Foundations of Software Engineering
Refactoring

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Refactoring: Improving the Design of Existing Code

Martin Fowler
Kent Beck
John Brant
William Opdyke Don Roberts

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“Computer science is the discipline that believes all problems can be solved with one more level of indirection”
Dennis DeBruler (from Fowler’s Refactoring book)
What is refactoring?

• refactoring is the process of applying transformations (refactorings) to a program, with the goal of improving its design

• goals:
  • keep program readable, understandable, and maintainable.
  • by eliminating small problems soon, you can avoid big trouble later.

• two key features of refactorings:
  • behavior-preserving: make sure the program works after each step.
  • typically small steps
Why refactor?

- why does refactoring become necessary?
  - requirements have changed, and a different design is needed.
  - design needs to be made more flexible (so new features can be added).
  - sloppiness by programmers (e.g., cut-and-paste programming when introduction of a new method).
  - programmers usually don’t come up with the ultimate design right away.

- refactoring often has the effect of making a design more flexible.
  - design patterns are often a target for refactoring.
History

• Refactoring is something good programmers have always done.
• Especially important in the context of object-oriented languages.
  • Perhaps because object-oriented features are well-suited to make designs flexible and reusable.
  • But refactoring is really not specific to OO.
• Opdyke’s PhD thesis (1992) describes his research on refactoring tools for Smalltalk.
  • Various other students of Ralph Johnson have worked on refactoring tools, mostly for Smalltalk.
• **Refactoring is becoming very popular** due to “lightweight” development methodologies such as extreme programming that advocate continuous refactoring.
Preserving program behavior

- How to ensure that the program does the same thing before and after applying a refactoring?

  - **Testing**: write tests that exercise the parts of the program affected by the refactoring.
    - In general, no guarantees.

  - **Program analysis**: Perform a static analysis of the program using techniques similar to those used in compilers.
    - Difficult to implement; analysis may be imprecise and say that a refactoring cannot be applied safely.
    - Some refactoring support is incorporated in Eclipse and IntelliJ.
Fowler’s book:


- Refactoring (noun): a change made to the internal structure of software to make it easier to understand and cheaper to modify without changing its observable behavior.

- Refactor (verb): to restructure software by applying a series of refactorings.
Fowler’s book:

- Provides a catalogue of refactorings, similar to the catalogue of design patterns in the GoF book.
- Catalogues “bad smells” --- indications that refactoring may be needed.
- Explains when to apply refactorings:
  - UML diagrams to illustrate the situation before and after.
- Examples of code before and after each refactoring:
  - Small examples that are representative of larger systems.
- Many of Fowler’s refactorings are the inverse of another refactoring:
  - Often there is not a unique “best” solution.
  - Discussion of the tradeoffs.
“Bad smells”: An indication that the design may not be optimal

- Just a sample:
  - Duplicated code (cut & paste programming).
  - Long method.
  - Large class.
  - Long parameter list.
  - Primitive obsession.
  - Switch statements.

- Some of the more controversial ones:
  - Speculative generality.
  - Comments.

Example: Refactorings applied

- Straight from the book:

  - “A program to calculate and print a statement of a customer’s charges at a video store”. There are three types of movies: Regular, NewRelease, Children
  - Rates —
    - Regular: 2.00 for 2 days; late 1.50/late day
    - Children: 1.50 for 3 days; late 1.50/late day
    - NewRelease: 3.00/day

  - Price depends on how long the movie is rented and the category of the movie.

  - Also compute frequent renter points.
Example: Refactorings applied

- Class diagram of the starting point classes.

  - Movie
    - priceCode: int

  - Rental
    - daysRented: int

  - Customer
    - statement()

  a simple data class
  The rental class represents a customer renting a movie.
  represents the customer of the store
public class Movie { 
    public static final int REGULARS = 0;
    public static final int NEW_RELEASE = 1;
    public static final int CHILDREN = 2;

    private String _title;
    private int _priceCode;

    public Movie(String title, int priceCode) {
        _title = title;
        _priceCode = priceCode;
    }

    public String getTitle() {
        return _title;
    }

    public int getPriceCode() {
        return _priceCode;
    }

    public void setPriceCode(int arg) {
        _priceCode = arg;
    }
}
Example: Rental Class

public class Rental {
    private Movie _movie;
    private int _daysRented;

    public Rental(Movie movie, int daysRented) {
        _movie = movie;
        _daysRented = daysRented;
    }
    public int getDaysRented() {
        return _daysRented;
    }
    public Movie getMovie() {
        return _movie;
    }
}
Example: Customer Class (1)

```java
public class Customer {
    private String _name;
    private Vector _rentals = new Vector();

    public Customer(String name) {
        _name = name;
    }

    public void addRental(Rental arg) {
        _rentals.addElement(arg);
    }

    public String getName() {
        return _name;
    }
}
```
Example: Customer Class (2)

public class Customer
...

    public String statement() {
        double totalAmount = 0;
        int frequentRenterPoints = 0;
        Enumeration rentals = _rentals.elements();
        String result = "Rental Record for " + getName() + "\n";

        while (rentals.hasMoreElements()) {
            double thisAmount = 0;
            Rental each = (Rental) rentals.nextElement();

