

# Refactoring, Part 1

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# Credit where Credit is Due

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- Some of the material for this lecture is taken from “Refactoring: Improving the Design of Existing Code” by Martin Fowler; as such, some material is copyright © Addison Wesley, 1999

# Goals for this lecture

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- Introduce the concept of Refactoring and cover a few examples
  - In lecture 26, we will present a tutorial that will introduce a few additional refactoring techniques

# What is Refactoring

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- Refactoring is the process of changing a software system such that
  - the external behavior of the system does not change
    - e.g. functional requirements are maintained
  - but the internal structure of the system is improved
- This is sometimes called
  - “Improving the design after it has been written”

# (Very) Simple Example

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- Consolidate Duplicate Conditional Fragments (page 243); This

```
if (isSpecialDeal()) {
    total = price * 0.95;
    send()
} else {
    total = price * 0.98;
    send()
}
```

- becomes this

```
if (isSpecialDeal()) {
    total = price * 0.95;
} else {
    total = price * 0.98;
}
send();
```

# Refactoring is thus Dangerous!

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- Manager's point-of-view
  - If my programmers spend time “cleaning up the code” then that's less time implementing required functionality (and my schedule is slipping as it is!)
- To address this concern
  - Refactoring needs to be **systematic, incremental, and safe**

# Refactoring is Useful Too

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- The idea behind refactoring is to acknowledge that it will be difficult to get a design right the first time and, as a program's requirements change, the design may need to change
  - refactoring provides techniques for evolving the design in small incremental steps
- Benefits
  - Often code size is reduced after a refactoring
  - Confusing structures are transformed into simpler structures
    - which are easier to maintain and understand

# A “cookbook” can be useful

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- Refactoring: Improving the Design of Existing Code
  - by Martin Fowler (and Kent Beck, John Brant, William Opdyke, and Don Roberts)
- Similar to the Gang of Four’s Design Patterns
  - Provides “refactoring patterns”



# Principles in Refactoring

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- Fowler's definition
  - 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
  - Refactoring (verb)
    - to restructure software by applying a series of refactorings without changing its observable behavior

# Principles, continued

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- The purpose of refactoring is
  - to make software easier to understand and modify
- contrast this with performance optimization
  - again functionality is not changed, only internal structure;
  - however performance optimizations often involve making code harder to understand (but faster!)

# Principles, continued

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- When you systematically apply refactoring, you wear two hats
  - adding function
    - **functionality is added** to the system **without** spending any time **cleaning the code**
  - refactoring
    - **no functionality is added**, but the code is **cleaned up**, made easier to understand and modify, and sometimes is reduced in size

# Principles, continued

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- How do you make refactoring safe?
  - First, use refactoring “patterns”
    - Fowler’s book assigns “names” to refactorings in the same way that the GoF’s book assigned names to patterns
  - Second, test constantly!
    - This ties into the agile design paradigm
      - you write tests **before** you write code
      - after you refactor, you run the tests and check that they all pass
        - if a test fails, the refactoring broke something **but you know about it right away** and can fix the problem before you move on

# Why should you refactor?

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- Refactoring improves the design of software
  - without refactoring, a design will “decay” as people make changes to a software system
- Refactoring makes software easier to understand
  - because structure is improved, duplicated code is eliminated, etc.
- Refactoring helps you find bugs
  - Refactoring promotes a deep understanding of the code at hand, and this understanding aids the programmer in finding bugs and anticipating potential bugs
- Refactoring helps you program faster
  - because a good design enables progress

# When should you refactor?

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- The Rule of Three
  - Three “strikes” and you refactor
    - refers to duplication of code
- Refactor when you add functionality
  - do it before you add the new function to make it easier to add the function
  - or do it after to clean up the code after the function is added
- Refactor when you need to fix a bug
- Refactor as you do a code review

# Problems with Refactoring

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- Databases
  - Business applications are often tightly coupled to underlying databases
    - code is easy to change; databases are not
- Changing Interfaces (!!)
  - Some refactorings **require that interfaces be changed**
    - if you own all the calling code, no problem
    - if not, the interface is “published” and can’t change
- Major design changes **cannot** be accomplished via refactoring
  - This is why agile design says that software devs. need courage!

