

Simple fixes to smelly code

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What did one method say to the other?

Between you and me, something smells!



Bloaters

- Long method
- Large class
- Primitive obsession
- Long parameter list
- Data clumps



Object-Orientation Abusers

- Switch statements
- Temporary field
- Refused bequest
- Alternative classes with different interfaces



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Change Preventers

- Divergent change
- Shotgun surgery
- Parallel inheritance hierarchies





Dispensables

- Comments
- Duplicate code
- Lazy class
- Data class
- Dead code
- Speculative generality





Couplers

- Feature envy
- Inappropriate intimacy
- Message chains
- Middle man



Thank you!
Any questions?

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