            // determine amounts for each line
            switch (each.getMovie().getPriceCode()) {
                case Movie.REGULAR:
                    thisAmount += 2;
                    if (each.getDaysRented() > 2)
                        thisAmount +=
                            (each.getDaysRented()-2) * 1.5;
                    break;
            }
        }
    }
Example: Customer Class (3)

```java
public class Customer {
    public String statement() {
        ...

                case Movie.NEW_RELEASE:
                thisAmount += each.getDaysRented() * 3;
                break;

        case Movie.CHILDRENS:
        thisAmount += 1.5;
        if (each.getDaysRented() > 3)
            thisAmount += (each.getDaysRented() - 3) * 1.5;
        break;

    } // end switch

    // add frequent renter points
    frequentRenterPoints ++;

    // add bonus for a two day new release rental
    if ((each.getMovie().getPriceCode() == Movie.NEW_RELEASE) &&
        each.getDaysRented() > 1)
        frequentRenterPoints++;
```
Example: Customer Class (4)

```java
public class Customer {
    public String statement() {
        ...
        //show figures for this rental
        result += "\t" + each.getMovie().getTitle() + "\t" + String.valueOf(thisAmount) + "\n";
        totalAmount += thisAmount;
    } // end while

    // add footer lines
    result += "Amount owed is +
                String.valueOf(totalAmount) + "\n";
    result += "You earned +
                String.valueOf(frequentRenterPoints) + "frequent renter points\n";
    return result;
}
public class Customer

... public String statement() {
    double totalAmount = 0;
    int frequentRenterPoints = 0;
    Enumeration rentals = _rentals.elements();
    String result = "Rental Record for " + getName() + "\n";

    while (rentals.hasMoreElements()) {
        double thisAmount = 0;
        Rental each = (Rental) rentals.nextElement();

        // determine amounts for each line
        switch (each.getMovie().getPriceCode()) {
            case Movie.REGULAR:
                thisAmount += 2;
                if (each.getDaysRented() > 2)
                    thisAmount += (each.getDaysRented() - 2) * 1.5;
                break;
        }
    }

    return result;
}

public class Customer
...

public String statement(){
   // initializations
   while (rentals.hasMoreElements()) {
      // initializations
      // determine amounts for each line
      switch (each.getMovie().getPriceCode()) {
         case Movie.REGULAR: ... 
         case Movie.NEW_RELEASE: ... 
         case Movie.CHILDRENS: ...
      } // end switch

      // add frequent renter points
      // add bonus for a two day new release rental
      // show figures for this rental: result += ...; totalAmount += ...;
   } // end while
   // add footer lines: result += ...;
   return result;
}
Example: Customer.statement()

- Interaction diagram for Customer.statement():
  - Customer does everything!
Changing requirements: A trigger for refactoring:

- Add an htmlStatement method which returns a customer statement string containing html tags
  → requires code duplication.

...and

- There will be some changes to the way movies are classified.
  ...affecting frequent renter points and charging.
  ...developer estimation: they will change it again within six months

- NOTE: The code works well!

When you find you have to add a feature to a program, and the program's code is not structured in a convenient way to add the feature, first refactor the program to make it easy to add the feature, then add the feature.
Refactoring prerequisite

- Write a test suite – recall the TDD development approach!
  - Make sure: All tests are passed.

- Refactoring should not affect the outcome of tests.
- The test suite must exercise the published interface of the classes.

- Refactoring should not affect the published interface.
- So, avoid publishing interfaces too early.
Refactoring: step 1 – extract method

• Customer.statement() is too long.

• Should be decomposed into smaller pieces.

• Find a logical part and use the extract method refactoring:
  • The switch statement.

• Handle local variables and parameters:
  • each is not modified by the code - can be passed in as a parameter
  • thisAmount is modified – if unique, can be returned as the result
  • Local to extracted code – declare in target method.
Refactoring: step 1a – the extracted code

```java
public String statement() {
    ...
    while (rentals.hasMoreElements()) {
        double thisAmount = 0;
        Rental each = (Rental) rentals.nextElement();
        // determine amounts for each line
        switch (each.getMovie().getPriceCode()) {
            case Movie.REGULAR:
                thisAmount += 2;
                if (each.getDaysRented() > 2)
                    thisAmount+=(each.getDaysRented()-2) * 1.5;
                break;
            case Movie.NEW_RELEASE:
                thisAmount += each.getDaysRented() * 3; break;
            case Movie.CHILDRENS:
                thisAmount += 1.5;
                if (each.getDaysRented() > 3)
                    thisAmount+=(each.getDaysRented()-3) * 1.5;
                break;
        }
    }
    ...
}
```
public String statement() {
    double totalAmount = 0;
    int frequentRenterPoints = 0;
    Enumeration rentals = _rental.elements();
    String result = “Rental Record for “ + getName() + “
”;  
    while (rentals.hasMoreElements()) {
        double thisAmount = 0;
        Rental each = (Rental) rentals.nextElement();
        thisAmount = amountFor(each);  
        // add frequent renter points
        frequentRenterPoints ++;
        // add bonus for a two day new release rental
        if ((each.getMovie().getPriceCode() == Movie.NEW_RELEASE) && each.getDaysRented() > 1)
            frequentRenterPoints ++;
        //show figures for this rental
        result += “	” + each.getMovie().getTitle() + “	” + String.valueOf(thisAmount) + “
”;
        totalAmount += thisAmount;
    }
    // add footer lines
    result += “Amount owed is “+String.valueOf(totalAmount) + “
”;
    result += “You earned “+String.valueOf(frequentRenterPoints) + “frequent renter points”;
    return result;
}
Refactoring: step 1c – the extracted method

```java
public class Customer{
    ...
    private int amountFor(Rental each) {
        int thisAmount = 0;
        switch (each.getMovie().getPriceCode()) {
            case Movie.REGULAR:
                thisAmount += 2;
                if (each.getDaysRented() > 2)
                    thisAmount += (each.getDaysRented() - 2) * 1.5;
                break;
            case Movie.NEW_RELEASE:
                thisAmount += each.getDaysRented() * 3;
                break;
            case Movie.CHILDRENS:
                thisAmount += 1.5;
                if (each.getDaysRented() > 3)
                    thisAmount += (each.getDaysRented() - 3) * 1.5;
                break;
        }
        return thisAmount;
    }
}
```
Test: step 1

oops,  (double) -> (int) bug!
Java compiler won’t catch it! Only a good test case.

```
public double amountFor(Rental each) {
    double thisAmount = 0;
    switch (each.getMovie().getPriceCode()) {
        case Movie.REGULAR:
            thisAmount += 2;
            if (each.getDaysRented() > 2)
                thisAmount+=(each.getDaysRented()-2) * 1.5;
            break;
        case Movie.NEW_RELEASE:
            thisAmount += each.getDaysRented() * 3;
            break;
        case Movie.CHILDRENS:
            thisAmount += 1.5;
            if (each.getDaysRented() > 3)
                thisAmount+=(each.getDaysRented()-3) * 1.5;
            break;
    }
    return thisAmount;
}
```
Refactoring: step 2 – rename variables

```java
public double amountFor(Rental each) {
    double thisAmount = 0;
    switch (each.getMovie().getPriceCode()) {
        case Movie.REGULAR:
            thisAmount += 2;
            if (each.getDaysRented() > 2)
                thisAmount += (each.getDaysRented() - 2) * 1.5;
            break;
        case Movie.NEW_RELEASE:
            thisAmount += each.getDaysRented() * 3;
            break;
        case Movie.CHILDRENS:
            thisAmount += 1.5;
            if (each.getDaysRented() > 3)
                thisAmount += (each.getDaysRented() - 3) * 1.5;
            break;
    }
    return thisAmount;
}
```
Refactoring: step 2 – rename variables

**Variable names not helpful**

