

How to Slay a Big Ball of Mud

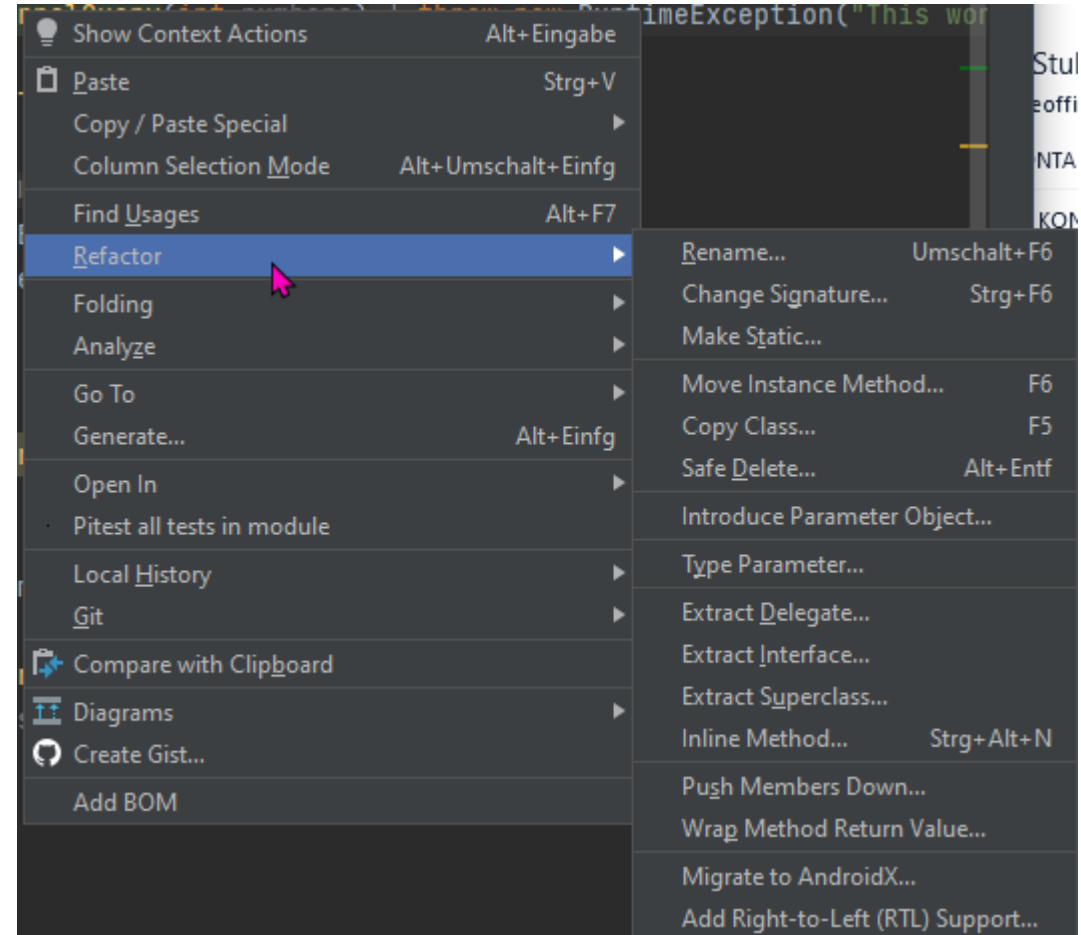


Checklist

- Equip yourself
 - Weapon
 - Armour
 - Skills
- Know your «Dragon»
 - Weakness
 - Desire
 - Habitat
- Prepare yourself
 - IDE-Refactorings, Seams, Pattern
 - Tests
 - Practice
- Know your Mud
 - Bugs
 - Future Projects depends on...
 - Time consuming Tasks

IDE

- Use Automated modification
 - it usually doesn't break the behaviour
- Be carefully with
 - Injections
 - reflection!



