
Refactoring Improving The Design Of Existing Code

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Pro PHP Refactoring
UML Distilled

Refactoring Improving The Design Of Existing Code

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Refactoring Object-Oriented Frameworks "O'Reilly Media, Inc."

How often do you hear people say things like this? "Our JavaScript is a mess, but we're thinking about using [framework of the month]." Like it or not, JavaScript is not going away. No matter what framework or "compiles-to-js" language or library you use, bugs and performance concerns will always be an issue if the underlying quality of your JavaScript is poor. Rewrites, including porting to the framework of the month, are terribly expensive and unpredictable. The bugs won't magically go away, and can happily reproduce themselves in a new context. To complicate things further, features will get dropped, at least temporarily. The other popular method of fixing your JS is playing "JavaScript Jenga," where each developer slowly and carefully takes their best guess at how the out-of-control system can be altered to allow for new features, hoping that this doesn't bring the whole stack of blocks down. This book provides clear guidance on how best to avoid these pathological approaches to writing JavaScript: Recognize you have a problem with your JavaScript quality. Forgive the code you have now, and the developers who made it. Learn repeatable, memorable, and time-saving refactoring techniques. Apply these techniques as you work, fixing things along the way. Internalize these techniques, and avoid writing as much problematic code to begin with. Bad code doesn't have to stay that way. And making it better doesn't have to be intimidating or unreasonably expensive.

Refactoring HTML O'Reilly Media

This book focuses on the methodological treatment of UML/P and addresses three core topics of model-based software development: code generation, the systematic testing of programs using a model-based definition of test cases, and the evolutionary refactoring and transformation of models. For each of these topics, it first details the foundational concepts and techniques, and then presents their application with UML/P. This separation between basic principles and applications makes the content more accessible and allows the reader to transfer this knowledge directly to other model-based approaches and languages. After an introduction to the book and its primary goals in Chapter 1, Chapter 2 outlines an agile UML-based approach using UML/P as the primary development language for creating executable models, generating code from the models, designing test cases, and planning iterative evolution through refactoring. In the interest of completeness, Chapter 3 provides a brief summary of UML/P, which is used throughout the book. Next, Chapters 4 and 5 discuss core techniques for code generation, addressing the architecture of a code generator and methods for controlling it, as well as the suitability of UML/P notations for test or product code. Chapters 6 and 7 then discuss general concepts for testing software as well as the special features which arise due to the use of UML/P. Chapter 8 details test patterns to show how to use UML/P diagrams to define test cases and emphasizes in particular the use of functional tests for distributed and concurrent software systems. In closing, Chapters 9 and 10 examine techniques for transforming models and code and thus provide a solid foundation for refactoring as a type of transformation that preserves semantics. Overall, this book will be of great benefit for practical software development, for academic training in the field of Software Engineering, and for research in the area of model-based software development. Practitioners will learn how to use modern model-

based techniques to improve the production of code and thus significantly increase quality. Students will find both important scientific basics as well as direct applications of the techniques presented. And last but not least, the book will offer scientists a comprehensive overview of the current state of development in the three core topics it covers.

Refactoring No Starch Press

Fully Revised and Updated—Includes New Refactorings and Code Examples “Any fool can write code that a computer can understand. Good programmers write code that humans can understand.” —M. Fowler (1999) For more than twenty years, experienced programmers worldwide have relied on Martin Fowler’s *Refactoring* to improve the design of existing code and to enhance software maintainability, as well as to make existing code easier to understand. This eagerly awaited new edition has been fully updated to reflect crucial changes in the programming landscape. *Refactoring*, Second Edition, features an updated catalog of refactorings and includes JavaScript code examples, as well as new functional examples that demonstrate refactoring without classes. Like the original, this edition explains what refactoring is; why you should refactor; how to recognize code that needs refactoring; and how to actually do it successfully, no matter what language you use. Understand the process and general principles of refactoring Quickly apply useful refactorings to make a program easier to comprehend and change Recognize “bad smells” in code that signal opportunities to refactor Explore the refactorings, each with explanations, motivation, mechanics, and simple examples Build solid tests for your refactorings Recognize tradeoffs and obstacles to refactoring Includes free access to the canonical web edition, with even more refactoring resources. (See inside the book for details about how to access the web edition.)