# Refactoring: Where to Start?

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- How do you identify code that needs to be refactored?
  - Fowler uses an olfactory analogy (attributed to Kent Beck)
  - Look for “Bad Smells” in Code
    - A very valuable chapter in Fowler’s book
    - It presents examples of “bad smells” and then suggests refactoring techniques to apply



# Bad Smells in Code

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- **Duplicated Code**

- bad because if you modify one instance of duplicated code but not the others, you (may) have introduced a bug!

- **Long Method**

- long methods are more difficult to understand
  - performance concerns with respect to lots of short methods are largely obsolete

# Bad Smells in Code

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- **Large Class**

- Large classes try to do too much, which reduces cohesion

- **Long Parameter List**

- hard to understand, can become inconsistent if the same parameter chain is being passed from method to method

- **Divergent Change**

- symptom: one type of change requires changing one subset of methods; another type of change requires changing another subset
- Related to cohesion

# Bad Smells in Code

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- **Shotgun Surgery**

- a change requires lots of little changes in a lot of different classes

- **Feature Envy**

- A method requires lots of information from some other class
  - move it closer!

- **Data Clumps**

- attributes that clump together (are used together) but are not part of the same class

# Bad Smells in Code

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- **Primitive Obsession**

- characterized by a reluctance to use classes instead of primitive data types

- **Switch Statements**

- Switch statements are often duplicated in code; they can typically be replaced by use of polymorphism (let OO do your selection for you!)

- **Parallel Inheritance Hierarchies**

- Similar to Shotgun Surgery; each time I add a subclass to one hierarchy, I need to do it for all related hierarchies
  - Note: some design patterns encourage the creation of parallel inheritance hierarchies (so they are not always bad!)

# Bad Smells in Code

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- **Lazy Class**

- A class that no longer “pays its way”
  - e.g. may be a class that was downsized by a previous refactoring, or represented planned functionality that did not pan out

- **Speculative Generality**

- “Oh I think we need the ability to do this kind of thing someday”

- **Temporary Field**

- An attribute of an object is only set/used in certain circumstances;
  - but an object should need all of its attributes

# Bad Smells in Code

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- **Message Chains**

- a client asks an object for another object and then asks that object for another object etc. Bad because client depends on the structure of the navigation

- **Middle Man**

- If a class is delegating more than half of its responsibilities to another class, do you really need it? Involves trade-offs, some design patterns encourage this (e.g. Decorator)

- **Inappropriate Intimacy**

- Pairs of classes that know too much about each other's private details (loss of encapsulation; change one class, the other has to change)

# Bad Smells in Code

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- **Alternative Classes with Different Interfaces**
  - Symptom: Two or more methods do the same thing but have different signatures for what they do
- **Incomplete Library Class**
  - A framework class doesn't do everything you need

# Bad Smells in Code

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- **Data Class (information holder)**

- These are classes that have fields, getting and setting methods for the fields, and nothing else; they are data holders, but objects should be about data AND behavior

- **Refused Bequest**

- A subclass ignores most of the functionality provided by its superclass
- Subclass may not pass the “IS-A” test

- **Comments (!)**

- Comments are sometimes used to hide bad code
  - “...comments often are used as a deodorant” (!)



# The Catalog

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- The refactoring book has 72 refactoring patterns!
  - I'm only going to cover a few of the more common ones, including
    - Extract Method
    - Replace Temp with Query
    - Move Method
    - Replace Conditional with Polymorphism
    - Introduce Null Object

# Extract Method

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- You have a code fragment that can be grouped together
- Turn the fragment into a method whose name explains the purpose of the fragment
- Example, next slide

# Extract Method, continued

---

```
void printOwing(double amount) {  
    printBanner()  
    //print details  
    System.out.println("name: " + _name);  
    System.out.println("amount: " + amount);  
}
```

