intuitive? [spelling corrected by ola, see c2.com link]

Things that merit sniffing: smells

- Duplicate code: once ok, twice ok, three times: refactor
 - > Why is duplicate code a potential problem?
- Method is too long (what's too long?)
 - > How do we fix, why a problem?
- Classes with too much code
 - Each class should have one responsibility, cohesiveness
- Code that's commented out, not used
 - > Why is the code there? Why is keeping it a problem?

Martin Fowler

- Guru of refactoring
 - My primary areas of involvement are in objectoriented development, refactoring, patterns, agile methods, enterprise application architecture, domain modeling, and extreme programming.
- I see refactoring as a very specific technique to do the more general activity of restructuring. Restructuring is any rearrangement of parts of a whole. It's a very general term that doesn't imply any particular way of doing the restructuring.