Practical Object-Oriented Design Addison-Wesley Professional

The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of *The Rust Programming Language*, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust’s features—from installation to creating robust and scalable programs. You’ll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as:

- Ownership and borrowing, lifetimes, and traits
- Using Rust’s memory safety guarantees to build fast, safe programs
- Testing, error handling, and effective refactoring
- Generics, smart pointers, multithreading, trait objects, and advanced pattern matching
- Using Cargo, Rust’s built-in package manager, to build, test, and document your code and manage dependencies
- How best to use Rust’s advanced compiler with compiler-led programming techniques

You’ll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions.

The Rails Way Apress

“One of the most significant books in my life.” —Obie Fernandez, Author, *The Rails Way* “Twenty years ago, the first edition of *The Pragmatic Programmer* completely changed the trajectory of my career. This new edition could do the same for yours.” —Mike Cohn, Author of *Succeeding with Agile*, *Agile Estimating and Planning*, and *User Stories Applied* “. . . filled with practical advice, both technical and professional, that will serve you and your projects well for years to come.” —Andrea Goulet, CEO, Corgibytes, Founder, LegacyCode.Rocks “. . . lightning does strike twice, and this book is proof.” —VM (Vicky) Brasseur, Director of Open Source Strategy, Juniper Networks *The Pragmatic Programmer* is one of those rare tech books you’ll read, re-read, and read again over the years. Whether you’re new to the field or an experienced practitioner, you’ll come away with fresh insights each and every time. Dave Thomas and Andy Hunt wrote the first edition of this influential book in 1999 to help their clients create better software and rediscover the joy of coding. These lessons have helped a generation of programmers examine the very essence of software development, independent of any particular language, framework, or methodology, and the Pragmatic philosophy has spawned hundreds of books, screencasts, and audio books, as well as thousands of careers and success stories. Now, twenty years later, this new edition re-examines what it means to be a modern programmer. Topics range from personal responsibility and career development to architectural techniques for keeping your code flexible and easy to adapt and reuse. Read this book, and you’ll learn how to: Fight software rot Learn continuously Avoid the trap of duplicating knowledge Write flexible, dynamic, and adaptable code Harness the power of basic tools Avoid programming by coincidence Learn real requirements Solve the underlying problems of concurrent code Guard against security vulnerabilities Build teams of Pragmatic Programmers Take responsibility for your work and career Test ruthlessly and effectively, including property-based testing Implement the Pragmatic Starter Kit Delight your users Written as a series of self-contained sections and filled with classic and fresh anecdotes, thoughtful examples, and interesting analogies, *The Pragmatic Programmer* illustrates the best approaches and major pitfalls of many different aspects of software development. Whether you’re a new coder, an experienced programmer, or a manager responsible for software projects, use these lessons daily, and you’ll quickly see improvements in personal productivity, accuracy, and job satisfaction. You’ll learn skills and develop habits and attitudes that form the foundation for long-term success in your career. You’ll become a Pragmatic Programmer. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Refactoring "O'Reilly Media, Inc."

Awareness of design smells – indicators of common design problems – helps developers or software engineers understand mistakes made while designing, what design principles were overlooked or misapplied, and what principles need to be applied properly to address those smells through refactoring. Developers and software engineers may “know” principles and patterns, but are not aware of the “smells” that exist in their design because of wrong or mis-application of principles or patterns. These smells tend to contribute heavily to technical debt – further time owed to fix projects thought to be complete – and need to be addressed via proper refactoring. *Refactoring for Software Design Smells* presents 25 structural design smells, their role in identifying design issues, and potential refactoring solutions. Organized across common areas of software design, each smell is presented with diagrams and examples illustrating the poor design practices and the problems that result, creating a catalog of nuggets of

readily usable information that developers or engineers can apply in their projects. The authors distill their research and experience as consultants and trainers, providing insights that have been used to improve refactoring and reduce the time and costs of managing software projects. Along the way they recount anecdotes from actual projects on which the relevant smell helped address a design issue. Contains a comprehensive catalog of 25 structural design smells (organized around four fundamental design principles) that contribute to technical debt in software projects Presents a unique naming scheme for smells that helps understand the cause of a smell as well as points toward its potential refactoring Includes illustrative examples that showcase the poor design practices underlying a smell and the problems that result Covers pragmatic techniques for refactoring design smells to manage technical debt and to create and maintain high-quality software in practice Presents insightful anecdotes and case studies drawn from the trenches of real-world projects