Seams

- Pre-processing seams
 - Runs before the compiler
 - Injects behavior at that stage
 - Link seams
 - Linker combine code in other files
 - This allows you to link it different
 - Object seams
 - Use inheritance/polymorphism
 - Change the behaviour to test a part of the productive code
- Pre-processing seams
 - Decreases code clarity
 - Not in production code
 - Link seams
 - Very hard to notice
 - Make production vs test obvious
 - Object seams
 - Refactor to access the relevant code to test
 - TestableClasses inherit from the original and override the disturbing functions

Pattern (Refactoring Calisthenics)

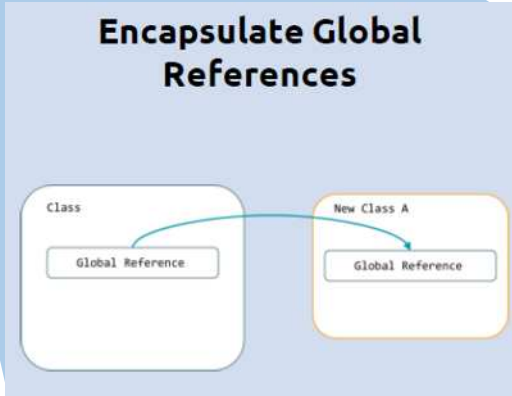
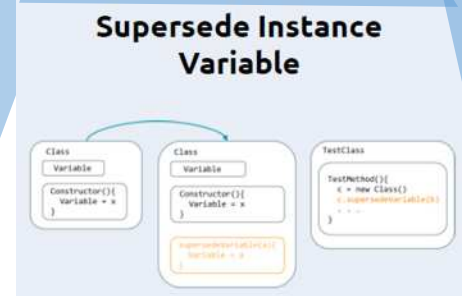
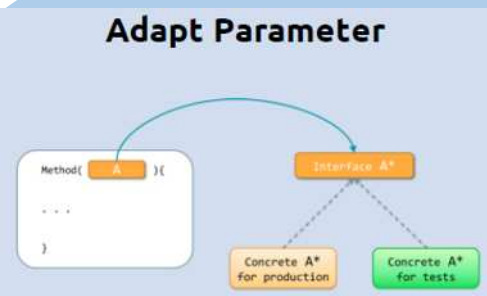
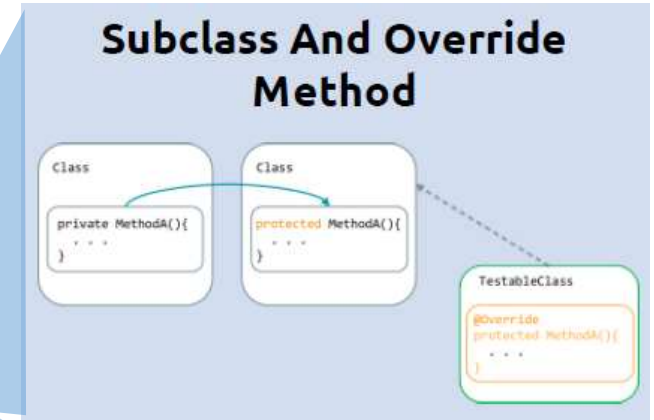
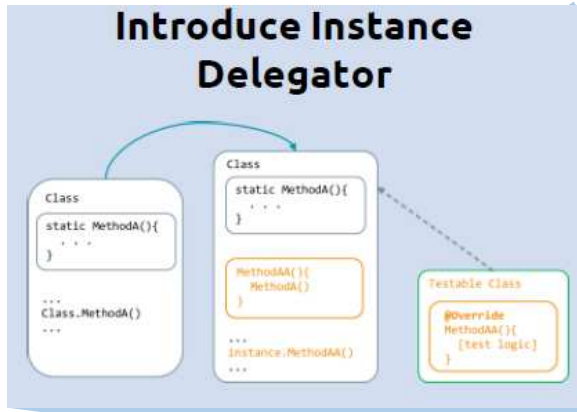
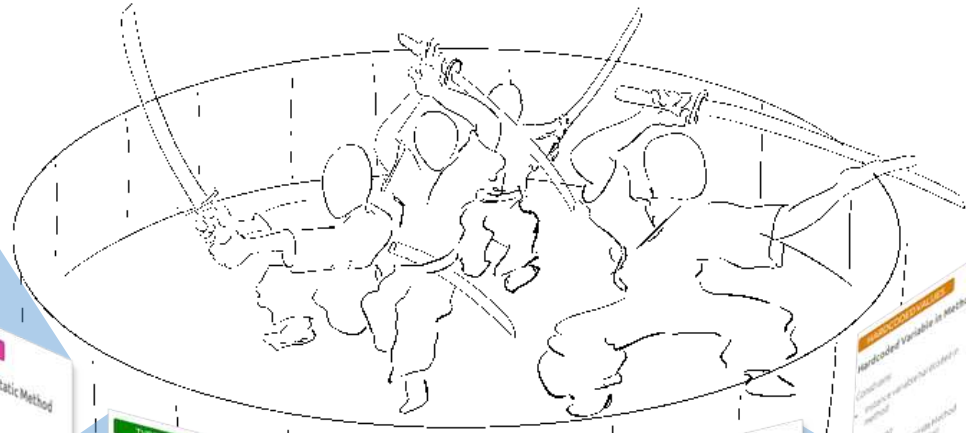
- Refactor: extract Method, extract Class, extract Interface
 - Refactor: Introduce Parameter, introduce Class(encapsulate),
 - Refactor: static setter (expose but: package private)

