

Refactoring Improving The Design Of Existing Code By Martin Fowler

Graham Lee

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 HTML Elliotte Rusty Harold, 2012-03-16 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.

Refactoring to Patterns Joshua Kerievsky,2005 Kerievsky lays the foundation for maximizing the use of design patterns by helping the reader view them in the context of refactorings. He ties together two of the most popular methods in software engineering today--refactoring and design patterns--as he helps the experienced developer create more robust software.

Patterns of Enterprise Application Architecture Martin Fowler,2003 A handbook for enterprise system developers guiding them through the intricacies and lessons learned in enterprise application development. Patterns are supported by code examples, in both Java and C#.

Refactoring Jay Fields,Shane Harvie,Martin Fowler,2010 The first refactoring guide specifically for Ruby - one of today's fastest growing programming languages Co-authored by Martin Fowler based on his legendary Refactoring, which started the refactoring revolution.

Working Effectively with Legacy Code Michael Feathers,2004-09-22 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.

Analysis Patterns Martin Fowler,1996-10-09 This innovative book recognizes the need within the object-oriented community for a book that goes beyond the tools and techniques of the typical methodology book. In Analysis Patterns: Reusable Object Models, Martin Fowler focuses on the end result of object-oriented analysis and design—the models themselves. He shares with you his wealth of object modeling experience and his keen eye for identifying repeating problems and transforming them into reusable models. Analysis Patterns provides a catalogue of patterns that have emerged in a wide range of domains including trading, measurement, accounting and organizational relationships. Recognizing that conceptual

patterns cannot exist in isolation, the author also presents a series of support patterns that discuss how to turn conceptual models into software that in turn fits into an architecture for a large information system. Included in each pattern is the reasoning behind their design, rules for when they should and should not be used, and tips for implementation. The examples presented in this book comprise a cookbook of useful models and insight into the skill of reuse that will improve analysis, modeling and implementation.

Domain-Specific Languages Martin Fowler,2010-09-23 When carefully selected and used, Domain-Specific Languages (DSLs) may simplify complex code, promote effective communication with customers, improve productivity, and unclog development bottlenecks. In *Domain-Specific Languages*, noted software development expert Martin Fowler first provides the information software professionals need to decide if and when to utilize DSLs. Then, where DSLs prove suitable, Fowler presents effective techniques for building them, and guides software engineers in choosing the right approaches for their applications. This book's techniques may be utilized with most modern object-oriented languages; the author provides numerous examples in Java and C#, as well as selected examples in Ruby. Wherever possible, chapters are organized to be self-standing, and most reference topics are presented in a familiar patterns format. Armed with this wide-ranging book, developers will have the knowledge they need to make important decisions about DSLs—and, where appropriate, gain the significant technical and business benefits they offer. The topics covered include: How DSLs compare to frameworks and libraries, and when those alternatives are sufficient Using parsers and parser generators, and parsing external DSLs Understanding, comparing, and choosing DSL language constructs Determining whether to use code generation, and comparing code generation strategies Previewing new language workbench tools for creating DSLs

The Object-Oriented Thought Process Matt Weisfeld,2019-04-04 Object-oriented programming (OOP) is the foundation of modern programming languages, including C++, Java, C#, Visual Basic .NET, Ruby, Objective-C, and Swift. Objects also form the basis for many web technologies such as JavaScript, Python, and PHP. It is of vital importance to learn the fundamental concepts of object orientation before starting to use object-oriented development environments. OOP promotes good design practices, code portability, and reuse—but it requires a shift in thinking to be fully understood. Programmers new to OOP should resist the temptation to jump directly into a particular programming language or a modeling language, and instead first take the time to learn what author Matt Weisfeld calls “the object-oriented thought process.” Written by a developer for developers who want to improve their understanding of object-oriented technologies, *The Object-Oriented Thought Process* provides a solutions-oriented approach to object-oriented programming. Readers will learn to understand the proper uses of inheritance and composition, the difference between aggregation and association, and the important distinction between interfaces and implementations. While programming technologies have been changing and evolving over the years, object-oriented concepts remain a constant—no matter what the platform. This revised edition focuses on the OOP

technologies that have survived the past 20 years and remain at its core, with new and expanded coverage of design patterns, avoiding dependencies, and the SOLID principles to help make software designs understandable, flexible, and maintainable.

