Refactoring Improving The Design Of Existing Code Martin Fowler

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Refactoring emotionsMartin Fowler Microservices Refactoring Legacy Code STEP BY STEP (Part 2) Refactoring Legacy Code: STEP BY STEP (Part 1) Making Architecture Matter - Martin Fowler Keynote

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Refactoring is about improving the design of existing code. It is the process of changing a software system in such a way that it does not alter the external behavior of the code, yet improves its internal structure. With refactoring you can even take a bad design and rework it into a good one.

~~Refactoring: Improving the Design of Existing Code: Martin ...~~
For more than twenty years, experienced programmers worldwide have relied on Martin Fowlers Refactoring to improve the design of existing code and to enhance software maintainability, as well as to make existing code easier to understand.

~~Refactoring: Improving the Design of Existing Code (2nd ...~~
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 ...

~~Refactoring: Improving the Design of Existing Code | 2nd ...~~
Refactoring: Improving the Design of Existing Code shows how refactoring can make object-oriented code simpler and easier to maintain. Today refactoring requires considerable design know-how, but once tools become available, all programmers should be able to improve their code using refactoring techniques.

~~Refactoring: Improving the Design of Existing Code by ...~~
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...

~~Refactoring: Improving the Design of Existing Code ...~~
Refactoring: Improving the Design of Existing Code is focused on OO programming (lots of Java examples) and Agile practices. It is setup as a catalog of refactoring techniques. Each page dedicated to a refactoring is clearly marked, s Refactoring is the process of rewriting software, without changing the way it functions, in order to improve its readability, testability or maintanability.

~~Refactoring: Improving the Design of Existing Code by ...~~
Refactoring. A product quality technique whereby the design of a product is improved by enhancing its maintainability and other desired attributes without altering its expected behavior. Retrospective. A regularly occurring workshop in which participants explore their work and results in order to improve both process and product. Rolling Wave Planning.

~~Refactoring A product quality technique whereby the design ...~~
Refactoring is a controlled technique for improving the design of an existing code base. Its essence is applying a series of small behavior-preserving transformations, each of which "too small to be worth doing". However the cumulative effect of each of these transformations is quite significant.

~~Refactoring - Martin Fowler~~
In computer programming and software design, code refactoring is the process of restructuring existing computer codechanging the factoringwithout changing its external behavior. Refactoring is intended to improve the design,

structure, and/or implementation of the software, while preserving its functionality. Potential advantages of refactoring may include improved code readability and reduced complexity; these can improve the source code's maintainability and create a simpler, cleaner ...

~~Code refactoring - Wikipedia~~
Refactoring is a disciplined technique for restructuring an existing body of code, altering its internal structure without changing its external behavior. Its heart is a series of small behavior preserving transformations.

~~Refactoring~~
In other words, refactoring, though done on source code, has the objective of improving the design that the code implements. Therefore, the basic principles of design guide the refactoring process. Consequently, a refactoring generally results in one or more of the following: 1. Reduced coupling 2. Increased cohesion 3.

~~3 REFACTORING 417 becomes more complex time consuming and ...~~
Refactoring Improving the Design of Existing Code Martin Fowler With contributions by Kent Beck, John Brant, William Opdyke, and Don Roberts ADDISONWESLEY An imprint of Addison Wesley Longman, Inc. Reading, Massachusetts Harlow, England Menlo Park, California Berkeley, California Don Mills, Ontario Sydney

~~Refactoring: Improving the Design of Existing Code~~
Refactoring is the process of changing a software system in such a way that it does not alter the external behavior of the code yet improves its internal structure. It is a disciplined way to clean up code that minimizes the chances of introducing bugs. In essence when you refactor you are improving the design of the code after it has been written.

~~Refactoring: Improving the Design of Existing Code | InformIT~~
In Refactoring: Improving the Design of Existing Software, 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.

~~Refactoring (June 28, 1999 edition) | Open Library~~
M. Fowler (1999)For more than twenty years, experienced programmers worldwide have relied on Martin Fowlers Refactoringto improve the design of existing code and to enhance software...

~~Refactoring: Improving the Design of Existing Code ...~~
M. Fowler (1999) For more than twenty years, experienced programmers worldwide have relied on Martin Fowlers Refactoring to improve the design of existing code and to enhance software maintainability, as well as to make existing code easier to understand.

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~~Refactoring: Improving the Design of Existing Code - Paul ...~~
For more than twenty years, experienced programmers worldwide have relied on Martin Fowlers Refactoring to improve the design of existing code and to enhance software maintainability, as well as to make existing code easier to understand.

Fully Revised and UpdatedIncludes 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 Fowlers 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.)

Users can dramatically improve the design, performance, and manageability of object-oriented code without altering its interfaces or behavior. "Refactoring" shows users exactly how to spot the best opportunities for refactoring and exactly how to do it, step by step.

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.

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.

& 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

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.

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.

Software Expert Kent Beck Presents a Catalog of Patterns Infinitely Useful for Everyday Programming Great code doesn't just function: it clearly and consistently communicates your intentions, allowing other programmers to understand your code, rely on it, and modify it with confidence. But great code doesn't just happen. It is the outcome of hundreds of small but critical decisions programmers make every single day. Now, legendary software innovator Kent Beck□known worldwide for creating Extreme Programming and pioneering software patterns and test-driven development□focuses on these critical decisions, unearthing powerful □implementation patterns□ for writing programs that are simpler, clearer, better organized, and more cost effective. Beck collects 77 patterns for handling everyday programming tasks and writing more readable code. This new collection of patterns addresses many aspects of development, including class, state, behavior, method, collections, frameworks, and more. He uses diagrams, stories, examples, and essays to engage the reader as he illuminates the patterns. You□ll find proven solutions for handling everything from naming variables to checking exceptions.