```java
public double amountFor(Rental each) {
    double thisAmount = 0;
    switch (each.getMovie().getPriceCode()) {
        case Movie.REGULAR:
            thisAmount += 2;
            if (each.getDaysRented() > 2)
                thisAmount += (each.getDaysRented() - 2) * 1.5;
            break;
        case Movie.NEW_RELEASE:
            thisAmount += each.getDaysRented() * 3;
            break;
        case Movie.CHILDRENS:
            thisAmount += 1.5;
            if (each.getDaysRented() > 3)
                thisAmount += (each.getDaysRented() - 3) * 1.5;
            break;
    }
    return thisAmount;
}
```
Refactoring: step 2 – rename variables

```java
public double amountFor(Rental aRental) {
    double result = 0;
    switch (aRental.getMovie().getPriceCode()) {
        case Movie.REGULAR:
            result += 2;
            if (aRental.getDaysRented() > 2)
                result += (aRental.getDaysRented() - 2) * 1.5;
            break;
        case Movie.NEW_RELEASE:
            result += aRental.getDaysRented() * 3;
            break;
        case Movie.CHILDRENS:
            result += 1.5;
            if (aRental.getDaysRented() > 3)
                result += (aRental.getDaysRented() - 3) * 1.5;
            break;
    }
    return result;
}
```

Test – all tests are passed!

Any fool can write code that a computer can understand. Good programmers write code that humans can understand.
Refactoring: step 3 – Move method

Moving amount computation (does not use info from Customer only from Rental)

class Customer {

    public double amountFor(Rental aRental) {
        double result = 0;
        switch (aRental.getMovie().getPriceCode()) {
            case Movie.REGULAR:
                result += 2;
                if (aRental.getDaysRented() > 2)
                    result += (aRental.getDaysRented() - 2) * 1.5;
                break;
            case Movie.NEW_RELEASE:
                result += aRental.getDaysRented() * 3;
                break;
            case Movie.CHILDRENS:
                result += 1.5;
                if (aRental.getDaysRented() > 3)
                    result += (aRental.getDaysRented() - 3) * 1.5;
                break;
        }
        return result;
    }
}
Refactoring: step 3 – Move method

- **Steps:**
  - Copy code to Rental.
  - Adjust the copied code:
    - Remove parameter.
    - Rename (amountFor \(\rightarrow\) getCharge).
  - Compile and test.
  - Change references to the old method.
  - Compile and test.
  - Remove the old method.
Refactoring: step 3a – the new method is Rental.getCharge()

class Rental ...
public double getCharge() {
    double result = 0;
    switch (getMovie().getPriceCode()) {
        case Movie.REGULAR:
            result += 2;
            if (getDaysRented() > 2)
                result += (getDaysRented() - 2) * 1.5;
            break;
        case Movie.NEW_RELEASE:
            result += getDaysRented() * 3;
            break;
        case Movie.CHILDRENS:
            result += 1.5;
            if (getDaysRented() > 3)
                result += (getDaysRented() - 3) * 1.5;
            break;
    }
    return result;
}
Refactoring: step 3a – the new method is Rental.getCharge()

class Customer ...

public double amountFor(Rental aRental) {
    return aRental.getCharge();
}

Compile and test!

- Note:
  We could leave the old method to delegate to the new method.
  This is useful if it is a public method and we don't want to change the interface of the other class.
Step 3b – change references to the old method:

```java
public String statement() {
    double totalAmount = 0;
    int frequentRenterPoints = 0;
    Enumeration rentals = _rental.elements();
    String result = "Rental Record for " + getName() + "\n";
    while (rentals.hasMoreElements()) {
        double thisAmount = 0;
        Rental each = (Rental) rentals.nextElement();
        thisAmount = amountFor(each);
        // add frequent renter points
        frequentRenterPoints ++;
        // add bonus for a two day new release rental
        if ((each.getMovie().getPriceCode() == Movie.NEW_RELEASE)
                && each.getDaysRented() > 1)
            frequentRenterPoints++;
        // show figures for this rental
        result += "\t" + each.getMovie().getTitle() + "\t" +
                String.valueOf(thisAmount) + "\n";
        totalAmount += thisAmount;
    }

    // add footer lines
    result += "Amount owed is " + String.valueOf(totalAmount) + "\n";
    result += "You earned " + String.valueOf(frequentRenterPoints)
                + " frequent renter points\n";
    return result;
}
```
Step 3b – change references to the old method:

```java
public String statement() {
    double totalAmount = 0;
    int frequentRenterPoints = 0;
    Enumeration rentals = _rental.elements();
    String result = "Rental Record for " + getName() + "\n";
    while (rentals.hasMoreElements()) {
        double thisAmount = 0;
        Rental each = (Rental) rentals.nextElement();
        thisAmount = each.getCharge();
        // add frequent renter points
        frequentRenterPoints ++;
        // add bonus for a two day new release rental
        if ((each.getMovie().getPriceCode() == Movie.NEW_RELEASE)
                && each.getDaysRented() > 1)
            frequentRenterPoints +=
        // show figures for this rental
        result += "\t" + each.getMovie().getTitle() + "\t" +
                String.valueOf(thisAmount) + "\n";
        totalAmount += thisAmount;
    }
    // add footer lines
    result += "Amount owed is" + String.valueOf(totalAmount) + "\n";
    result += "You earned " + String.valueOf(frequentRenterPoints) + " frequent renter points\n";
    return result;
```
Step 3b – change references to the old method:

```java
public String statement() {
    double totalAmount = 0;
    int frequentRenterPoints = 0;
    Enumeration rentals = _rental.elements();
    String result = "Rental Record for " + getName() + "\n";
    while (rentals.hasMoreElements()) {
        double thisAmount = 0;
        Rental each = (Rental) rentals.nextElement();
        thisAmount = each.getCharge();
        // add frequent renter points
        frequentRenterPoints ++;
        // add bonus for a two day new release rental
        if ((each.getMovie().getPriceCode() == Movie.NEW_RELEASE)
            && each.getDaysRented() > 1)
            frequentRenterPoints ++;
        // show figures for this rental
        result += "\t" + each.getMovie().getTitle() + "\t"
            + String.valueOf(thisAmount) + "\n";
    }
    totalAmount += thisAmount;
    // add footer lines
    result += "Amount owed is" + String.valueOf(totalAmount) + "\n";
    result += "You earned " + String.valueOf(frequentRenterPoints)
            + "frequent renter points\n";
    return result;
}
```
Refactoring: After step 3

- State of classes after moving the charge method.
- `Customer.amountFor()` is deleted.
Refactoring: Step 4 – replace temp with query

class Customer … // thisAmount is redundant.

public String statement() {
    double totalAmount = 0;
    int frequentRenterPoints = 0;
    Enumeration rentals = _rental.elements();
    String result = “Rental Record for “ + getName() + “\n”;
    while (rentals.hasMoreElements()) {
        Rental each = (Rental) rentals.nextElement();
        // add frequent renter points
        frequentRenterPoints ++;
        // add bonus for a two day new release rental
        if ((each.getMovie().getPriceCode() == Movie.NEW_RELEASE) && each.getDaysRented() > 1) frequentRenterPoints ++;
        // show figures for this rental
        result += “\t” + each.getMovie().getTitle() + “\t” + String.valueOf(each.getCharge()) + “\n”;
        totalAmount += each.getCharge();
    }
    // add footer lines
    result += “Amount owed is “ + String.valueOf(totalAmount) + “\n”;
    result += “You earned “ + String.valueOf(frequentRenterPoints) + “ frequent renter points\n”;
    return result;
}
Refactoring: step 5 – extract method and move method

- Back to Customer.statement().

- Extract frequent renter per movie points.
  - Handle local variables and parameters:
    - Used in source method – pass as parameters (each).
    - Modified – if unique, return as the result (frequentRenterPoints).
      But here – target does not rely on value of frequentRenterPoints as input

- Move the extracted method to Rental.
class Customer ...

public String statement() {
    double totalAmount = 0;
    int frequentRenterPoints = 0;
    Enumeration rentals = _rental.elements();
    String result = "Rental Record for " + getName() + "\n";
    while (rentals.hasMoreElements()) {
        Rental each = (Rental) rentals.nextElement();
        // add frequent renter points
        frequentRenterPoints ++;
        // add bonus for a two day new release rental
        if ((each.getMovie().getPriceCode() == Movie.NEW_RELEASE) && each.getDaysRented() > 1)
            frequentRenterPoints ++;
        //show figures for this rental
        result += "\t" + each.getMovie().getTitle() + "\t" + String.valueOf(each.getCharge()) + "\n";
        totalAmount += each.getCharge();
    }
    // add footer lines
    result += "Amount owed is " + String.valueOf(totalAmount) + "\n";
    result += "You earned " + String.valueOf(frequentRenterPoints) + " frequent renter points\n";
    return result;
}
class Customer ... 

public String statement() {
    double totalAmount = 0;
    int frequentRenterPoints = 0;
    Enumeration rentals = _rental.elements();
    String result = “Rental Record for “ + getName() + “\n”;
    while (rentals.hasMoreElements()) {
        Rental each = (Rental) rentals.nextElement();
        frequentRenterPoints += each.getFrequentRenterPoints();

        // show figures for this rental
        result += “\t” + each.getMovie().getTitle() + “\t” + String.valueOf(each.getCharge()) + “\n”;
        totalAmount += each.getCharge();
    }

    // add footer lines
    result += “Amount owed is “+String.valueOf(totalAmount) + “\n”;
    result += “You earned “+String.valueOf(frequentRenterPoints) + “frequent renter points\n”;
    return result;
}
Refactoring: step 5c – the extracted and moved method

class Rental …

public int getFrequentRenterPoints() {
    if ((getMovie().getPriceCode() == Movie.NEW_RELEASE) && getDaysRented() > 1)
        return 2;
    else
        return 1;
}

Compile and test!
Summary of refactoring step 5

- Class diagram before extraction and movement of the frequent renter points calculation

- Interaction diagram before extraction and movement of the frequent renter points calculation
Summary of refactoring step 5

- Class diagram after extraction and movement of the frequent renter points calculation

- Interaction diagram after extraction and movement of the frequent renter points calculation
Refactoring: step 6 – replace temp with query

class Customer … //The temporaries make the method complex and force code duplication.

public String statement() {
    double totalAmount = 0;
    int frequentRenterPoints = 0;
    Enumeration rentals = _rental.elements();
    String result = “Rental Record for “ + getName() + “\n”;
    while (rentals.hasMoreElements()) {
        Rental each = (Rental) rentals.nextElement();
        frequentRenterPoints += each.getFrequentRenterPoints();
        //show figures for this rental
        result += “\t” + each.getMovie().getTitle() + “\t” + String.valueOf(each.getCharge()) + “\n”;  
        totalAmount += each.getCharge();
    }
    // add footer lines
    result += “Amount owed is “ + String.valueOf(totalAmount) + “\n”;
    result += “You earned “ + String.valueOf(frequentRenterPoints) + “frequent renter points\n”;
    return result;
}
Refactoring: step 6a – replace temp with query

