

Refactoring Improving The Design Of Existing Code

Martin Fowler

RefactoringRefactoringRefactoringMachines, Code, PeopleThe Art of Agile DevelopmentDeveloping Applications with Visual Basic and UMLEssential Skills for the Agile DeveloperDomain-Specific LanguagesPro PHP RefactoringReports of Cases Heard and Determined by the Supreme Court of South CarolinaThe Lean Tech Manifesto: Learn the Secrets of Tech Leaders to Grasp the Full Benefits of Agile at ScaleRefactoring to PatternsDr. Dobb's JournalThe Robert C. Martin Clean Code Collection (Collection)Xcode 5 Developer ReferenceWorking Effectively with Legacy CodeDr. Dobb's Journal of Software Tools for the Professional ProgrammerSimple Object-Oriented DesignRefactoringReal-time UML Martin Fowler Martin Fowler Martin Fowler Christian Abegg James Shore Paul R. Reed Alan Shalloway Martin Fowler Francesco Trucchia South Carolina. Supreme Court Fabrice Bernhard Joshua Kerievsky Robert Martin Richard Wentk Michael C. Feathers Mauricio Aniche Jay Fields Bruce Powel Douglass

Refactoring Refactoring Refactoring Machines, Code, People The Art of Agile Development Developing Applications with Visual Basic and UML Essential Skills for the Agile Developer Domain-Specific Languages Pro PHP Refactoring Reports of Cases Heard and Determined by the Supreme Court of South Carolina The Lean Tech Manifesto: Learn the Secrets of Tech Leaders to Grasp the Full Benefits of Agile at Scale Refactoring to Patterns Dr. Dobb's Journal The Robert C. Martin Clean Code Collection (Collection) Xcode 5 Developer Reference Working Effectively with Legacy Code Dr. Dobb's Journal of Software Tools for the Professional Programmer Simple Object-Oriented Design Refactoring Real-time UML *Martin Fowler Martin Fowler Martin Fowler Christian Abegg James Shore Paul R. Reed Alan Shalloway Martin Fowler Francesco Trucchia South Carolina. Supreme Court Fabrice Bernhard Joshua Kerievsky Robert Martin Richard Wentk Michael C. Feathers Mauricio Aniche Jay Fields Bruce Powel Douglass*

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

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

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

learn about best practices cultural philosophies great ideas and practically proven concepts in 50 short articles zühlke engineers share what they are passionate about in this book you will find many useful tips from various areas of today s tech industry the range of topics covered includes the latest technical developments as well as collaboration topics and individual values and techniques such as the best technology is not always the best choice some inconvenient truths about the digitalization of your business fast tracking into new projects take notes when machine learning meets software engineering your team needs a tech lead not a lead techie architectural programming containerisation and why to use it the evolution of support and operations team setups zühlke engineering is a partner for business innovation and has been combining business and technology expertise for over 50 years zühlke develops financially successful products services and business models for today s digital world all the way from the initial creation of an idea to its implementation and operation

most companies developing software employ something they call agile but there s widespread misunderstanding of what agile is and how to use it if you want to improve your software development team s agility this comprehensive guidebook s clear concrete and detailed guidance explains what to do and why and when to make trade offs in this thorough update of the classic agile how to guide james shore provides no nonsense advice on agile adoption planning development delivery and management taken from over two decades of agile experience he brings the latest ideas from extreme programming scrum lean devops and more into a cohesive whole learn how to successfully bring agile development to your team and organization or discover why agile might not be for you this book explains how to improve agility create the conditions necessary for agile to succeed and scale in your organization focus on

value work as a team understand priorities provide visibility and improve continuously deliver software reliably share ownership decrease development costs evolve designs and deploy continuously optimize value take ownership of product plans budgets and experiments and produce market leading software

reed's guide includes detailed coverage of architecting vb enterprise applications and features working examples and step by step instructions for planning and development of an order entry system detailing do's and don'ts for analysis design and construction cd rom contains several templates for applying uml as well as complete rational rose models for the sample applications

agile has become today's dominant software development paradigm but agile methods remain difficult to measure and improve essential skills for the agile developer fills this gap from the bottom up teaching proven techniques for assessing and optimizing both individual and team agile practices written by four principals of net objectives one of the world's leading agile training and consulting firms this book reflects their unsurpassed experience helping organizations transition to agile it focuses on the specific actions and insights that can deliver the greatest design and programming improvements with economical investment the authors reveal key factors associated with successful agile projects and offer practical ways to measure them through actual examples they address principles attitudes habits technical practices and design considerations and above all show how to bring all these together to deliver higher value software using the authors techniques managers and teams can optimize the whole organization and the whole product across its entire lifecycle essential skills for the agile developer shows how to perform programming by intention separate use from construction consider testability before writing code avoid over and under design succeed with acceptance test driven development atdd minimize complexity and rework use encapsulation more effectively and systematically know when and how to use inheritance prepare for change more successfully perform continuous integration more successfully master powerful best practices for design and refactoring

