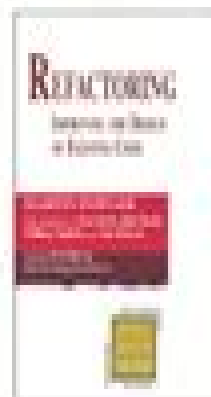




# REFACTORING WORKBOOK

WILLIAM C. WAKE



- Understand the subtle art of recognizing problem areas in code
- Select and apply the most important refactoring techniques
- Improve existing code—quickly, safely, and effectively

# Refactoring Workbook

**Awais Rashid**



## **Refactoring Workbook:**

**Refactoring Workbook** William C. Wake, 2004 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

**Refactoring in Large Software Projects** Martin Lippert, Stephen Rook, 2006-05-01 Large Refactorings looks at methods of establish design improvements as an important and independent activity during development of software and will help to ensure that software continues to adapt improve and remain easy to read and modify without altering its observable behaviour It provides real world experience from real refactored projects and shows how to refactor software to ensure that it is efficient fresh and adaptable

**Refactoring in Ruby** William C. Wake, Kevin Rutherford, 2009-10-15 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

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

*Agile Technical Practices Distilled* Pedro M. Santos, Marco Consolaro, Alessandro Di Gioia, 2019-06-28 Delve deep into the various technical practices principles and values of Agile Key Features Discover the essence of Agile software development and the key principles of software design Explore the fundamental practices of Agile working including test driven development TDD refactoring pair programming and continuous integration Learn and apply the four elements of simple design Book Description The number of popular technical practices has grown exponentially in the last few years Learning the common fundamental software development practices can help you become a better programmer This book uses the term Agile as a wide umbrella and covers Agile principles and practices as well as most methodologies associated with it You ll begin by discovering how driver navigator chess clock and other techniques used in the pair programming approach introduce discipline while writing code You ll then learn to safely change the design of your code using refactoring While learning these techniques you ll also explore various best practices to write efficient tests The concluding chapters of the book delve deep into the SOLID principles the five design principles that you can use to make your software more understandable flexible and maintainable By the end of the book you will have discovered new ideas for improving your software design skills the relationship within your team and the way your business works What you will learn Learn the red green refactor cycle of classic TDD and practice the best habits such as the rule of 3 triangulation object calisthenics and more Refactor using parallel change and improve legacy code with characterization tests approval tests and Golden Master Use code smells as feedback to improve your design Learn the double cycle of ATDD and the outside in mindset using mocks and stubs correctly in your tests Understand how Coupling Cohesion Connascence SOLID principles and code smells are all related Improve the understanding of your business domain using BDD and other principles for doing the right thing not only the thing right Who this book is for This book is designed for software developers looking to

improve their technical practices Software coaches may also find it helpful as a teaching reference manual This is not a beginner's book on how to program You must be comfortable with at least one programming language and must be able to write unit tests using any unit testing framework

**Product-Focused Software Process Improvement** Frank Bomarius, Markku Oivo, Päivi Jaring, Pekka Abrahamsson, 2009-06-18 On behalf of the PROFES Organizing Committee we are proud to present the proceedings of the 10 International Conference on Product Focused Software Process Improvement PROFES 2009 held in Oulu Finland Since the first conference in 1999 the conference has established its place in the software engineering community as a respected conference that brings together participants from academia and industry The roots of PROFES are in professional software process improvement motivated by product and service quality needs The conference addresses both the solutions found in practice as well as relevant research results from academia To ensure that PROFES retains its high quality and focus on the most relevant research issues the conference has actively maintained close collaboration with industry and subsequently widened its scope to the research areas of collaborative and agile software development A special focus for 2009 was placed on software business to bridge research and practice in the economics of software engineering This enabled us to cover software development in a more comprehensive manner and tackle one of the most important current challenges identified by the software industry and software research community namely the shift of focus from products to services The current global economic downturn emphasizes the need for new methods and solutions for fast and business oriented development of products and services in a globally distributed environment

