

# Refactoring

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- ▶ A new feature is required that necessitates a change in the architecture.

But can also be an integral part of the development process: agile methodologies (e.g. XP) advocate continual refactoring (XP maxim: "Refactor mercilessly").

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- ▶ Introduce Explaining Variable
- ▶ Replace Conditional with Polymorphism

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The process of refactoring is that of applying a sequence of refactorings that improve the design of the system, without adding functionality.

Eclipse has a built-in refactoring tool (on the Refactor menu). It performs operations of three broad classes . . .

# Eclipse Refactoring I: Renaming and physical organization

A variety of simple (when done automatically) changes, e.g.

- ▶ Rename or move files – automatically updating `import`, `package` etc.
- ▶ Renaming variables – and associated methods.
- ▶ Moving classes between packages



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Heavier changes, re-organizing the way classes relate. Less used, but seriously useful when they are used. E.g.

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- ▶ When an anonymous class gets big, it should turn into a nested class.
- ▶ Moving methods or fields up and down the class hierarchy.
- ▶ Extracting an interface from a class.

## Eclipse Refactoring III: Intra-class refactorings

The bread-and-butter of refactoring: rearranging code within a class to improve readability etc. E.g.

- ▶ Extracting code from method into new method.
- ▶ Encapsulating fields in accessor methods.
- ▶ Change the type of a method.

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More realistically:

**test, refactor, test**

This works better the more tests you have: ideally, unit tests for every class.

# Reading

**Required:** The article 'Refactoring for everyone' at <http://www.ibm.com/developerworks/opensource/library/os-ecref/>. Aim to remember: what refactoring is, and a few examples, not the details of the refactorings discussed here.

**Suggested:** browse around Fowler's page at <http://refactoring.com/>. Some of his book *Refactoring* is available on Google Books e.g., details of some of the refactorings in the catalog.

## Quote of the day

*Refactoring provides enough energy to a system for it to relax into a new and more comfortable state, a new local minimum. The effect of refactoring commonality is to tame the complexity of your system.*

K. Henney