Refactoring Addison-Wesley Professional

Automated testing is a cornerstone of agile development. An effective testing strategy will deliver new functionality more aggressively, accelerate user feedback, and improve quality. However, for many developers, creating effective automated tests is a unique and unfamiliar challenge. *xUnit Test Patterns* is the definitive guide to writing automated tests using xUnit, the most popular unit testing framework in use today. Agile coach and test automation expert Gerard Meszaros describes 68 proven patterns for making tests easier to write, understand, and maintain. He then shows you how to make them more robust and repeatable—and far more cost-effective. Loaded with information, this book feels like three books in one. The first part is a detailed tutorial on test automation that covers everything from test strategy to in-depth test coding. The second part, a catalog of 18 frequently encountered “test smells,” provides trouble-shooting guidelines to help you determine the root cause of problems and the most applicable patterns. The third part contains detailed descriptions of each pattern, including refactoring instructions illustrated by extensive code samples in multiple programming languages.

Holub on Patterns Addison-Wesley

In 1994, *Design Patterns* changed the landscape of object-oriented development by introducing classic solutions to recurring design problems. In 1999, *Refactoring* revolutionized design by introducing an effective process for improving code. With the highly anticipated *Refactoring to Patterns*, Joshua Kerievsky has changed our approach to design by forever uniting patterns with the evolutionary process of refactoring. This book introduces the theory and practice of pattern-directed refactorings: sequences of low-level refactorings that allow designers to safely move designs to, towards, or away from pattern implementations. Using code from real-world projects, Kerievsky documents the thinking and steps underlying over two dozen pattern-based design transformations. Along the way he offers insights into pattern differences and how to implement patterns in the simplest possible ways. Coverage includes: A catalog of twenty-seven pattern-directed refactorings, featuring real-world code examples Descriptions of twelve design smells that indicate the need for this book’s refactorings General information and new insights about patterns and refactoring Detailed implementation mechanics: how low-level refactorings are combined to implement high-level patterns Multiple ways to implement the same pattern—and when to use each Practical ways to get started even if you have little experience with patterns or refactoring *Refactoring to Patterns* reflects three years of refinement and the insights of more than sixty software engineering thought leaders in the global patterns, refactoring, and agile development communities. Whether you’re focused on legacy or “greenfield” development, this book will make you a better software designer by helping you learn how to make important design changes safely and effectively.

xUnit Test Patterns Pearson Education

& Most software practitioners deal with inherited code; this book teaches them how to optimize it & & Workbook approach facilitates the learning process & & Helps you identify where problems in a software application exist or are likely to exist

The Pragmatic Programmer Pearson Education

Like any other software system, Web sites gradually accumulate “cruft” over time. They slow down. Links break. Security and compatibility problems mysteriously appear. New features don’t integrate seamlessly. Things just don’t work as well. In an ideal world, you’d rebuild from scratch. But you can’t: there’s no time or money for that. Fortunately, there’s a solution: You can refactor your Web code using easy, proven techniques, tools, and recipes adapted from the world of software development. In *Refactoring HTML*, Elliotte Rusty Harold explains how to use refactoring to improve virtually any Web site or application. Writing for programmers and non-programmers alike, Harold shows how to refactor for better reliability, performance, usability, security, accessibility, compatibility, and even search engine placement. Step by step, he shows how to migrate obsolete code to today’s stable Web standards, including XHTML, CSS, and REST—and eliminate chronic problems like presentation-based markup, stateful applications, and “tag soup.” The book’s extensive catalog of detailed refactorings and practical “recipes for success” are organized to help you find specific solutions fast, and get maximum benefit for minimum effort. Using this book, you can quickly improve site performance now—and make your site far easier to enhance, maintain, and scale for years to come. Topics covered include