**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

**Succeeding with Agile** Mike Cohn, 2010 Proven 100% Practical Guidance for Making Scrum and Agile Work in Any Organization This is the definitive realistic actionable guide to starting fast with Scrum and agile and then succeeding over the long haul Leading agile consultant and practitioner Mike Cohn presents detailed recommendations powerful tips and real world case studies drawn from his unparalleled experience helping hundreds of software organizations make Scrum and agile work Succeeding with Agile is for pragmatic software professionals who want real answers to the most difficult challenges they face in implementing Scrum Cohn covers every facet of the transition getting started helping individuals transition to new roles structuring teams scaling up working with a distributed team and finally implementing effective metrics and continuous improvement Throughout Cohn presents Things to Try Now sections based on his most successful advice Complementary Objection sections reproduce typical conversations with those resisting change and offer practical guidance for addressing their concerns Coverage includes Practical ways to get started immediately and get good fast Overcoming individual resistance to the changes Scrum requires Staffing Scrum projects and building effective teams Establishing improvement communities of people who are passionate about driving change Choosing

which agile technical practices to use or experiment with Leading self organizing teams Making the most of Scrum sprints planning and quality techniques Scaling Scrum to distributed multiteam projects Using Scrum on projects with complex sequential processes or challenging compliance and governance requirements Understanding Scrum s impact on HR facilities and project management Whether you ve completed a few sprints or multiple agile projects and whatever your role manager developer coach ScrumMaster product owner analyst team lead or project lead this book will help you succeed with your very next project Then it will help you go much further It will help you transform your entire development organization

Design Patterns in Java Steven Metsker,William C. Wake,2006-04-18 Design Patterns in Java™ gives you the hands on practice and deep insight you need to fully leverage the significant power of design patterns in any Java software project The perfect complement to the classic Design Patterns this learn by doing workbook applies the latest Java features and best practices to all of the original 23 patterns identified in that groundbreaking text Drawing on their extensive experience as Java instructors and programmers Steve Metsker and Bill Wake illuminate each pattern with real Java programs clear UML diagrams and compelling exercises You ll move quickly from theory to application learning how to improve new code and refactor existing code for simplicity manageability and performance Coverage includes Using Adapter to provide consistent interfaces to clients Using Facade to simplify the use of reusable toolkits Understanding the role of Bridge in Java database connectivity The Observer pattern Model View Controller and GUI behavior Java Remote Method Invocation RMI and the Proxy pattern Streamlining designs using the Chain of Responsibility pattern Using patterns to go beyond Java s built in constructor features Implementing Undo capabilities with Memento Using the State pattern to manage state more cleanly and simply Optimizing existing codebases with extension patterns Providing thread safe iteration with the Iterator pattern Using Visitor to define new operations without changing hierarchy classes If you re a Java programmer wanting to save time while writing better code this book s techniques tips and clear explanations and examples will help you harness the power of patterns to improve every program you write design or maintain All source code is available for download at <http://www.oozinoz.com> **Object-Oriented Design Knowledge: Principles, Heuristics and Best Practices** Garz s, Javier,Piattini, Mario,2006-07-31 The software engineering community has advanced greatly in recent years and we currently have numerous defined items of knowledge such as standards methodologies methods metrics techniques languages patterns knowledge related to processes concepts etc The main objective of this book is to give a unified and global vision about Micro Architectural Design Knowledge analyzing the main techniques experiences and methods Provided by publisher UML Distilled Martin Fowler,2018-08-30 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 Visual Studio Team System James W. Newkirk, Will W. Stott, 2007-05-17 Visual Studio Team System VSTS gives Microsoft development teams a powerful integrated toolset for Agile development Visual Studio Team System Better Software Development for Agile Teams is a comprehensive start to finish guide to making the most of VSTS in real world Agile environments Using a book length case study the authors show how to use VSTS to improve every aspect of software development step by step from project planning through design and from coding through testing and deployment Agile consultant Will Stott and Microsoft development lead James Newkirk carefully integrate theory and practice offering hands on exercises practical insights into core Extreme Programming XP techniques and much more Coverage includes Using VSTS to support the transition to Agile values and techniques Forming Agile teams and building effective process frameworks Leveraging Team Foundation Version Control to help teams manage change and share their code effectively Implementing incremental builds and integration with Team Foundation Build Making the most of VSTS tools for Test Driven Development and refactoring Bringing agility into software modeling and using patterns to model solutions more effectively Using the FIT integrated testing framework to make sure customers are getting what they need Estimating prioritizing and planning Agile projects **Software Design Methodology** Hong Zhu, 2005-03-22 Software Design Methodology explores the theory of software architecture with particular emphasis on general design principles rather than specific methods This book provides in depth coverage of large scale software systems and the handling of their design problems It will help students gain an understanding of the general theory of design methodology and especially in analysing and evaluating software architectural designs through the use of case studies and examples whilst broadening their knowledge of large scale software systems This book shows how important factors such as globalisation modelling coding testing and maintenance need to be addressed when creating a modern information system Each chapter contains expected learning outcomes a summary of key points and exercise questions to test knowledge and skills Topics range from the basic concepts of design to software design quality design strategies and processes and software architectural styles Theory and practice are reinforced with many worked examples and exercises plus case studies on extraction of keyword vector from text design space for user interface architecture and

