Agile Software Development

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Lecture 13

Refactoring – Part 1
Refactoring: Definition

**Refactoring:**

- A change made to the internal structure of software to make it easier to understand, and cheaper to modify.

- *The observable behavior of the software should not be changed.*
Refactoring: Why?

**Why Should You Refactor?**

- Refactoring Improves the Design of Software
- Refactoring Makes Software Easier to Understand
- Refactoring Helps You Find Bugs
- Refactoring Helps You Program Faster
Refactoring: When?

**When Should You Refactor?**

- Refactor the third time you do something similar (The Rule of Three)
- Refactor When You Add Function
- Refactor When You Need to Fix a Bug
- Refactor As You Do a Code Review
Symptoms of Bad Code (1)

1. Duplicated Code
2. Long Method
3. Large Class
4. Long Parameter List
5. Divergent Change: When one class is commonly changed in different ways for different reasons.
6. Shotgun Surgery: When every time you make a kind of change, you have to make a lot of little changes to a lot of different classes.
7. Feature Envy: A method that seems more interested in a class other than the one it actually is in.
8. Data Clumps: Bunches of data that regularly appear together.
Symptoms of Bad Code (2)

9. **Primitive Obsession:** Excessive use of primitives, due to reluctance to use small objects for small tasks.

10. **Switch Statements**

11. **Parallel Inheritance Hierarchies:** Where every time you make a subclass of one class, you also have to make a subclass of another.

12. **Lazy Class:** A class that isn't doing enough to justify its maintenance.

13. **Speculative Generality:** Classes and features have been added just because a need for them may arise someday.

14. **Temporary Field:** An instance variable that is set only in certain circumstances.

15. **Message Chains:** Transitive visibility chains.
Symptoms of Bad Code (3)

16. **Middle Man**: Excessive delegation.

17. **Inappropriate Intimacy**: Excessive interaction and coupling.

18. **Alternative Classes with Different Interfaces**: Classes that do the same thing but have different interfaces for what they do.

19. **Incomplete Library Class**

20. **Data Class**: Classes that have fields, getting and setting methods for the fields, and nothing else.

21. **Refused Bequest**: When subclasses do not fulfill the commitments of their superclasses.

22. **Comments**: When comments are used to compensate for bad code.
Refactoring Patterns: Categories

- **Composing Methods**: Packaging code properly
- **Moving Features Between Objects**: Reassigning responsibilities
- **Organizing Data**: Making data easier to work with
- **Simplifying Conditional Expressions**: Making conditional logic less error-prone
- **Making Method Calls Simpler**: Making interfaces easy to understand and use
- **Dealing with Generalization**: Moving features around a hierarchy of inheritance
- **Big Refactorings**: Large-scale changes to code
Composing Methods: *Extract Method*

**Extract Method**
- You have a code fragment that can be grouped together.
- *Turn the fragment into a method whose name explains the purpose of the method.*

```java
void printOwing() {
   printBanner();

   //print details
   System.out.println("name: "+_name);
   System.out.println("amount "+getOutstanding());
}
```

```java
void printDetails(double outstanding) {
   System.out.println("name:"+_name);
   System.out.println("amount "+outstanding);
}
```
Composing Methods: **Inline Method**

- **Inline Method**
  - A method's body is just as clear as its name.
  - *Put the method's body into the body of its callers and remove the method.*

```java
int getRating() {
    return (moreThanFiveLateDeliveries()) ? 2 : 1;
}

boolean moreThanFiveLateDeliveries() {
    return _numberOfLateDeliveries > 5;
}
```

```java
int getRating() {
    return (_numberOfLateDeliveries > 5) ? 2 : 1;
}
```
Composing Methods: Replace Method with Method Object

- **Replace Method with Method Object**
  - You have a long method that uses local variables in such a way that you cannot apply *Extract Method*.
  - *Turn the method into an object so that all the local variables become fields on that object. It can then be decomposed into other methods on the same object.*

```java
class Order{
    double price() {
        double primaryBasePrice;
        double secondaryBasePrice;
        double tertiaryBasePrice;
        // long computation;
        ...
    }
}
```

```
return new PriceCalculator(this).compute()
```
Moving Features Between Objects: *Move Method*

- **Move Method**
  - A method is, or will be, using or used by more features of another class than the class on which it is defined.
  - *Create a new method with a similar body in the class it uses most. Either turn the old method into a simple delegation, or remove it altogether.*
Moving Features Between Objects: Move Field

- **Move Field**
  - A field is, or will be, used by another class more than the class on which it is defined.
  - *Create a new field in the target class, and change all its users.*
Moving Features Between Objects: *Extract Class*

- **Extract Class**
  - You have one class doing work that should be done by two.
  - *Create a new class and move the relevant fields and methods from the old class into the new class.*
Moving Features Between Objects: \textit{Inline Class}

- \textbf{Inline Class}
  - A class isn't doing very much.
  - \textit{Move all its features into another class and delete it.}
Moving Features Between Objects: *Hide Delegate*

- **Hide Delegate**
  - A client is calling a delegate class of an object.
  - *Create methods on the server to hide the delegate.*
Moving Features Between Objects: Remove Middle Man

- **Remove Middle Man**
  - A class is doing too much simple delegation.
  - *Get the client to call the delegate directly.*
Moving Features Between Objects: *Introduce Method/Class*

- **Introduce Foreign Method**
  - A server class you are using needs an additional method, but you can't modify the class.
  - *Create a method in the client class with an instance of the server class as its first argument.*

- **Introduce Local Extension**
  - A server class you are using needs several additional methods, but you can't modify the class.
  - *Create a new class that contains these extra methods. Make this extension class a subclass or a wrapper of the original.*
Moving Features Between Objects: *Introduce Local Extension*
References