```java
class Customer {
    public String statement() {
        int frequentRenterPoints = 0;
        Enumeration rentals = _rental.elements();
        String result = “Rental Record for “ + getName() + “
        while (rentals.hasMoreElements()) {
            Rental each = (Rental) rentals.nextElement();
            frequentRenterPoints += each.getFrequentRenterPoints();
            // show figures for this rental
            result += “\t” + each.getMovie().getTitle() + “\t” +
                String.valueOf(each.getCharge()) + “\n”;
        }
        // add footer lines
        result += “Amount owed is “ + String.valueOf(getTotalCharge()) + “\n”;
        result += “You earned “ + String.valueOf(frequentRenterPoints) +
            “frequent renter points\n”;
        return result;
    }
}
```
Refactoring: step 6b – the totalCharge query

class Customer {
    private double getTotalCharge() {
        double result = 0;
        Enumeration rentals = _rentals.elements();
        while (rentals.hasMoreElements()) {
            Rental each = (Rental) rentals.nextElement();
            result += each.getCharge();
        }
        return result;
    }
}

NOTE: This isn't the simplest case of Replace Temp with Query totalAmount was assigned to within the loop, so we had to copy the loop into the query method.
Refactoring: step 6 – replace temp with query

class Customer …

public String statement() {
    int frequentRenterPoints = 0;
    Enumeration rentals = _rental.elements();
    String result = “Rental Record for “ + getName() + “\n”;
    while (rentals.hasMoreElements()) {
        Rental each = (Rental) rentals.nextElement();
        frequentRenterPoints += each.getFrequentRenterPoints();
        // show figures for this rental
        result += “\t” + each.getMovie().getTitle() + “\t” +
                    String.valueOf(each.getCharge()) + “\n”;
    }
    // add footer lines
    result += “Amount owed is “+String.valueOf(getTotalCharge()) + “\n”;
    result += “You earned “+String.valueOf(frequentRenterPoints)+“frequent renter points\n”;
    return result;
}
Refactoring: step 6c – replace temp with query

class Customer …

public String statement() {
    Enumeration rentals = _rental.elements();
    String result = “Rental Record for “ + getName() + “\n”; 
    while (rentals.hasMoreElements()) {
        Rental each = (Rental) rentals.nextElement();
        // show figures for this rental
        result += “\t” + each.getMovie().getTitle() + “\t” +
                  String.valueOf(each.getCharge()) + “\n”;
    }
    // add footer lines
    result += “Amount owed is “ + String.valueOf(getTotalCharge()) + “\n”;
    result += “You earned “ + String.valueOf(getTotalFrequentRenterPoints()) + “frequent renter points\n”;
    return result;
}
class Customer ...

    private double getTotalFrequentRenterPoints() {
        double result = 0;
        Enumeration rentals = _rentals.elements();
        while (rentals.hasMoreElements()) {
            Rental each = (Rental) rentals.nextElement();
            result += each.getFrequentRenterPoints();
        }
        return result;
    }
Summary of refactoring step 6

- Class diagram before extraction of the totals

- Interaction diagram before extraction of the totals
Summary of refactoring step 6

- Class diagram after extraction of the totals

- Interaction diagram after extraction of the totals
Comments on refactoring step 6

- Most refactoring reduce code size, but this is not necessarily the case.
- The point is to make code easier to modify and more readable.
- Performance gets a hit by running the same loop three times, or maybe not?
  → Profile the program and find the answer.
- Functionality can be extended, e.g., adding `Customer.htmlStatement()` without duplicating the computation of rental charges, and frequent renter points.
"I am now at the point where I take off my refactoring hat and put on my adding function hat."

write htmlStatement as follows and add appropriate tests:

```java
public String htmlStatement() {
    Enumeration rentals = _rentals.elements();
    String result = "<H1>Rentals for <EM>" + getName() + "</EM></H1><P>
    while (rentals.hasMoreElements()) {
        Rental each = (Rental) rentals.nextElement();
        // show figures for each rental
        result += each.getMovie().getTitle() + ": " + String.valueOf(each.getCharge()) + "<BR>\n"
    }
    // add footer lines
    result += "<P>You owe <EM>" + String.valueOf(getTotalCharge()) + "</EM><P>\n";
    result += "On this rental you earned <EM>" + String.valueOf(getTotalFrequentRenterPoints()) + "</EM> frequent renter points<P>";
    return result;
}
```
“Rumors” about new functionality

- Getting ready to change the classification of the movies in the store.
- Perhaps new classification, perhaps modification to existing.
- Charging and frequent renting will be affected.

→ improve the charge and frequent renter point methods.
→ Replace conditional logic on Price Code with polymorphism
Refactoring: step 7 – move method

- It is a bad idea to do a switch based on an attribute of another object.
- Move `getCharge` – switch on an attribute of another object.

```java
class Rental {
    public double getCharge() {
        double result = 0;
        switch (getMovie().getPriceCode()) {
            case Movie.REGULAR:
                result += 2;
                if (getDaysRented() > 2)
                    result += (getDaysRented() - 2) * 1.5;
                break;
            case Movie.NEW_RELEASE:
                result += getDaysRented() * 3;
                break;
            case Movie.CHILDRENS:
                result += 1.5;
                if (getDaysRented() > 3)
                    result += (getDaysRented() - 3) * 1.5;
                break;
        }
        return result;
    }
}
```
Refactoring: step 7 – move method – where to and why?

- `Rental.getcharge()` switches on an attribute of `rental._movie` that varies with the movie type.

- `Rental.getcharge()` uses also data from `Rental (_daysRented)`.
  - If in `Movie` ➔ `Movie.getCharge()` uses data from `Rental`.

- **Preferred since** types change frequently.
  - Type information generally tends to be more volatile
  - Changing `Movie` types ➔ least possible dependencies.

- Note: If a rental object is passed to a Movie ➔ increase coupling.
Refactoring: step 7a – The new method

class Movie ...
public double getCharge(int daysRented) {
    double result = 0;
    switch (getPriceCode()) {
        case REGULAR:
            result += 2;
            if (daysRented > 2)
                result += (daysRented - 2) * 1.5;
            break;
        case NEW_RELEASE:
            result += daysRented * 3;
            break;
        case CHILDRENS:
            result += 1.5;
            if (daysRented > 3)
                result += (daysRented - 3) * 1.5;
            break;
    }
    return result ;
}
class Rental ...
public double getCharge() {
    return _movie.getCharge(_daysRented);
}
Refactoring: step 8 - move method – move frequent renter point calculation from Renter to Movie

- Move `getFrequentRenterPoints()` since varies with the movie type.

```java
class Rental ...
public int getFrequentRenterPoints() {
    if ((getMovie().getPriceCode() == Movie.NEW_RELEASE) && getDaysRented() > 1)
        return 2;
    else
        return 1;
}
```
Refactoring: step 8 – move method – move frequent renter point calculation from Renter to Movie

class Movie ...
public int getFrequentRenterPoints(int daysRented) {
    if (((getPriceCode() == NEW_RELEASE) && daysRented > 1)
        return 2;
    else
        return 1;
}

class Rental ...
public int getFrequentRenterPoints() {
    return _movie.getFrequentRenterPoints(_daysRented);
}
Refactoring: after step 8

- Class diagram before moving methods to movie

```
Movie
priceCode : int

Rental
daysRented : int
getCharge()
getFrequentRenterPoints()

Customer
statement()
getTotalCharge()
getTotalFrequentRenterPoints()
```

- Class diagram after moving methods to movie

```
Movie
priceCode : int
getCharge()
getFrequentRenterPoints()

Rental
daysRented : int
getCharge()
getFrequentRenterPoints()