document editor Software Design Methodology is intended for IT industry professionals as well as software engineering and computer science undergraduates and graduates on Msc conversion courses In depth coverage of large scale software systems and the handling of their design problems Many worked examples exercises and case studies to reinforce theory and practice Gain an understanding of the general theory of design methodology *Transactions on Aspect-Oriented Software Development I* Awais Rashid,2006-03-06 This journal is devoted to aspect oriented software development AOSD techniques in the context of all phases of the software life cycle from requirements and design to implementation maintenance and evolution The focus of the journal is on approaches for systematic identification modularization representation and composition of crosscutting concerns evaluation of such approaches and their impact on improving quality attributes of software systems

**Agile Estimating and Planning** Mike Cohn,2005-11-01 Agile Estimating and Planning is the definitive practical guide to estimating and planning agile projects In this book Agile Alliance cofounder Mike Cohn discusses the philosophy of agile estimating and planning and shows you exactly how to get the job done with real world examples and case studies Concepts are clearly illustrated and readers are guided step by step toward how to answer the following questions What will we build How big will it be When must it be done How much can I really complete by then You will first learn what makes a good plan and then what makes it agile Using the techniques in Agile Estimating and Planning you can stay agile from start to finish saving time conserving resources and accomplishing more Highlights include Why conventional prescriptive planning fails and why agile planning works How to estimate feature size using story points and ideal days and when to use each How and when to re estimate How to prioritize features using both financial and nonfinancial approaches How to split large features into smaller more manageable ones How to plan iterations and predict your team s initial rate of progress How to schedule projects that have unusually high uncertainty or schedule related risk How to estimate projects that will be worked on by multiple teams Agile Estimating and Planning supports any agile semiagile or iterative process including Scrum XP Feature Driven Development Crystal Adaptive Software Development DSDM Unified Process and many more It will be an indispensable resource for every development manager team leader and team member

**Leveraging Applications of Formal Methods, Verification and Validation** Tiziana Margaria,Bernhard Steffen,2008-11-05 This volume contains the conference proceedings of ISoLA 2008 the Third International Symposium on Leveraging Applications of Formal Methods Verification and Validation which was held in Porto Sani Kassandra Chalkidiki Greece during October 13 15 2008 sponsored by EASST and in cooperation with the IEEE Technical Committee on Complex Systems Following the tradition of its forerunners in 2004 and 2006 in Cyprus and the ISoLA Workshops in Greenbelt USA in 2005 and in Poitiers France in 2007 ISoLA 2008 provided a forum for developers users and researchers to discuss issues related to the adoption and use of rigorous tools and methods for the specification analysis verification certification construction test and maintenance of systems from the point of view of their different application domains Thus the ISoLA series of events serves



the purpose of bridging the gap between designers and developers of rigorous tools and users in engineering and in other disciplines and to foster and exploit synergetic relationships among scientists engineers software developers decision makers and other critical thinkers in companies and organizations In particular by providing a venue for the discussion of common problems requirements algorithms methodologies and practices ISoLA aims at supporting researchers in their quest to improve the utility reliability flexibility and efficiency of tools for building systems and users in their search for adequate solutions to their problems

*User Stories Applied* Mike Cohn,2004 Offers a requirements process that saves time eliminates rework and leads directly to better software A great way to build software that meets users needs is to begin with user stories simple clear brief descriptions of functionality that will be valuable to real users the author provides you with a front to back blueprint for writing these user stories and weaving them into your development lifecycle You ll learn what makes a great user story and what makes a bad one You ll discover practical ways to gather user stories even when you can t speak with your users Then once you ve compiled your user stories the author shows how to organize them prioritize them and use them for planning management and testing Back cover