=====

```
void printOwing(double amount) {  
    printBanner()  
    printDetails(amount)  
}
```

```
void printDetails(double amount) {  
    System.out.println("name: " + _name);  
    System.out.println("amount: " + amount);  
}
```

# Replace Temp with Query

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- You are using a temporary variable to hold the result of an expression
  - Extract the expression into a method;
  - Replace all references to the temp with the expression.
  - The new method can then be used in other methods
- Example, next slide

# Replace Temp with Query, continued

---

```
double basePrice = _quantity * _itemPrice;
if (basePrice > 1000)
    return basePrice * 0.95;
else
    return basePrice * 0.98;
```

=====

```
if (basePrice() > 1000)
    return basePrice() * 0.95;
else
    return basePrice() * 0.98;
...
double basePrice() {
    return _quantity * _itemPrice;
}
```

# Move Method (I)

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- A method is using more features (attributes and operations) 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

# Move Method (II)

---

```
1 class Account {
2     ...
3     double overdraftCharge() {
4         if (_type.isPremium()) {
5             double result = 10;
6             if (_daysOverdrawn > 7 ) {
7                 result += (_daysOverdrawn - 7) * 0.85;
8             }
9             return result;
10        } else {
11            return _daysOverdrawn * 1.75;
12        }
13    }
14
15    double bankCharge() {
16        double result = 4.5;
17        if (_daysOverdrawn > 0) {
18            result += overdraftCharge();
19        }
20        return result;
21    }
22
23    private AccountType _type;
24    private int _daysOverdrawn;
25 }
26
```

A class to manage a bank account. There are currently two types of accounts: standard and premium.

Currently we have only two types of accounts, **standard** and **premium**, but it is anticipated that we will be adding new account types and that each type will have a different rule for calculating an overdraft charge.

As such, we'd like to **move the method** `overdraftCharge()` **to** the `AccountType` class.

# Move Method (III)

---

- When moving a method to a new class, we examine its code to see if makes use of internal attributes of its original class
  - In this case, `overdraftCharge()` makes use of `_daysOverdrawn`
- All such attributes become parameters to the method in its new home. (If the method already had parameters, the new parameters get tacked on to the end of its existing parameter list.)
  - In this case, `_daysOverdrawn` will stay in the `Account` class and be passed as a parameter to `AccountType.overdraftCharge()`.
- Note, also, that since we are moving this method to the `AccountType` class, all calls to its methods that previously required a variable reference, can now be made directly
  - Thus, `_type.isPremium()` becomes simply `isPremium()` in the method's new home



# Move Method (IV)

---

```
1 class AccountType {
2     ...
3     double overdraftCharge(int daysOverdrawn) {
4         if (isPremium()) {
5             double result = 10;
6             if (daysOverdrawn > 7 ) {
7                 result += (daysOverdrawn - 7) * 0.85;
8             }
9             return result;
10        } else {
11            return daysOverdrawn * 1.75;
12        }
13    }
14    ...
15 }
16
```

Here is the method in its new home. It has a `daysOverdrawn` parameter, which is used instead of `_daysOverdrawn`, throughout the method. `_type.isPremium()` is now just `isPremium()`, as advertised.

# Move Method (M)

---

```
1 class Account {
2     ...
3     double overdraftCharge() {
4         return _type.overdraftCharge(_daysOverdrawn);
5     }
6
7     double bankCharge() {
8         double result = 4.5;
9         if (_daysOverdrawn > 0) {
10            result += overdraftCharge();
11        }
12        return result;
13    }
14
15    private AccountType _type;
16    private int _daysOverdrawn;
17 }
18
```

Back in the Account class, we update overdraftCharge() to delegate to the overdraftCharge() method in the AccountType class. Or, we could...