Customer
statement()
getTotalCharge()
getTotalFrequentRenterPoints()
htmlStatement()
```
Refactoring: Insert inheritance by subclassing

- Insert subclasses.
- Replace *switch* by polymorphism.
- We have several types of movie that have different ways of answering the same question.
- We can have three subclasses of movie
  - each can have its own version of charge

→ Problem: A movie can change its class during its lifetime!
→ The subclasses are Movies’ states.
Refactoring: Use the State pattern.

• Find out about Movie states:
  depend on the price (the _priceCode attribute of Movie).
• Insert a Price abstract class: Represents a movie’s state (e.g., new release).
• Subclass Price.
• Strategy is also possible.

Price class represent an algorithm for calculating the price ➔ Strategy
Price class represent a state of the movie ➔ State
Refactoring: next steps

• **Step 9:** Move the type code behavior into the *State* pattern (*Replace Type Code with State/Strategy*)
  - Move `_priceCode` behavior to the *state* classes.
  - Modify the *state* accessors — connect the *Context (Movie)* with an *Actual State* (*NewReleasePrice, ChildrenPrice, RegularPrice*).

• **Step 10:** Move the *Movie.getCharge()* state dependent method to the *Price* class (*Move Method*).

• **Step 11:** Refactor the *Price.getCharge()* method — Eliminate the *switch* statement (*Replace Conditional with Polymorphism*).

• **Step 12:** Move the *Movie.getFrequentRenterPoints()* state dependent method to the *Price* class (*Move Method*).

• **Step 13:** Override the *Price.getCharge()* method.
Refactoring: step 9 – Replace Type Code with State/Strategy

- **Step 9a:** Encapsulate the *type code* (the `_priceCode` attribute), so to ensure no direct references.
- Use the *Self Encapsulate Field* refactoring:

```java
class Movie ...
public Movie(String name, int priceCode) {
    _name = name;
    _priceCode = priceCode;
}
```

After refactoring (there was a single direct reference):

```java
class Movie ...
public Movie(String name, int priceCode) {
    _name = name;
    setPriceCode(priceCode);
}
```

*Compile and test!*
Refactoring: step 9b – Add the new classes

- Put the type code behavior in the new classes – the *price code*:

```java
abstract class Price {
    abstract int getPriceCode();
}

class ChildrenPrice extends Price {
    int getPriceCode() {
        return MOVIE.CHILDREN;
    }
}

class NewReleasePrice extends Price {
    int getPriceCode() {
        return MOVIE.NEW_RELEASE;
    }
}

class RegularPrice extends Price {
    int getPriceCode() {
        return MOVIE.REGULAR;
    }
}
```
Refactoring: step 9c – change accessing to the moved type code:

- change Movie's accessors for the type code (_priceCode) to use the new classes:
- Accessors before change:

```java
class Movie {

    private int _priceCode;

    public int getPriceCode() {
        return _priceCode;
    }

    public void setPriceCode(int arg) {
        _priceCode = arg;
    }
}
```
Refactoring: step 9c – modified accessors

class Movie ...
    public int getPriceCode() {
        return _price.getPriceCode();
    }
    public void setPriceCode(int arg) {
        switch (arg) {
            case REGULAR:
                _price = new RegularPrice();
                break;
            case CHILDREN:
                _price = new ChildrenPrice();
                break;
            case NEW_RELEASE:
                _price = new NewReleasePrice();
                break;
            default:
                throw new IllegalArgumentException("Incorrect Price Code");
        }
    }
    private Price _price; Compile and test!
Refactoring: step 10 – Move Method – from Movie.getcharge()

class Movie {
public double getCharge(int daysRented) {
    double result = 0;
    switch (getPriceCode()) {
        case REGULAR:
            result += 2;
            if (daysRented > 2)
                result += (daysRented - 2) * 1.5;
            break;
        case NEW_RELEASE:
            result += daysRented * 3;
            break;
        case CHILDRENS:
            result += 1.5;
            if (daysRented > 3)
                result += (daysRented - 3) * 1.5;
            break;
    }
    return result;
}
}
Refactoring: step 10a – Move Method – to Price.getCharge()

class Price ...

double getCharge(int daysRented) {
    double result = 0;
    switch (getPriceCode()) {
        case MOVIE.REGULAR:
            result += 2;
            if (daysRented > 2)
                result += (daysRented - 2) * 1.5;
            break;
        case MOVIE.NEW_RELEASE:
            result += daysRented * 3;
            break;
        case MOVIE.CHILDRENS:
            result += 1.5;
            if (daysRented > 3)
                result += (daysRented - 3) * 1.5;
            break;
    }
    return result;
}
Refactoring:
step 10b – adjust the source method

class Movie ...
public double getCharge(int daysRented) {
    return _price.getCharge(daysRented);
}

Compile and test!
Refactoring: step 11 – Replace Conditional with polymorphism – in Price.getcharge()

class RegularPrice...
double getCharge(int daysRented) {
    double result = 2;
    if (daysRented > 2)
        result +=(daysRented-2) * 1.5;
    return result;
}
class NewReleasePrice...
double getCharge(int daysRented) {
    return daysRented * 3;
}
class ChildrenPrice...
double getCharge(int daysRented) {
    double result = 1.5;
    if (daysRented > 3)
        result +=(daysRented-3) * 1.5;
    return result;
}
class Price...  // Declare Price.getCharge() as abstract.
    abstract double getCharge(int daysRented);
Refactoring: step 12 – Move Method – from Movie.getFrequentRenterPoints() ...

class Movie...
    int getFrequentRenterPoints(int daysRented) {
        if ((getPriceCode() == Movie.NEW_RELEASE) &&
            daysRented > 1)
            return 2;
        else
            return 1;
    }
Refactoring: step 12 – Move Method – to Price.getFrequentRenterPoints()

class Movie ...
    int getFrequentRenterPoints(int daysRented) {
        return _price.getFrequentRenterPoints(daysRented);
    }

class Price ...
    int getFrequentRenterPoints(int daysRented) {
        if (( getPriceCode() == Movie.NEW_RELEASE) &&
            daysRented > 1)
            return 2;
        else
            return 1;
    }
Refactoring: step 13 – Override the Price.getFrequentRenterPoints() method

- Extra frequent renter points are given to New releases rentals only.