- Recognizing the “smells” of Web code that should be refactored
- Transforming old HTML into well-formed, valid XHTML, one step at a time
- Modernizing existing layouts with CSS
- Updating old Web applications: replacing POST with GET, replacing old contact forms, and refactoring JavaScript
- Systematically refactoring content and links
- Restructuring sites without changing the URLs your users rely upon

This book will be an indispensable resource for Web designers, developers, project managers, and anyone who maintains or updates existing sites. It will be especially helpful to Web professionals who learned HTML years ago, and want to refresh their knowledge with today’s standards-compliant best practices. This book will be an indispensable resource for Web designers, developers, project managers, and anyone who maintains or updates existing sites. It will be especially helpful to Web professionals who learned HTML years ago, and want to refresh their knowledge with today’s standards-compliant best practices.

The Object-Oriented Thought Process Morgan Kaufmann

Test-Driven Development (TDD) is now an established technique for delivering better software faster. TDD is based on a simple idea: Write tests for your code before you write the code itself. However, this “simple” idea takes skill and judgment to do well. Now there’s a practical guide to TDD that takes you beyond the basic concepts. Drawing on a decade of experience building real-world systems, two TDD pioneers show how to let tests guide your development and “grow” software that is coherent, reliable, and maintainable. Steve Freeman and Nat Pryce describe the processes they use,

the design principles they strive to achieve, and some of the tools that help them get the job done. Through an extended worked example, you'll learn how TDD works at multiple levels, using tests to drive the features and the object-oriented structure of the code, and using Mock Objects to discover and then describe relationships between objects. Along the way, the book systematically addresses challenges that development teams encounter with TDD—from integrating TDD into your processes to testing your most difficult features. Coverage includes Implementing TDD effectively: getting started, and maintaining your momentum throughout the project Creating cleaner, more expressive, more sustainable code Using tests to stay relentlessly focused on sustaining quality Understanding how TDD, Mock Objects, and Object-Oriented Design come together in the context of a real software development project Using Mock Objects to guide object-oriented designs Succeeding where TDD is difficult: managing complex test data, and testing persistence and concurrency

The Rust Programming Language (Covers Rust 2018) Addison-Wesley Professional

Get more out of your legacy systems: more performance, functionality, reliability, and manageability Is your code easy to change? Can you get nearly instantaneous feedback when you do change it? Do you understand it? If the answer to any of these questions is no, you have legacy code, and it is draining time and money away from your development efforts. In this book, Michael Feathers offers start-to-finish strategies for working more effectively with large, untested legacy code bases. This book draws on material Michael created for his renowned Object Mentor seminars: techniques Michael has used in mentoring to help hundreds of developers, technical managers, and testers bring their legacy systems under control. The topics covered include Understanding the mechanics of software change: adding features, fixing bugs, improving design, optimizing performance Getting legacy code into a test harness Writing tests that protect you against introducing new problems Techniques that can be used with any language or platform—with examples in Java, C++, C, and C# Accurately identifying where code changes need to be made Coping with legacy systems that aren't object-oriented Handling applications that don't seem to have any structure This book also includes a catalog of twenty-four dependency-breaking techniques that help you work with program elements in isolation and make safer changes.

Growing Object-Oriented Software, Guided by Tests Pearson Education

Refactoring has proven its value in a wide range of development projects—helping software professionals improve system designs, maintainability, extensibility, and performance. Now, for the first time, leading agile methodologist Scott Ambler and renowned consultant Pramodkumar Sadalage introduce powerful refactoring techniques specifically designed for database systems. Ambler and Sadalage demonstrate how small changes to table structures, data, stored procedures, and triggers can significantly enhance virtually any database design—without changing semantics. You'll learn how to evolve database schemas in step with source code—and become far more effective in projects relying on iterative, agile methodologies. This comprehensive guide and reference helps you overcome the practical obstacles to refactoring real-world databases by covering every fundamental concept underlying database refactoring. Using start-to-finish examples, the authors walk you through refactoring simple standalone database applications as well as sophisticated multi-application scenarios. You'll master every task involved in refactoring database schemas, and discover best practices for deploying refactorings in even the most complex production environments. The second half of this book systematically covers five major categories of database refactorings. You'll learn how to use refactoring to enhance database structure, data quality, and referential integrity; and how to refactor both architectures and methods. This book provides an extensive set of examples built with Oracle and Java and easily adaptable for other languages, such as C#, C++, or VB.NET, and other databases, such as DB2, SQL Server, MySQL, and Sybase. Using this book's techniques and examples, you can reduce waste, rework, risk, and cost—and build database systems capable of evolving smoothly, far into the future.