# Move Method (VI)

---

```
1 class Account {
2     ...
3     double bankCharge() {
4         double result = 4.5;
5         if (_daysOverdrawn > 0) {
6             result += _type.overdraftCharge(_daysOverdrawn);
7         }
8         return result;
9     }
10
11     private AccountType _type;
12     private int _daysOverdrawn;
13 }
14
```

... get rid of the `overdraftCharge()` method in `Account` entirely. In that case, we move the call to `AccountType.overdraftCharge()` to `bankCharge()`

# Replace Conditional with Polymorphism (I)

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- You have a conditional that chooses different behavior depending on the type of an object
  - Move each “leg” of the conditional to an overriding method in a subclass. Make the original method abstract

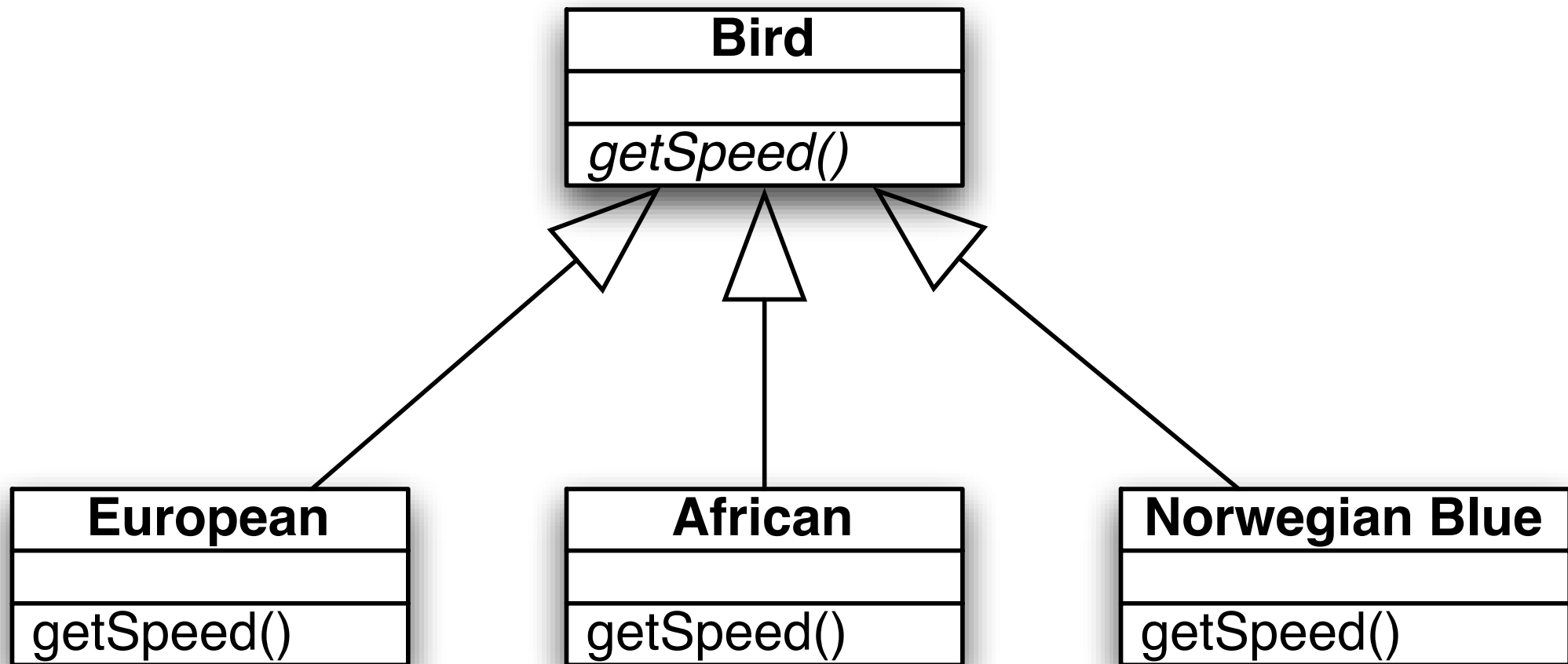
# Replace Conditional with Polymorphism (II)