*Practices for Scaling Lean & Agile Development* Craig Larman,Bas Vodde,2010-01-26 Lean and Agile Development for Large Scale Products Key Practices for Sustainable Competitive Success Increasingly large product development organizations are turning to lean thinking agile principles and practices and large scale Scrum to sustainably and quickly deliver value and innovation Drawing on their long experience leading and guiding lean and agile adoptions for large multisite and offshore product development internationally recognized consultant and best selling author Craig Larman and former leader of the agile transformation at Nokia Networks Bas Vodde share the key action tools needed for success Coverage includes Frameworks for large scale Scrum for multihundred person product groups Testing and building quality in Product management and the end of the contract game between business and R D Envisioning a large release and planning for multiteam development Low quality legacy code why it s created and how to stop it Continuous integration in a large multisite context Agile architecting Multisite or offshore development Contracts and outsourced development In a competitive environment that demands ever faster cycle times and greater innovation the practices inspired by lean thinking and agile principles are ever more relevant Practices for Scaling Lean Agile Development will help people realize a lean enterprise and deliver on the significant benefits of agility In addition to the action tools in this text see the companion book *Scaling Lean Agile Development Thinking and Organizational Tools for Large Scale Scrum* for complementary foundation tools

*Visual Modeling with Rational Rose 2002 and UML* Terry Quatrani,2003 Thoroughly updated and fully compliant with Rational Rose 2002 the latest release of the industry s most popular software modeling tool this edition contains simplified useful case studies and helps the reader understand the core concepts of modeling and how to use UML effectively

*Software Development for Small Teams* Gary Pollice,2004 I highly recommend this book for anyone who s ever tried to implement RUP on a small project Pollice and company have demystified and effectively scaled the

process while ensuring that its essence hasn't been compromised. A must have for any RUPster's library. Chris Soskin, Process Engineering Consultant, Toyota Motor Sales. Do you want to improve the process on your next project? Perhaps you'd like to combine the best practices from the Rational Unified Process (RUP) and from agile methodologies such as Extreme Programming. If so, buy this book. *Software Development for Small Teams* describes an entire software development project from the initial customer contact through delivery of the software. Through a case study, it describes how one small distributed team designed and applied a successful process. But this is not a perfect case study. The story includes what worked and what didn't and describes how the team might change its process for the next project. The authors encourage you to assess their results and to use the lessons learned on your next project. Key topics covered include: Achieving a balance between people, process, and tools; recognizing that software developo

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## **Table of Contents Refactoring Workbook**

1. Understanding the eBook Refactoring Workbook
  - The Rise of Digital Reading Refactoring Workbook
  - Advantages of eBooks Over Traditional Books
2. Identifying Refactoring Workbook
  - Exploring Different Genres
  - Considering Fiction vs. Non-Fiction
  - Determining Your Reading Goals
3. Choosing the Right eBook Platform
  - Popular eBook Platforms
  - Features to Look for in an Refactoring Workbook
  - User-Friendly Interface
4. Exploring eBook Recommendations from Refactoring Workbook
  - Personalized Recommendations
  - Refactoring Workbook User Reviews and Ratings
  - Refactoring Workbook and Bestseller Lists
5. Accessing Refactoring Workbook Free and Paid eBooks
  - Refactoring Workbook Public Domain eBooks
  - Refactoring Workbook eBook Subscription Services
  - Refactoring Workbook Budget-Friendly Options
6. Navigating Refactoring Workbook eBook Formats

- ePub, PDF, MOBI, and More
- Refactoring Workbook Compatibility with Devices
- Refactoring Workbook Enhanced eBook Features
- 7. Enhancing Your Reading Experience
  - Adjustable Fonts and Text Sizes of Refactoring Workbook
  - Highlighting and Note-Taking Refactoring Workbook
  - Interactive Elements Refactoring Workbook
- 8. Staying Engaged with Refactoring Workbook
  - Joining Online Reading Communities
  - Participating in Virtual Book Clubs
  - Following Authors and Publishers Refactoring Workbook
- 9. Balancing eBooks and Physical Books Refactoring Workbook
  - Benefits of a Digital Library
  - Creating a Diverse Reading Collection Refactoring Workbook
- 10. Overcoming Reading Challenges
  - Dealing with Digital Eye Strain
  - Minimizing Distractions
  - Managing Screen Time
- 11. Cultivating a Reading Routine Refactoring Workbook
  - Setting Reading Goals Refactoring Workbook
  - Carving Out Dedicated Reading Time
- 12. Sourcing Reliable Information of Refactoring Workbook
  - Fact-Checking eBook Content of Refactoring Workbook
  - Distinguishing Credible Sources
- 13. Promoting Lifelong Learning
  - Utilizing eBooks for Skill Development
  - Exploring Educational eBooks
- 14. Embracing eBook Trends
  - Integration of Multimedia Elements
  - Interactive and Gamified eBooks

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