Refactoring Apress

* Allen Holub is a highly regarded instructor for the University of California, Berkeley, Extension. He has taught since 1982 on various topics, including Object-Oriented Analysis and Design, Java, C++, C. Holub will use this book in his Berkeley Extension classes. * Holub is a regular presenter at the Software Development conferences and is Contributing Editor for the online magazine JavaWorld, for whom he writes the Java Toolbox. He also wrote the OO Design Process column for IBM DeveloperWorks. * This book is not time-sensitive. It is an extremely well-thought out approach to learning design patterns, with Java as the example platform, but the concepts presented are not limited to just Java programmers. This is a complement to the Addison-Wesley seminal "Design Patterns" book by the "Gang of Four".

Refactoring to Patterns Pearson Education India

Learn the principles of good software design, and how to turn those principles into great code. This book introduces you to software engineering — from the application of engineering principles to the development of software. You'll see how to run a software development project, examine the different phases of a project, and learn how to design and implement programs that solve specific problems. It's also about code construction — how to write great programs and make them work. Whether you're new to programming or have written hundreds of applications, in this book you'll re-examine what you already do, and you'll investigate ways to improve. Using the Java language, you'll look deeply into coding standards, debugging, unit testing, modularity, and other characteristics of good programs. With Software Development, Design and Coding, author and professor John Dooley distills his years of teaching and development experience to demonstrate practical techniques for great coding. What You'll Learn Review modern agile methodologies including Scrum and Lean programming Leverage the capabilities of modern computer systems with parallel programming Work with design patterns to exploit application development best practices Use modern tools for development, collaboration, and source code controls Who This Book Is For Early career software developers, or upper-level students in software engineering courses

Refactoring for Software Design Smells Pearson Education India

As the application of object technology--particularly the Java programming language--has become commonplace, a new problem has emerged to confront the software development community. Significant numbers of poorly designed programs have been created by less-experienced developers, resulting in applications that are inefficient and hard to maintain and extend. Increasingly, software system professionals are discovering just how

difficult it is to work with these inherited, "non-optimal" applications. For several years, expert-level object programmers have employed a growing collection of techniques to improve the structural integrity and performance of such existing software programs. Referred to as "refactoring," these practices have remained in the domain of experts because no attempt has been made to transcribe the lore into a form that all developers could use. . .until now. In *Refactoring: Improving the Design of Existing Code*, renowned object technology mentor Martin Fowler breaks new ground, demystifying these master practices and demonstrating how software practitioners can realize the significant benefits of this new process. With proper training a skilled system designer can take a bad design and rework it into well-designed, robust code. In this book, Martin Fowler shows you where opportunities for refactoring typically can be found, and how to go about reworking a bad design into a good one. Each refactoring step is simple--seemingly too simple to be worth doing. Refactoring may involve moving a field from one class to another, or pulling some code out of a method to turn it into its own method, or even pushing some code up or down a hierarchy. While these individual steps may seem elementary, the cumulative effect of such small changes can radically improve the design. Refactoring is a proven way to prevent software decay. In addition to discussing the various techniques of refactoring, the author provides a detailed catalog of more than seventy proven refactorings with helpful pointers that teach you when to apply them; step-by-step instructions for applying each refactoring; and an example illustrating how the refactoring works. The illustrative examples are written in Java, but the ideas are applicable to any object-oriented programming language.