---

```
double getSpeed() {
    switch (_type) {
        case EUROPEAN:
            return getBaseSpeed();
        case AFRICAN:
            return getBaseSpeed() - getLoadFactor() * _numberOfCoconuts;
        case NORWEGIAN_BLUE:
            return (_isNailed) ? 0 : getBaseSpeed(_voltage);
    }
    throw new RuntimeException("Unknown Type of Bird")
}
```

# Replace Conditional with Polymorphism (III)

---



With this configuration, you can now write code that looks like this:

```
void printSpeed(Bird[] birds) {
    for (int i=0; i < birds.length; i++) {
        System.out.println(" " + birds[i].getSpeed());
    }
}
```

and everything will work correctly via polymorphism and will be easy to extend: just add a new subclass to support a new type of bird

# Introduce Null Object (I)

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- Repeated checks for a null value (see below)
- Rather than returning a null value from findCustomer() return an instance of a “null customer” object

...

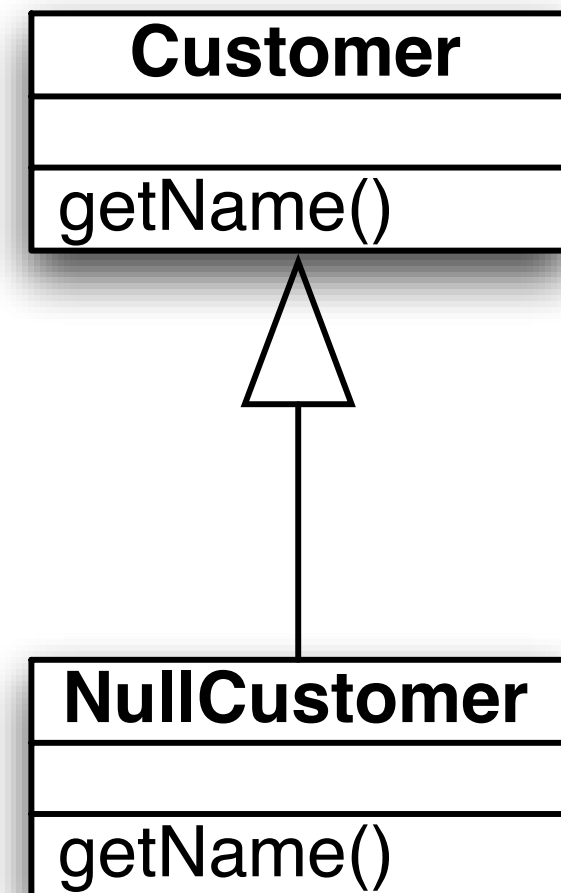
```
Customer c = findCustomer(...);
```

...

```
if (customer == null) {  
    name = "occupant"  
} else {  
    name = customer.getName()  
}
```

```
if (customer == null) {
```

...



# Introduce Null Object (II)

---

```
public class NullCustomer {  
    public String getName() { return "occupant"; }  
}
```

```
=====
```

```
Customer c = findCustomer(...);  
name = c.getName();
```

- The conditional goes away entirely!!
- In Fowler's book, this technique is presented as a refactoring; in other contexts, its presented as a design pattern (Think "Null Iterator" from Lecture 22)
  - Either way, this technique is very useful!



# Wrapping Up

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- Refactoring is a useful technique for making non-functional changes to a software system that result in
  - better code structures
    - Example: There's a book out there called "Refactoring to Patterns"
  - less code
    - Many refactorings are triggered via the discovery of duplicated code
      - The refactorings then show you how to eliminate the duplication
- Bad Smells
  - Useful analogy for discovering places in a system "ripe" for refactoring

# Ken's Corner (It's BAAACK!)

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- Review of
  - Homework 3 (Shape Framework)
  - Homework 4 (averageAge)
  - Homework 5 (Billboard)
- Obligatory Web Reference
  - What's New in Python 2.6
    - <http://docs.python.org/whatsnew/2.6.html>
  - Remember how, earlier this semester, I said that Python can't do abstract classes: well, now it can!
  - Python 3.0 due out in December

# Coming Up Next (Last Time!)

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- Lecture 32: Refactoring, Part 2
  - Extended example with multiple steps, multiple techniques