



REFACTORING

IMPROVING THE DESIGN OF EXISTING CODE

MARTIN FOWLER

With contributions by **Kent Beck, John Brant,
William Opdyke, and Don Roberts**

Foreword by **Erich Gamma**
Object Technology International, Inc.



Refactoring Improving The Design Of Existing Code

M Carnoy



Refactoring Improving The Design Of Existing Code:

Refactoring Martin Fowler, Kent Beck, John Brant, William Opdyke, Don Roberts, 2012-03-09 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 Martin Fowler, 2018-11-20 Martin Fowler s guide to reworking bad code into well structured code Refactoring improves the design of existing code and enhances software maintainability as well as making existing code easier to understand Original Agile Manifesto signer and software development thought leader Martin Fowler provides a catalog of refactorings that explains why you should refactor how to recognize code that needs refactoring and how to actually do it successfully no matter what language you use Refactoring principles understand the process and general principles of refactoring Code smells recognize bad smells in code that signal opportunities to refactor Application improvement quickly apply useful refactorings to make a program easier to comprehend and change Building tests writing good tests increases a programmer s effectiveness Moving features an important part of refactoring is moving elements between contexts Data structures a collection of refactorings to organize data an important role in programs Conditional Logic use refactorings to make conditional sections easier to understand APIs modules and their

functions are the building blocks of our software and APIs are the joints that we use to plug them together Inheritance it is both very useful and easy to misuse and it s often hard to see the misuse until it s in the rear view mirror refactorings can fix the misuse Examples are written in JavaScript but you shouldn t find it difficult to adapt the refactorings to whatever language you are currently using as they look mostly the same in different languages Whenever you read Refactoring it s time to read it again And if you haven t read it yet please do before writing another line of code David Heinemeier Hansson Creator of Ruby on Rails Founder CTO at Basecamp Any fool can write code that a computer can understand Good programmers write code that humans can understand M Fowler 1999 **Refactoring** Martin Fowler,Kent Beck,1999 Refactoring is gaining momentum amongst the object oriented programming community It can transform the internal dynamics of applications and has the capacity to transform bad code into good code This book offers an introduction to refactoring *REFACTORING IMPROVING THE DESIGN OF EXISTING CODE*. MATRIN. FOWLER,1999 *Refactoring* Martin Fowler,2009 **Proceedings of the IEEE International Symposium on Industrial Electronics** ,2001

Design Patterns in C# Steven John Metsker,2004 bull A catalogue of proven solutions to recurring problems in C software design bull Part of the Addison Wesley Software Patterns Series with John Vlissides as consulting editor bull Allows the growing legions of Microsoft technology developers to apply traditional software approaches to frequently encountered problems *EJB Design Patterns* Floyd Marinescu,2002-03-05 A lot of programming involves solving the same kinds of basic problems Well what if a community of experts got together and pooled their knowledge to come up with the best programming practices for solving these problems You would have what are known as design patterns Author Floyd Marinescu a leading expert on EJB worked with the members of the EJB community of TheServerSide com to put their collective knowledge together to build a library of design patterns strategies and best practices for EJB design and development This treasure trove of proven best practices will allow developers to quickly solve difficult programming assignments Unlike other patterns books this book goes beyond high level designs to the actual code for implementing them saving developers countless hours of time and effort when building scalable reliable and maintainable EJB systems

Designing Enterprise Applications with the J2EE Platform (Custom Version) Inderjeet Singh,Beth Stearns,Mark Johnson,Enterprise Team,2002-03-25 [IntelliJ IDEA in Action](#) Duane K. Fields,Stephen Saunders,Eugene Belyaev,2006-03-26 IntelliJ IDEA in Action will help developers dig a little deeper into IDEA and embrace its streamlining features which allow for more time to be spent on project design rather than code management Without some educational investment however IDEA can be just another editor That then is the purpose of this book To not only get you up and running quickly but to teach you how to use IDEA s powerful software development tools to their fullest advantage Important product features including the debugger source code control and the many code generation tools are carefully explained and accompanied by tips and tricks that will leave even experienced IDEA users with Eureka moments of informed programming