```java
class Price{
    int getFrequentRenterPoints(int daysRented) {
        return 1;
    }
}

class NewReleasePrice{
    int getFrequentRenterPoints(int daysRented) {
        return (daysRented > 1) ? 2:1;
    }
}
```
Refactoring: Object interaction in the final Customer.statement()
Refactoring: The final class diagram
Refactoring example – Evaluation

• Insertion of the *State* pattern required much refactoring.

• Advantage: Price code dependent information and changes do not affect the rest of the system.
  • Changing the rules for charging and frequent renter points calculation is independent from the rest of the system.
  • Changing the classification of movies is easy.

• Mode of writing -- as in TDD: test, small change, test…

• Replaces the need for debugging.
Refactorings used in the Video Store example

- Extract method.
- Rename variable.
- Move method.
- Replace temp with query.
- Replace type code with state/strategy.
- Encapsulate field.
- Inline temp (as part of Replace temp with query).
Refactoring for Visitor (1) – example following Mens & Tourwe, 2004

- **Document class hierarchy and helper classes:**
  - *Document*, with *print()*, *preview()*.
  - *Document* subclasses:
    - *ASCIIDoc* with *print{X}* , *preview{A}*.
    - *PSDoc* with *print{Y}* , *preview{B}*.
    - *PDFDoc* with *print{Z}* , *preview{C}*.
  - *Document* helper classes:
    - *PreViewer* with *preview(Document)*.
    - *Printer* with *print(Document)*.

- **Problems:**
  - Document functionalities are spread around.
  - Adding Document functionalities (e.g., text search or a spell checker) is difficult (we need to change every subclass of Document and we need to define the appropriate helper classes).
  - Document class has many associations.
  - Similarity among Document helper classes is lost (although their roles are similar)
Refactoring for Visitor (1a) – example following Mens & Tourwe, 2004

Fig. 1. Document class hierarchy and helper classes
Refactoring for Visitor (1b) – example following Mens & Tourwe, 2004

Fig. 2. Refactored design model for the Document class hierarchy
Refactoring for Visitor (2) – example following Mens & Tourwe, 2004

- **Document class hierarchy and Visitor classes:**
  - *Document* with:
    - `print() { this.accept(new Printer()) }`
    - `preview() { this.accept(new Previewer()) }`
    - `Accept(Visitor v)`
  - *Document subclasses:*
    - *ASCIIDoc* with `Accept(Visitor v) { v.visitASCII(this) }`.
    - *PSDoc* with `Accept(Visitor v) { v.visitPS(this) }`.
    - *PDFDoc* with `Accept(Visitor v) { v.visitPDF(this) }`.
  - *Visitor with: visitASCII(ASCIIDoc d), visitPS(PSDoc d), VisitPDF(PDFDoc d).*
  - *Visitor subclasses:*
    - *Printer* with `visitASCII(ASCIIDoc d) { X’ }`, `visitPS(PSDoc d) { Y’ }`, `VisitPDF(PDFDoc d) { Z’ }`.
    - *Previewer* with `visitASCII(ASCIIDoc d) { A’ }`, `visitPS(PSDoc d) { B’ }`, `VisitPDF(PDFDoc d) { C’ }`. 
Refactoring for Visitor (3) – example following Mens & Tourwe, 2004

Primitive refactorings involved in the insertion of the Visitor design pattern:

1. *RenameMethod*: 3 *print* methods in *Document* subclasses are renamed into *visitASCII*, *visitPS*, *visitPDF* methods.
2. *MoveMethod*: 3 *visit* methods moved to the *Printer* class.
3. *RenameMethod*: 3 *preview* methods in *Document* subclasses are renamed into *visitASCII*, *visitPS*, *visitPDF* methods.
4. *MoveMethod*: 3 *visit* methods moved to the *Previewer* class.
5. *AddClass*: An abstract superclass *Visitor* for *Printer* and *Previewer* is added.
6. *AddMethod*: 3 *visit* methods added to the *Visitor* class.
8. *PullUpMethod*: Pull the *print* and *preview* methods from *Document* subclasses to *Document*.
Refactoring for Visitor (3a)– example following Mens & Tourwe, 2004

- **Composite** refactoring for renaming and moving print methods from the Document subclasses to the Printer class (primitive refactorings 1 and 2)

![Diagram](image)

Fig. 3. Composite refactoring for renaming and moving print methods from the Document subclasses to the Printer class
Some kinds of Refactorings

- **Primitive refactorings**: e.g., RenameMethod, MoveMethod, AddClass, AddMethod, PullUpMethod, ExtractMethod.

- **Composite refactorings**: e.g., Extract&MoveMethod, Extract&PullUpMethod.

- **Refactoring for design patterns**: e.g., MoveMethodsToVisitor, Replace type code with State/Strategy.

- **Big refactorings**: e.g., Convert procedural design to objects, Extract hierarchy.
Refactoring activities

- Identify **where** to apply.
- **Bad smells.**
- Determine **which** refactoring should be applied.

- **Guarantee** that the applied refactoring **preserves behavior**.

- **Apply** the refactoring.

- **Assess** the effect of the refactoring on the quality of the software
  - Performance, complexity, understandability, maintainability, productivity, cost, effort.

- Maintain consistency between the refactored program code and other software artifacts.
Refactoring Principles

- **Why** do we refactor?
  - To improve the design of software
  - To make software easier to understand
  - To help you find bugs
  - To make you program faster

- **When** should we refactor?
  - Refactor when you add functionality
  - Refactor when you need to fix a bug
  - Refactor as you do code reviews
  - Refactor when the code starts to smell.

- **What** about performance?
  - Worry about performance only when you have identified a performance problem
What is the difference between

- Refactoring
- Debugging
- Code restructuring
- Design patterns
Bad Smells in Code

• If it stinks, change it.
  ---Grandma Beck on child rearing

• Duplicated Code
  • If the same code structure is repeated
  • Extract Method - gather duplicated code
    • Simplest – duplication in the same class.
  • Pull Up Method - move to a common parent
  • In sibling classes. Extract method + Pull Up Method.
  • Form Template Method - gather similar parts, leaving holes.
  • Similar but not equal code in sibling classes.
  • Substitute Algorithm - choose the clearer algorithm
  • Extract class - create a new class with the duplicated code. For duplication in unrelated classes.
Bad Smells in Code

• Long Method

• If the body of a method is over a page (choose your page size)

• Extract Method - extract related behavior. The need for comments is a good heuristic.

• Replace Temp with Query - remove temporaries when they obscure meaning.
  • Might enable extract method.

• Introduce Parameter Object / Preserve Whole Object - slim down parameter lists by making them into objects.
  • Extract Method might lead to long parameter lists.

• Replace Method with Method Object – If still too many parameters. Heavy machinery.

• Decompose Conditionals - conditional and loops can be moved to their own methods
Bad Smells in Code

• Large Class

• If a class is doing too much:
• has too many variables or too many methods

• Extract Class - to bundle variables or methods.
• Extract Subclass – A class has features that are used only by some instances.
• Extract interface – determine how clients use the class. Provide ideas on breaking the class.
• Duplicate Observed Class – For a presentation class that includes domain functionality. Move functionality to a domain object. Set up an Observer.
Bad Smells in Code

- Long Parameter List
  - A method does not need many parameters, only enough to be able to retrieve what it needs.
  - Long parameter lists are hard to understand and maintain.
