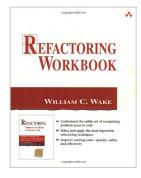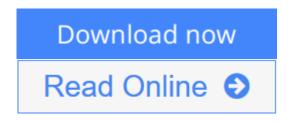# Refactoring Workbook

By William C. Wake

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This example-driven workbook shows how to unleash the significant power of refactoring and improve your software. It aims to help identify where problems in a software application exist or are likely to exist.

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Editorial Review

From the Back Cover

As a programmer, you need to be able to recognize and improve problematic code, so the program remains in a working state throughout the software lifecycle. Refactoring-the art of improving the design of existing code safely-provides an efficient, reliable system for bringing order to the chaos, and one that keeps the surprises to a minimum! Refactoring can be difficult to learn, but Refactoring Workbook, by consultant William C. Wake, presents the material in a easy-learning format that makes learning enjoyable and effective.

For many, the obstacle to learning refactoring is in identifying the "smells"—the potential problem areas-found in code. Instead of having you read about the smells, Refactoring Workbook makes sure you understand them. You'll solve a carefully assembled series of problems, and you'll find yourself learning at a deeper level and arriving at a few insights of your own. Wake uses the workbook method—a learning-focused approach that forces you to apply the techniques presented in the book-in the rest of the book. This approach helps you learn and apply the most important refactoring techniques to your code and, as a side benefit, helps you to think more about creating great code even when you're not refactoring.

Refactoring Workbook provides user-friendly references such as:

- A handy, quick-reference "smell finder"
- A standard format for describing smells
- Appendices showing key refactorings
- A listing of Java™ tools that support refactoring

This book is intended for programmers with a knowledge of Java, though a C# or C++ programmer with a basic understanding of Java would also be able to follow and learn from the examples. It can be used as a companion to Martin Fowler's Refactoring (also from Addison-Wesley Professional), which provides step-by-step instructions for many refactorings.

About the Author

WILLIAM C. WAKE is an independent software consultant, coach, and trainer who has been programming for over 20 years. He has previously worked for Capital One Financial, MCI/WorldCom, VTLS, Inc, and others. He is the author of Extreme Programming Explored, also available from Addison-Wesley Professional.

Preface

What Is Refactoring?

Refactoring is the art of improving the design of existing code. Refactoring provides us with ways to recognize problematic code and gives us recipes for improving it.

What Are the Goals of This Book?

This book is a workbook designed to help you

- Practice recognizing the most important smells (i.e., problems)
- Apply the most important refactoring techniques
- Think more about how to create great code
- Have fun!

To a smaller extent, this book is a reference book with

- A smell finder inside the covers
- A standard format for describing smells
- An appendix listing Java tools supporting refactoring
- An appendix showing key refactorings

Who Is This Book For?

Refactoring being a technique for code, this book then is especially intended for practicing programmers who write and maintain code.

Students can also benefit from refactoring, although I'd expect they'd see the value only after they've had a chance to develop medium-sized or larger programs or had to work in teams (this probably applies to juniors, seniors, and graduate students).

What Background Do You Need?

It would be helpful to have the book, *Refactoring: Improving the Design of Existing Code*, by Martin Fowler et al. for its catalog of refactorings. (You can read my book and *Refactoring* at the same time.) Martin and his colleagues have worked out step-by-step instructions for many refactorings, and I will not repeat those in this book. Furthermore, they've provided a fully worked-out example, along with a lot of good discussion and background material. Someone determined to get through this book without that one could probably do it, but I wouldn't recommend it.

The examples in this book are written in Java. This is not because it's the easiest language to refactor, but because it's popular, and the best Java development environments provide automated refactoring support. A C# or C++ programmer has enough reading knowledge of Java to make sense of most of the questions. However, in later parts of the book, you will modify, test, and run larger programs, and this could be problematic for programmers using languages other than Java.

The book *Design Patterns*, by Gamma et al., describes patterns as "targets for refactoring." It would be helpful to have some familiarity with the ideas in that book because I freely refer to the patterns it mentions. If you're not yet familiar with Design Patterns, let me recommend Steve Metsker's book, *Design Patterns Java Workbook*, as well.

How to Use This Book

Solving a problem is more challenging than recognizing a solution. There are answers to some problems in the back of the book, but you'll learn more if you try the problems before peeking at the answers. If you work through the problems, you'll probably even find that you disagree with me on some answers. That will be more fun for all of us than if you just look at my answers and nod.

I think it's more fun to work with others (either a partner or in a small group), but I recognize that isn't always possible.

The later (longer) examples need to be done at a computer. Looking for problems, and figuring out how to solve them, is different when you're looking at a program in your environment.

Users Review

From reader reviews:

John Ashton:

Nowadays reading books become more and more than want or need but also get a life style. This reading addiction give you lot of advantages. Associate programs you got of course the knowledge the rest of the information inside the book that improve your knowledge and information. The details you get based on what kind of publication you read, if you want get more knowledge just go with schooling books but if you want truly feel happy read one together with theme for entertaining for example comic or novel. Typically the Refactoring Workbook is kind of book which is giving the reader capricious experience.

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Don Numbers:

People live in this new day of lifestyle always try to and must have the free time or they will get lot of stress from both everyday life and work. So , when we ask do people have spare time, we will say absolutely indeed. People is human not really a robot. Then we question again, what kind of activity are you experiencing when the spare time coming to you actually of course your answer will unlimited right. Then do you try this one, reading books. It can be your alternative in spending your spare time, the actual book you have read will be Refactoring Workbook.

Shawn Calvin:

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useful details for your better life with this era. So now let us explain to you the relaxing pattern the following is your body and mind are going to be pleased when you are finished looking at it, like winning a game. Do you want to try this extraordinary investing spare time activity?

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