Refactoring Databases Ambler,2006

Pro PHP Refactoring Francesco Trucchia,Jacopo Romei,2011-09-02 Many businesses and organizations depend on older high-value PHP software that risks abandonment because it is impossible to maintain. The reasons for this may be that the software is not well designed; there is only one developer (the one who created the system) who can develop it because he didn't use common design patterns and documentation; or the code is procedural, not object-oriented. With this book, you'll learn to identify problem code and refactor it to create more effective applications using test-driven design.

The Art of Agile Development James Shore,Shane Warden,2008 For those considering Extreme Programming, this book provides no-nonsense advice on agile planning, development, delivery, and management taken from the authors' many years of experience. While plenty of books address the what and why of agile development, very few offer the information users can apply directly.

Test-Driven iOS Development Graham Lee,2012-04-12 As iOS apps become increasingly complex and business-critical, iOS developers must ensure consistently superior code quality. This means adopting best practices for creating and testing iOS apps. Test-Driven Development (TDD) is one of the most powerful of these best practices. Test-Driven iOS Development is the first book 100% focused on helping you successfully implement TDD and unit testing in an iOS environment. Long-time iOS/Mac developer Graham Lee helps you rapidly integrate TDD into your existing processes using Apple's Xcode 4 and the OUnit unit testing framework. He guides you through constructing an entire Objective-C iOS app in a test-driven manner, from initial specification to functional product. Lee also introduces powerful patterns for applying TDD in iOS development, and previews powerful automated testing capabilities that will soon arrive on the iOS platform. Coverage includes Understanding the purpose, benefits, and costs of unit testing in iOS environments Mastering the principles of TDD, and applying them in areas from app design to refactoring Writing usable, readable, and repeatable iOS unit tests Using OUnit to set up your Xcode project for TDD Using domain analysis to identify the classes and interactions your app needs, and designing it accordingly Considering third-party tools for iOS unit testing Building networking code in a test-driven manner Automating testing of view controller code that interacts with users Designing to interfaces, not implementations Testing concurrent code that typically runs in the background Applying TDD to existing apps Preparing for Behavior Driven Development (BDD) The only iOS-specific guide to TDD and unit testing, Test-Driven iOS Development covers both essential concepts and practical implementation.

Implementation Patterns Kent Beck,2008 From best-selling author Kent Beck comes one of the most important books

since the release of the GOF's Design Patterns !

Clean Code Robert C. Martin,2008-08-01 Even bad code can function. But if code isn't clean, it can bring a development organization to its knees. Every year, countless hours and significant resources are lost because of poorly written code. But it doesn't have to be that way. Noted software expert Robert C. Martin presents a revolutionary paradigm with Clean Code: A Handbook of Agile Software Craftsmanship. Martin has teamed up with his colleagues from Object Mentor to distill their best agile practice of cleaning code "on the fly" into a book that will instill within you the values of a software craftsman and make you a better programmer—but only if you work at it. What kind of work will you be doing? You'll be reading code—lots of code. And you will be challenged to think about what's right about that code, and what's wrong with it. More importantly, you will be challenged to reassess your professional values and your commitment to your craft. Clean Code is divided into three parts. The first describes the principles, patterns, and practices of writing clean code. The second part consists of several case studies of increasing complexity. Each case study is an exercise in cleaning up code—of transforming a code base that has some problems into one that is sound and efficient. The third part is the payoff: a single chapter containing a list of heuristics and "smells" gathered while creating the case studies. The result is a knowledge base that describes the way we think when we write, read, and clean code. Readers will come away from this book understanding How to tell the difference between good and bad code How to write good code and how to transform bad code into good code How to create good names, good functions, good objects, and good classes How to format code for maximum readability How to implement complete error handling without obscuring code logic How to unit test and practice test-driven development This book is a must for any developer, software engineer, project manager, team lead, or systems analyst with an interest in producing better code.