  - The clue – pass objects: Use objects for packing data.
  - Penalty – might increase dependency among objects.

- Replace Parameter with Method - An object invokes a method, then passes the result as a parameter for a method. The receiver can also invoke this method.
  - Remove the parameter and let the receiver invoke the method.
- Preserve Whole Object – replace parameters that result from an object by the object itself.
- Introduce Parameter Object - turn several parameters into an object.
Bad Smells in Code

- **Divergent Change**

  - If you find yourself repeatedly changing the same class for different requirement variations – then there is probably something wrong with it.

  - A class should react to a single kind of variation – cohesion principle.

- **Extract Class** - group functionality commonly changed into a class
Bad Smells in Code

• Shotgun Surgery

• If you find yourself making a lot of small changes for each desired change.

• Small changes are hard to maintain.

• Opposite of divergent change.
  • divergent change = one class, many changes
  • Shotgun Surgery = one change, many classes

• Ideal: common changes $\leftrightarrow$ classes is a 1:1 relationships.

• Move Method/Field - pull all the changes into a single class (existing or new).

• Inline Class - group a bunch of behaviors together in an existing class (might imply divergent change).
Bad Smells in Code

- Feature Envy
  - If a method seems more interested in a class other than the class it actually is in – move it to where it belongs.
  - Strategy and Visitor break this rule – separate behavior from the data it works on. Answer the Divergent Change smell.

- Move Method - move the method to the desired class.
- Extract Method + Move Method - if only part of the method shows the symptoms.
  - Or, if the method uses data from several classes.
Bad Smells in Code

- Data Clumps
  - Data items that are frequently together in method signatures and classes belong to a class of their own.
  - A test for a Data Clump: Delete one value and see if the others still make sense.

- Extract Class - turn related fields into a class.
- Introduce Parameter Object / Preserve Whole Object - for reducing method signatures.
- Look for Feature Envy – Move Method.
Bad Smells in Code

- Primitive Obsession
  - Primitive types inhibit change.

- Replace Data Value with Object - on individual data values.
- If a primitive value is a type code:
  - Replace type Code with Class – The value does not affect behavior.
  - Conditionals on the type code –
    - Replace Type Code with Subclasses.
    - Replace Type Code with State/Strategy.
- Extract Class – a set of inter-related value fields.
- Introduce Parameter Object - for method signatures.
- Replace Array with Object - to get rid of arrays of dissimilar objects.
Bad Smells in Code

- Switch Statements
  
  - Switch statements lead to Code Duplication and inhibit change.
  - Object-Oriented switch = Polymorphism.

  - If the switch is on a type code:
  - Extract method - to extract the switch.
  - Move method - to get the method where polymorphism applies.
  - Replace Type Code with State/Strategy / Replace Type Code with Subclasses - set up inheritance
  - Replace Conditional with Polymorphism - get rid of the switch.

  - Few cases that affect a single method; Cases are stable- Polymorphism is overkill try:
    - Replace Parameter with Explicit Methods – if the switch value is a method parameter.
    - Introduce Null Object – If there is a conditional case comparing with null.
Bad Smells in Code

- Parallel Inheritance Hierarchies

- If when ever you make a subclass in one corner of the hierarchy, you must create another subclass in another corner → Duplication.

- The general strategy for eliminating the duplication:
  - Make sure that instances of one hierarchy refer to instance of the other.
    - Example: Rental → Movie hierarchies.
    - Non-example: Physical → Catalogue hierarchies.

- Move Method/Field – might remove the referring hierarchy.
Bad Smells in Code

- Lazy Class

  - If a class (e.g. after refactoring) does not do much, eliminate it.

- Collapse Hierarchy - for subclasses.

- Inline Class - Move all its features into another class and delete it.
Bad Smells in Code

- Speculative Generality
  - If a class has features that are only used in test cases, remove them (and the test case).
  - Think TDD!

- Collapse Hierarchy - for useless abstract classes.
- Inline Class - for useless delegation.
- Remove Parameter – methods with unused parameters.
- Rename Method - methods with odd abstract names should be brought down to earth.
Bad Smells in Code

• Temporary Field

• If a class has fields that are only set in special cases, extract them.

• Extract Class –
  • For the special fields and the related methods.
  • For fields that serve as variables of a complex algorithm – only relevant when the algorithm is applied. The resulting object is a Method Object (Replace Method with Method Object).

• Introduce Null Object – alternative component, when the fields are not valid.
Bad Smells in Code

- **Message Chains**
  - Long chains of messages to get to a value are brittle as any change in the intermittent structure will break the client code.
  - Identified by:
    - A long line of getters.
    - A sequence of temps.

- Hide Delegate - remove a link in a chain.
- Extract Method + Move Method – push the code that uses the chained objects, down the chain.
Bad Smells in Code

- **Middle Man**
  - An intermediary object is used too often to get at encapsulated values.
  - Too many methods are just delegating behavior.

- Remove Middle Man - to talk directly to the target.
- Inline Method – inline the delegating methods in their clients – if only few delegating methods.
- Replace Delegation with Inheritance - turn the middle man into a subclass of the target object.
  - Only if all methods of the target class are used by the Middle Man.
Bad Smells in Code

- Inappropriate Intimacy
  - Classes are too intimate and spend too much time delving in each other’s private parts
  - Move Method/Field - to separate pieces in order to reduce intimacy.
  - Change Bidirectional Association to Unidirectional – if relevant.
  - Extract Class - make a common class of shared behavior/data.
  - Hide delegate – Let another class act as a go-between.
  - Replace Inheritance with Delegation - when a subclass is getting too cozy with its parents.
Bad Smells in Code

- Data Class

- Classes without behavior.
  - have fields, getting and setting methods for the fields, and nothing else
- Natural in early stages of a system evolution

- Encapsulate Field.
- Encapsulate Collection – for collection fields.
- Remove Setting Method – for final fields.
- Move Method – from client classes to the data class.
  - Extract Method – if can’t move whole methods.
- Hide Method – on getters and setters.
Bad Smells in Code

• Refused Bequest

  • A subclass refuses or does not need most of its heritage.
  • The hierarchy is wrong.

• Push Down Method / Push Down Field – create a sibling class. Push all unused methods to the sibling → parent holds only the common structure and functionality.

• Replace Inheritance with Delegation – get rid of wrong hierarchy.
Bad Smells in Code

• Comments

  • Comments are often a sign of unclear code… consider refactoring

• Extract Method.
• Rename Method.
• Introduce Assertion.