Refactoring: legacy code and UI/UX

RUNNING - STEFANO MONDINI

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Based on a true story

Things You Should Never Do[1]

A history of Netscape 6.0

Single worst strategic mistake

They decided to rewrite the code from scratch

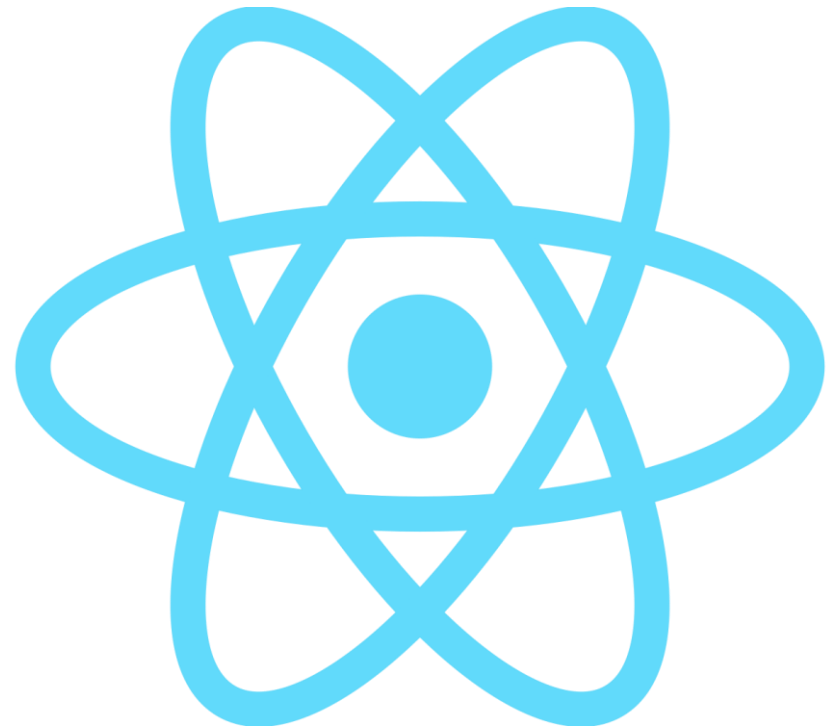Joel Spolski

It's harder to read code than to write it.

Case 1 – migrating a legacy project

Case 1 – migrating a legacy project

No testing culture

Case 1 – migrating a legacy project

New build

Where to start

Is still the same?

Case 1 – migrating a legacy project

Case 1 – migrating a legacy project

Change paradigm

Es. Getter / setter to Props

Strangler Fig Pattern[2]

Case 2 – refactoring UI

Case 2 – refactoring UI

Still no UI / e2e tests

**Updates...
used by many...**

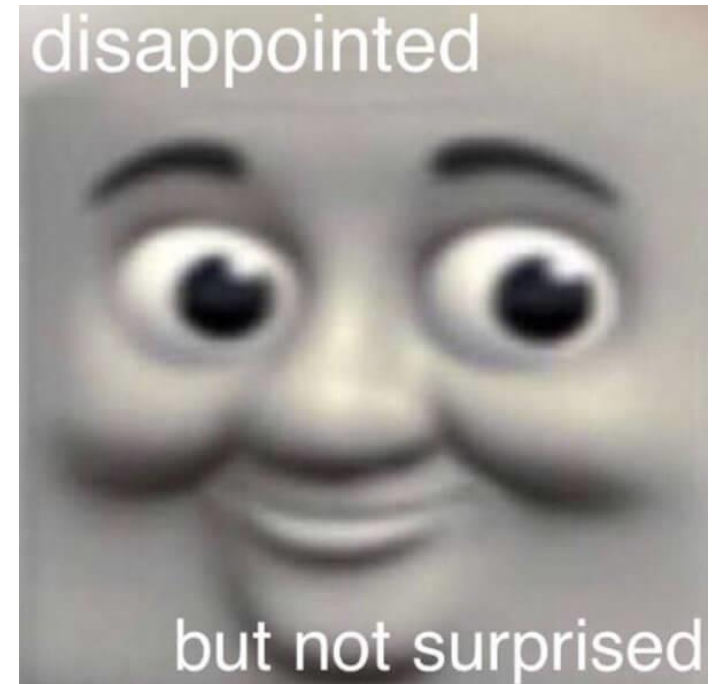# Case 2 – refactoring UI/UX

Material UI (MUI) v4 → v5

Grid: not the same

Needs rethinking…

Case 2 – refactoring UI/UX

Code migration: easy

Layout: 🙀

Rewrite?

Case 2 – refactoring UI/UX

Later: "unstable" grid layout

Issues!

Manual visual testing

Conclusion

Testing, testing, testing

Set small objectives

Experience - Read/Apply/Write

Questions?

Thank you for your attention!

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References

1. https://www.joelonsoftware.com/2000/04/06/things-you-should-never-do-part-i/

2. https://martinfowler.com/bliki/StranglerFigApplication.html

3. https://nostarch.com/kill-it-fire