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IEEE International Symposium on Industrial Electronics Proceedings, 2001 **Designing Software Product Lines with UML** Hassan Gomaa, 2005 Designing Software Product Lines with UML is well written informative and addresses a very important topic It is a valuable contribution to the literature in this area and offers practical guidance for software architects and engineers Alan Brown Distinguished Engineer Rational Software IBM Software Group Gomaa's process and UML extensions allow development teams to focus on feature oriented development and provide a basis for improving the level of reuse across multiple software development efforts This book will be valuable to any software development professional who needs to manage across projects and wants to focus on creating software that is consistent reusable and modular in nature Jeffrey S Hammond Group Marketing Manager Rational Software IBM Software Group This book brings together a good range of concepts for understanding software product lines and provides an organized method for developing product lines using object oriented techniques with the UML Once again Hassan has done an excellent job in balancing the needs of both experienced and novice software engineers Robert G Pettit IV Ph D Adjunct Professor of Software Engineering George Mason University This breakthrough book provides a comprehensive step by step approach on how to develop software product lines which is of great strategic benefit to industry The development of software product lines enables significant reuse of software architectures Practitioners will benefit from the well defined PLUS process and rich case studies Hurley V Blankenship II Program Manager Justice and Public Safety Science Applications International Corporation The Product Line UML based Software engineering PLUS is leading edge With the author's wide experience and deep knowledge PLUS is well harmonized with architectural and design pattern technologies Michael Shin Assistant Professor Texas Tech University Long a standard practice in traditional manufacturing the concept of product lines is quickly earning recognition in the software industry A software product line is a family of systems that shares a common set of core technical assets with preplanned extensions and variations to address the needs of specific customers or market segments When skillfully implemented a product line strategy can yield enormous gains in productivity quality and time to market Studies indicate that if three or more systems with a degree of common functionality are to be developed a product line approach is significantly more cost effective To model and design families of systems the analysis and design concepts for

single product systems need to be extended to support product lines Designing Software Product Lines with UML shows how to employ the latest version of the industry standard Unified Modeling Language UML 2.0 to reuse software requirements and architectures rather than starting the development of each new system from scratch Through real world case studies the book illustrates the fundamental concepts and technologies used in the design and implementation of software product lines This book describes a new UML based software design method for product lines called PLUS Product Line UML based Software engineering PLUS provides a set of concepts and techniques to extend UML based design methods and processes for single systems in a new dimension to address software product lines Using PLUS the objective is to explicitly model the commonality and variability in a software product line Hassan Gomaa explores how each of the UML modeling views use case static state machine and interaction modeling can be extended to address software product families He also discusses how software architectural patterns can be used to develop a reusable component based architecture for a product line and how to express this architecture as a UML platform independent model that can then be mapped to a platform specific model Key topics include Software product line engineering process which extends the Unified Development Software Process to address software product lines Use case modeling including modeling the common and variable functionality of a product line Incorporating feature modeling into UML for modeling common optional and alternative product line features Static modeling including modeling the boundary of the product line and information intensive entity classes Dynamic modeling including using interaction modeling to address use case variability State machines for modeling state dependent variability Modeling class variability using inheritance and parameterization Software architectural patterns for product lines Component based distributed design using the new UML 2.0 capability for modeling components connectors ports and provided and required interfaces Detailed case studies giving a step by step solution to real world product line problems Designing Software Product Lines with UML is an invaluable resource for all designers and developers in this growing field The information technology and case studies presented here show how to harness the promise of software product lines and the practicality of the UML to take software design quality and efficiency to the next level An enhanced online index allows readers to quickly and easily search the entire text for specific topics *Object-oriented Information Systems*, 2002

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