Refactoring: Improving The Design Of Existing Code Pearson Education

The Definitive Refactoring Guide, Fully Revamped for Ruby With refactoring, programmers can transform even the most chaotic software into well-designed systems that are far easier to evolve and maintain. What's more, they can do it one step at a time, through a series of simple, proven steps. Now, there's an authoritative and extensively updated version of Martin Fowler's classic refactoring book that utilizes Ruby examples and idioms throughout—not code adapted from Java or any other environment. The authors introduce a detailed catalog of more than 70 proven Ruby refactorings, with specific guidance on when to apply each of them, step-by-step instructions for using them, and example code illustrating how they work. Many of the authors' refactorings use powerful Ruby-specific features, and all code samples are available for download. Leveraging Fowler's original concepts, the authors show how to perform refactoring in a controlled, efficient, incremental manner, so you methodically improve your code's structure without introducing new bugs. Whatever your role in writing or maintaining Ruby code, this book will be an indispensable resource. This book will help you * Understand the core principles of refactoring and the reasons for doing it * Recognize "bad smells" in your Ruby code * Rework bad designs into well-designed code, one step at a time * Build tests to make sure your refactorings work properly * Understand the challenges of refactoring and how they can be overcome * Compose methods to package code properly * Move features between objects to place responsibilities where they fit best * Organize data to make it easier to work with * Simplify conditional expressions and make more effective use of polymorphism * Create interfaces that are easier to understand and use * Generalize more effectively * Perform larger refactorings that transform entire software systems and may take months or years * Successfully refactor Ruby on Rails code

Refactoring Workbook Addison-Wesley Professional

More than 300,000 developers have benefited from past editions of UML Distilled . This third edition is the best resource for quick, no-nonsense insights into understanding and using UML 2.0 and prior versions of the UML. Some readers will want to quickly get up to speed with the UML 2.0 and learn the essentials of the UML. Others will use this book as a handy, quick reference to the most common parts of the UML. The author delivers on both of these promises in a short, concise, and focused presentation. This book describes all the major UML diagram types, what they're used for, and the basic notation involved in creating and deciphering them. These diagrams include class, sequence, object, package, deployment, use case, state machine, activity, communication, composite structure, component, interaction overview, and timing diagrams. The examples are clear and the explanations cut to the fundamental design logic. Includes a quick reference to the most useful parts of the UML notation and a useful summary of diagram types that were added to the UML 2.0. If you are like most developers, you don't have time to keep up with all the new innovations in software engineering. This new edition of Fowler's classic work gets you acquainted with some of the best thinking about efficient object-oriented software design using the UML--in a convenient format that will be essential to anyone who designs software professionally.

Fowler Addison-Wesley Professional

Introduction -- China's Sputnik moment -- Copycats in the Coliseum -- China's alternate Internet universe -- A tale of two countries -- The four waves of AI -- Utopia, dystopia, and the real AI crisis -- The wisdom of cancer -- A blueprint for human co-existence with AI -- Our global AI story

Refactoring in Ruby Pearson Education

The First Hands-On, Practical, All-Ruby Refactoring Workbook! Refactoring—the art of improving the design of existing code—has taken the world by storm. So has Ruby. Now, for the first time, there's a refactoring workbook designed from the ground up for the dynamic Ruby language. Refactoring in Ruby gives you all the realistic, hands-on practice you need to refactor Ruby code quickly and effectively. You'll discover how to recognize “code smells,” which signal opportunities for improvement, and then perfect your program's design one small, safe step at a time. The book shows you when and how to refactor with both legacy code and during new test-driven development, and walks you through real-world refactoring in detail. The workbook concludes with several applications designed to help practice refactoring in realistic domains, plus a handy code review checklist you'll refer to again and again. Along the way, you'll learn powerful lessons about designing higher quality Ruby software—lessons that will enable you to experience the joy of writing consistently great code. Refactoring in Ruby will help you Recognize why poor code design occurs, so you can prevent it from occurring in your own code Master better design techniques that lead to more efficient, reliable, and maintainable software Fix code that's too long, large, or difficult to follow Ferret out duplication, and express each idea “once and only once” Recognize missing or inadequately formed classes Simplify overly complex relationships between classes and their subclasses Achieve the right balance of responsibilities among objects Make your code easier to test and change Cope with incomplete library modules, and fix runaway dependencies Learn the next steps to take after you refactor

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