Five Lines of Code Christian Clausen,2021-11-09 Five Lines of Code teaches refactoring that's focused on concrete rules and getting any method down to five lines or less! There's no jargon or tricky automated-testing skills required, just easy guidelines and patterns illustrated by detailed code samples. In Five Lines of Code you will learn: The signs of bad code Improving code safely, even when you don't understand it Balancing optimization and code generality Proper compiler practices The Extract method, Introducing Strategy pattern, and many other refactoring patterns Writing stable code that enables change-by-addition Writing code that needs no comments Real-world practices for great refactoring Improving existing code—refactoring—is one of the most common tasks you'll face as a programmer. Five Lines of Code teaches you clear and actionable refactoring rules that you can apply without relying on intuitive judgements such as "code smells." Following the author's expert perspective—that refactoring and code smells can be learned by following a concrete set of principles—you'll learn when to refactor your code, what patterns to apply to what problem, and the code characteristics that indicate it's time for a rework. Foreword by Robert C. Martin. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Every codebase includes mistakes and

inefficiencies that you need to find and fix. Refactor the right way, and your code becomes elegant, easy to read, and easy to maintain. In this book, you'll learn a unique approach to refactoring that implements any method in five lines or fewer. You'll also discover a secret most senior devs know: sometimes it's quicker to hammer out code and fix it later! About the book *Five Lines of Code* is a fresh look at refactoring for developers of all skill levels. In it, you'll master author Christian Clausen's innovative approach, learning concrete rules to get any method down to five lines—or less! You'll learn when to refactor, specific refactoring patterns that apply to most common problems, and characteristics of code that should be deleted altogether. What's inside

- The signs of bad code
- Improving code safely, even when you don't understand it
- Balancing optimization and code generality
- Proper compiler practices
- About the reader
- For developers of all skill levels. Examples use easy-to-read Typescript, in the same style as Java and C#.

About the author Christian Clausen works as a Technical Agile Coach, teaching teams how to refactor code.

Table of Contents

- 1 Refactoring refactoring
- 2 Looking under the hood of refactoring
- PART 1 LEARN BY REFACTORIZING A COMPUTER GAME
- 3 Shatter long function
- 4 Make type codes work
- 5 Fuse similar code together
- 6 Defend the data
- PART 2 TAKING WHAT YOU HAVE LEARNED INTO THE REAL WORLD
- 7 Collaborate with the compiler
- 8 Stay away from comments
- 9 Love deleting code
- 10 Never be afraid to add code
- 11 Follow the structure in the code
- 12 Avoid optimizations and generality
- 13 Make bad code look bad
- 14 Wrapping up

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)

AntiPatterns William J. Brown, 1998-04-03 Despite its negative sounding name, the positive benefits of AntiPatterns are enormous. This book discusses what AntiPatterns are and then provides practical guidelines on how to detect AntiPatterns and the refactored solutions that correct them. The authors discuss over 40 different AntiPatterns in the areas of software development, architecture, and project management.

Refactoring at Scale Maude Lemaire, 2021-01-12 Maintaining large applications is difficult, but supporting large, disorganized applications is nearly impossible. If you're unable to rapidly ship changes to your code without introducing new bugs or causing outages, perhaps it's time to slow down and consider a significant refactor. With this practical guide, software engineer Maude Lemaire teaches you how to identify and solve problematic patterns in your codebase. You'll learn techniques to help you effectively plan and execute a refactor spanning extensive surface areas of your application. Drawing from Lemaire's experience driving performance and refactoring efforts at Slack during a period of critical growth, this book helps you achieve newfound developer productivity throughout your organization. You'll learn how to: Identify the benefits of refactoring: bug squashing, developer productivity, and performance optimization Understand and articulate what's wrong with your current code Document and measure the impact of a refactoring effort Bring together the best team for the job Build sustainable coding practices and a healthier codebase

Clean Architecture Robert C. Martin, 2017-09-12 Practical Software Architecture Solutions from the Legendary Robert C. Martin (“Uncle Bob”) By applying universal rules of software architecture, you can dramatically improve developer productivity throughout the life of any software system. Now, building upon the success of his best-selling books *Clean Code* and *The Clean Coder*, legendary software craftsman Robert C. Martin (“Uncle Bob”) reveals those rules and helps you apply them. Martin’s *Clean Architecture* doesn’t merely present options. Drawing on over a half-century of experience in software environments of every imaginable type, Martin tells you what choices to make and why they are critical to your success. As you’ve come to expect from Uncle Bob, this book is packed with direct, no-nonsense solutions for the real challenges you’ll face—the ones that will make or break your projects. Learn what software architects need to achieve—and core disciplines and practices for achieving it Master essential software design principles for addressing function, component separation, and data management See how programming paradigms impose discipline by restricting what developers can do Understand what’s critically important and what’s merely a “detail” Implement optimal, high-level structures for web, database, thick-client, console, and embedded applications Define appropriate boundaries and layers, and organize components and services See why designs and architectures go wrong, and how to prevent (or fix) these failures *Clean Architecture* is essential reading for every current or aspiring software architect, systems analyst, system designer, and software manager—and for every programmer who must execute someone else’s designs. Register your product for convenient access to downloads,

updates, and/or corrections as they become available.