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

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 powerful new method for streamlining digital product development accelerating delivery and

scaling innovation all in just one year whether you're a production manager or CEO the lean tech manifesto provides what you need to dramatically improve operations and get ahead of the competition this groundbreaking book written by the celebrated leaders of theodo shows how to combine lean strategy with the speed and scale of digital for optimal efficiency you'll learn how to create a culture of problem solving and knowledge sharing scale up even when faced by a major increase in demand deploy faster implementation measure client satisfaction improve teamwork between product devs and ops recruit good developers and keep them fabrice and benoît are famous for being among the first tech founders to successfully put lean methodology to practical use and their company is a deloitte fast 50 company and the ft 1000 list the lean tech manifesto is a major step toward solving your greatest challenge getting ahead of the competition without the need for massive investments in staff and resources which always result in higher levels of organizational confusion and waste

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 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

the robert c martin clean code collection consists of two bestselling ebooks clean code a handbook of agile software craftsmanship the clean coder a code of conduct for professional programmers in clean code legendary software expert robert c 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 you will be challenged to think about what's right about that code and what's wrong with it more important you will be challenged to reassess your professional values and your commitment to your craft in the clean coder martin introduces the disciplines techniques tools and practices of true software craftsmanship this book is packed with practical advice about everything from estimating and coding to refactoring and testing it covers much more than technique it is about attitude martin shows how to approach software development with honor self respect and pride work well and work clean communicate and estimate faithfully face difficult decisions with clarity and honesty and understand that deep knowledge comes with a responsibility to act readers of this collection will come away 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 what it means to behave as a true software craftsman how to deal with conflict tight

schedules and unreasonable managers how to get into the flow of coding and get past writer's block how to handle unrelenting pressure and avoid burnout how to combine enduring attitudes with new development paradigms how to manage your time and avoid blind alleys marshes bogs and swamps how to foster environments where programmers and teams can thrive when to say no and how to say it when to say yes and what yes really means

design code and build amazing apps with xcode 5 thanks to apple's xcode development environment you can create the next big app for macs iphones ipads or ipod touches xcode 5 contains gigabytes of great stuff to help you develop for both os x and ios devices things like sample code utilities companion applications documentation and more immerse yourself in the heady and lucrative world of apple app development see how to tame the latest features and functions and find loads of smart tips and guidance with this practical 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 own 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 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

write object-oriented code that's manageable maintainable and future-proof keeping your object-oriented designs simple demands a creative approach and that's exactly what you'll find in simple object-oriented design this book is full of patterns and principles for reducing complexity each one proven in author mauricio aniche's 20-year career in software development you'll learn how to tackle code's natural growth in complexity and adopt a good-enough approach that means it's easy to refactor when requirements change you'll discover insightful principles for making code readable and documented improving consistency and encapsulation managing dependencies designing abstractions handling infrastructure effective modularization learn what constitutes both good and bad object-oriented software design discover how to make better trade-offs in design decisions and when to embrace complexity over simpler data structures with this book as your vital reference you'll be ready to write code that will last the test of time without slowing feature delivery to a crawl about the technology even a simple object-oriented application can quickly become complex as it evolves each new class method or feature means more state and abstractions to manage which in turn increases complexity maintenance and time spent detangling legacy code it takes effort and skill to keep your codebase simple this book shows you how about the book simple object-oriented design create clean maintainable applications presents practical design principles you can use to keep an object-oriented codebase simple as it grows and changes written as a collection of practical techniques you can apply in any oo language it offers tips for concise code managing dependencies and modules and designing flexible abstractions illuminating figures real-world examples and insightful exercises make each principle stick what's inside writing simple understandable classes flexible abstractions to extend your designs reducing the impact of coupling about the reader readers should be familiar with an object-oriented language like java c or python about the author maurício aniche is a software engineer with 20 years of experience he's also an assistant professor in software engineering at delft university of technology and the author of effective software testing table of contents 1 it's all about managing complexity 2 making code small 3 keeping objects consistent 4 managing dependencies 5 designing good abstractions 6 handling external dependencies and infrastructure 7 achieving modularization 8 being pragmatic

the definitive refactoring guide fully revamped for ruby with refactoring programmers can transform even the most chaotic software into well-designed systems that are far easier to evolve and maintain what's more they can do it one step at a time through a series of simple proven steps now there's an authoritative and extensively updated version of martin fowler's classic refactoring book that utilizes ruby examples and idioms throughout not code adapted from java

or any other environment the authors introduce a detailed catalog of more than 70 proven ruby refactorings with specific guidance on when to apply each of them step by step instructions for using them and example code illustrating how they work many of the authors refactorings use powerful ruby specific features and all code samples are available for download leveraging fowler s original concepts the authors show how to perform refactoring in a controlled efficient incremental manner so you methodically improve your code s structure without introducing new bugs whatever your role in writing or maintaining ruby code this book will be an indispensable resource this book will help you understand the core principles of refactoring and the reasons for doing it recognize bad smells in your ruby code rework bad designs into well designed code one step at a time build tests to make sure your refactorings work properly understand the challenges of refactoring and how they can be overcome compose methods to package code properly move features between objects to place responsibilities where they fit best organize data to make it easier to work with simplify conditional expressions and make more effective use of polymorphism create interfaces that are easier to understand and use generalize more effectively perform larger refactorings that transform entire software systems and may take months or years successfully refactor ruby on rails code

real time and embedded systems must make the most of very limited processor and memory sources and uml is an invaluable tool for achieving these goals key topics include information on tradeoffs associated with each object design approach design patterns and identification strategies detailed appendix on omg and more

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