

The Brutal Refactoring Game

#CodeCopTour, Sept. 2013

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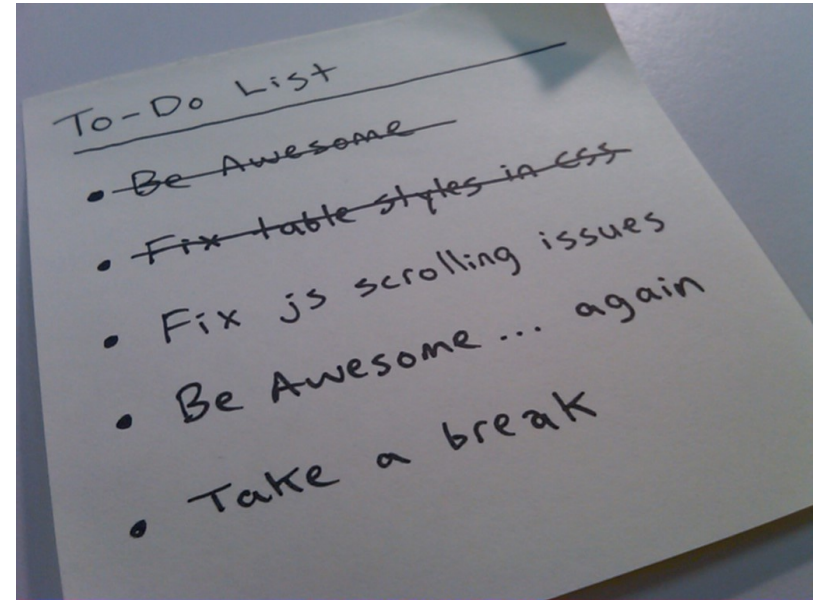
Peter Kofler

- Ph.D. (Appl. Math.)
- Software Developer for 14 years
- “fanatic about code quality”
- Pair Programming #CodeCopTour



Workshop Structure

- Introduction 15'
- 3 Sessions a 30'
- Retrospective 15'



Coding Dojo Mindset

- Safe place outside work
- Mistakes are ok
- We are here to learn
- Need to slow down
- Focus on doing it right



Don't Focus on
Getting it Done.
Focus on Doing
It Perfectly.

Code Smells



“Brutal” Code Smells

1. Lack of tests
2. Name not from domain
3. Name not expressing intent
4. Unnecessary if
5. Unnecessary else
6. Duplication of constant
7. Method does more than one thing
8. Primitive obsession
9. Feature envy
10. Method too long (> 6 lines)
11. Too many parameters (> 3)
12. Test – not unitary
13. Test – setup too complex
14. Test – unclear Act
15. Test – more than one assert
16. Test – no assert
17. Test – too many paths

Benevolent Dictator

- I want the cleanest code possible!
- Any smell must be **removed** immediately
- I will stop you whenever I spot a smell
- Adding functionality is **forbidden** until you refactor the smell away.

Tic-Tac-Toe

- <http://en.wikipedia.org/wiki/Tic-tac-toe>
- Board 3x3
- X plays first, O plays second
- Check if/who is winner

What Exactly Will We Do?

1. Group into pairs
2. Write code (25')
 - Write tests
 - Refactor brutally
3. Discuss (5')
 - Disagreement Cards



→ Practice

Closing Circle

- What did you learn today?
- What surprised you today?
- What will you do differently in the future?





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Game by

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<http://blog.adrianbolboaca.ro/2013/07/brutal-refactoring-game/>

CC Images

- Playmobil <http://www.flickr.com/photos/williac/99551756/>
- todos <http://www.flickr.com/photos/kylesteddesign/3724074594/>
- Dojo <http://www.flickr.com/photos/49715404@N00/3267627038/>
- smells <http://www.flickr.com/photos/hhbw/4215183405/>
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