 - Supersede: substitute by a testclass that inherit from the original
 - Supersede: override Method in test to remove unused dependencies
 - (Peel & Slice)
- Recognize with the [Legacy Code Smells](#), tackle with the [Cheetsheet](#)

Tests

- Characterization Tests: Lock down the current behaviour
 - Golden Master: ApprovalTests by Llewellyn Falco
- Mutation Tests: Identify what is not yet tested
 - PIT: <http://pitest.org>

Practice



STATIC

Difficult Static Method

Constrains

- Difficult static method

Refactoring

- Introduce Instance Delegator

TYPES

Difficult Parameter

Constrains

- Difficult parameter

Refactoring

- Adapt Parameter
- Extract Interface
- Extract Implementer

HARDCODED VALUES

Hardcoded Variable in Constructor

Constrains

- Instance variable hardcoded in constructor

Refactoring

- Supersede Instance Variable (avoid virtual calls in constructor)
- Parameterize Constructor
- Extract and Override Getter
- Extract and Override Factory Method

GLOBSALS

Method calls Global Variables

Constrains

- Globals as parameters

Refactoring

- Encapsulate Global Reference

HARDCODED VALUES

Hardcoded Variable in Method

Constrains

- Instance variable hardcoded in method

Refactoring

- Subclass and Override Method
- Extract and Override Getter
- Extract and Override Factory Method
- Extract and Override Setter

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HARDCODED VALUES

Hardcoded Variable in Constructor

Constrains

- Instance variable hardcoded in constructor

Refactoring

- Supersede Instance Variable (avoid virtual calls in constructor)
- Parametrize Constructor
- Extract and Override Getter
- Extract and Override Factory Method

HARDCODED VALUES

Hardcoded Variable in Method

Constrains

- Instance variable hardcoded in method

Refactoring

- Subclass and Override Method
- Extract and Override Call
- Parametrize Method
- Extract and Override Getter

GLOBALS

Method calls Global Variables

Constrains

- Globals as parameters

Refactoring

- Encapsulate Global Reference

STATIC

Difficult Static Method

Constrains

- Difficult static method

Refactoring

- Introduce Instance Delegator

Lessons learned

- Use your [IDE](#) to refactor safely (I just thought, it is handy)
- [Recognize](#) the code smells by the cheat sheet
- Use [Refactoring Callisthenics](#) to make it testable
- Start using [Characterization Tests](#) and [Mutation Tests](#)
- [You can't save your code in one day](#)

Sources

- Alcor Academy <https://alcor.academy/code-renovation>