

# Refactoring

based on *Code Complete* by Steve McConnell

Philipp Trucksäß

June 17, 2015

# Why

is refactoring necessary

*All successful software gets changed.*

—Fred Brooks

# Why

is refactoring necessary

*All successful software gets changed.*

—Fred Brooks

## Myth

Software is written once and works flawlessly

# Why

is refactoring necessary

*All successful software gets changed.*

—Fred Brooks

## Myth

Software is written once and works flawlessly

## Reality

Code evolves and changes dramatically during development

# Why

is refactoring necessary

*All successful software gets changed.*

—Fred Brooks

## Myth

Software is written once and works flawlessly

## Reality

Code evolves and changes dramatically during development

## Solution

Refactor to adapt to changes and improve the overall quality

# Why

is refactoring necessary

## Cardinal Rule of Software Evolution

Internal quality should improve with code evolution

# Why

is refactoring necessary

## Cardinal Rule of Software Evolution

Internal quality should improve with code evolution

## Method

The tool to achieve this: Refactoring

# Why

is refactoring necessary

## Cardinal Rule of Software Evolution

Internal quality should improve with code evolution

## Method

The tool to achieve this: Refactoring

*[Refactoring is] a change made to the internal structure of the software to make it easier to understand and cheaper to modify without changing its observable behavior.*

—Fowler(1999)

# What to refactor

## Code Smells

Signs that code is bad or has degenerated through changes

# What to refactor

## Code Smells

Signs that code is bad or has degenerated through changes

## Duplicate Code

Some C++ Code:

```
Vector3D normalizedA=a/sqrt(a.x*a.x+a.y*a.y+a.z*a.z);  
:  
Vector3D normalizedB=b/sqrt(b.x*b.x+b.y*b.y+b.z*b.z);
```

# What to refactor

## Code Smells

Signs that code is bad or has degenerated through changes

## Duplicate Code

Refactored C++ Code:

```
Vector3D normalizedA=a.normalized();  
Vector3D normalizedB=b.normalized();
```

```
⋮
```

```
Vector3D Vector3D::normalized(){  
    return this/sqrt(x*x+y*y+z*z);  
}
```

# What to refactor

## Code Smells

Signs that code is bad or has degenerated through changes

## Setup & Takedown Code

Some C++ Code:

```
WithdrawalTransaction withdrawal;  
withdrawal.SetAccountBalance(accountBalance);  
withdrawal.SetWithdrawalAmount(withdrawalAmount);  
ProcessWithdrawal(withdrawal);  
accountBalance = withdrawal.GetAccountBalance();  
withdrawalAmount = withdrawal.GetWithdrawalAmount();
```

# What to refactor

## Code Smells

Signs that code is bad or has degenerated through changes

## Setup & Takedown Code

Refactored C++ Code:

```
ProcessWithdrawal(accountBalance, withdrawalAmount);
```

# What to refactor

## Code Smells

Signs that code is bad or has degenerated through changes

## Many Parameters

Some C++ Code:

```
draw(box.getNumberVertices(),box.getVertices(),  
     box.getIndices(),box.getVertexColors(),  
     box.getModelMatrix());
```

# What to refactor

## Code Smells

Signs that code is bad or has degenerated through changes

## Many Parameters

Refactored C++ Code:

```
box.draw();
```

# How to refactor

## 80/20 Rule

Do the 20% of possible refactorings that provide 80% of the benefit

# How

to refactor

## 80/20 Rule

Do the 20% of possible refactorings that provide 80% of the benefit

## When

- After additions
- After fixes

# How to refactor

## 80/20 Rule

Do the 20% of possible refactorings that provide 80% of the benefit

## When

- After additions
- After fixes

## Targets

- High complexity
- Error-prone

# How

to refactor safely

*There is no code so big, twisted, or complex that  
maintenance can't make it worse*

—Gerald Weinberg

# How

to refactor safely

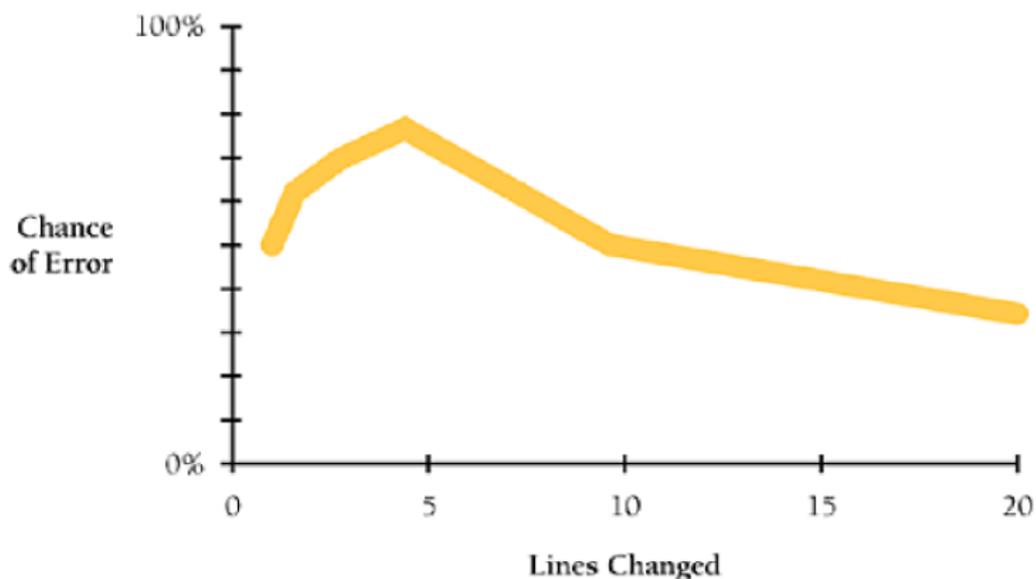
*There is no code so big, twisted, or complex that  
maintenance can't make it worse*

—Gerald Weinberg

## Refactoring Safety

Refactoring can cause more harm than good. Take precautions to prevent missteps

# How to refactor safely



—Weinberg(1983)

# How

to refactor safely

- Backup

# How

to refactor safely

- Backup
- Small changes

# How

to refactor safely

- Backup
- Small changes
- One at a time

# How

to refactor safely

- Backup
- Small changes
- One at a time
- "Parking lot"

# How

to refactor safely

- Backup
- Small changes
- One at a time
- "Parking lot"
- Retest & Review

# How

to refactor safely

- Backup
- Small changes
- One at a time
- "Parking lot"
- Retest & Review

## Bad Times to Refactor

Refactoring does not affect a program's behavior. Tweaking broken code to make it work is hacking.

*Refactoring during development is the best chance you'll get to improve your program, to make all the changes you'll wish you'd made the first time.*

—Steve McConnell