Decoding **Refactoring Improving The Design Of Existing Code By Martin Fowler**: Revealing the Captivating Potential of Verbal Expression

In a period characterized by interconnectedness and an insatiable thirst for knowledge, the captivating potential of verbal expression has emerged as a formidable force. Its ability to evoke sentiments, stimulate introspection, and incite profound transformations is genuinely awe-inspiring. Within the pages of "**Refactoring Improving The Design Of Existing Code By Martin Fowler**," a mesmerizing literary creation penned by way of a celebrated wordsmith, readers set about an enlightening odyssey, unraveling the intricate significance of language and its enduring impact on our lives. In this appraisal, we shall explore the book's central themes, evaluate its distinctive writing style, and gauge its pervasive influence on the hearts and minds of its readership.

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Table of Contents Refactoring Improving The Design Of Existing Code By Martin Fowler

1. Understanding the eBook Refactoring Improving The Design Of Existing Code By Martin Fowler
 - The Rise of Digital Reading Refactoring Improving The Design Of Existing Code By Martin Fowler
 - Advantages of eBooks Over Traditional Books
2. Identifying Refactoring Improving The Design Of Existing Code By Martin Fowler
 - 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 Improving The Design Of Existing Code By Martin Fowler
 - User-Friendly Interface

4. Exploring eBook Recommendations from Refactoring Improving The Design Of Existing Code By Martin Fowler
 - Personalized Recommendations
 - Refactoring Improving The Design Of Existing Code By Martin Fowler User Reviews and Ratings
 - Refactoring Improving The Design Of Existing Code By Martin Fowler and Bestseller Lists
5. Accessing Refactoring Improving The Design Of Existing Code By Martin Fowler Free and Paid eBooks
 - Refactoring Improving The Design Of Existing Code By Martin Fowler Public Domain eBooks
 - Refactoring Improving The Design Of Existing Code By Martin Fowler eBook Subscription Services
 - Refactoring Improving The Design Of Existing Code By Martin Fowler Budget-Friendly Options
6. Navigating Refactoring Improving The Design Of Existing Code By Martin Fowler eBook Formats
 - ePub, PDF, MOBI, and More
 - Refactoring Improving The Design Of Existing Code By Martin Fowler Compatibility with Devices
 - Refactoring Improving The Design Of Existing Code By Martin Fowler Enhanced eBook Features
7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of Refactoring Improving The Design Of Existing Code By Martin Fowler
 - Highlighting and Note-Taking Refactoring Improving The Design Of Existing Code By Martin Fowler
 - Interactive Elements Refactoring Improving The Design Of Existing Code By Martin Fowler
8. Staying Engaged with Refactoring Improving The Design Of Existing Code By Martin Fowler
 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers Refactoring Improving The Design Of Existing Code By Martin Fowler
9. Balancing eBooks and Physical Books Refactoring Improving The Design Of Existing Code By Martin Fowler
 - Benefits of a Digital Library
 - Creating a Diverse Reading Collection Refactoring Improving The Design Of Existing Code By Martin Fowler
10. Overcoming Reading Challenges
 - Dealing with Digital Eye Strain
 - Minimizing Distractions
 - Managing Screen Time
11. Cultivating a Reading Routine Refactoring Improving The Design Of Existing Code By Martin Fowler
 - Setting Reading Goals Refactoring Improving The Design Of Existing Code By Martin Fowler
 - Carving Out Dedicated Reading Time
12. Sourcing Reliable Information of Refactoring

Improving The Design Of Existing Code By Martin Fowler

- Fact-Checking eBook Content of Refactoring Improving The Design Of Existing Code By Martin Fowler
- 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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