

# Refactoring Legacy Code

@alvarobiz, 2015-06-29

# INTRODUCTION TO LEGACY CODE



## What is legacy code

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- ▶ *[...] legacy code as code without tests. It is a good working definition, and it points to a solution [...]*
  - ▶ *M Feathers, in the preface of Working effectively with legacy code*
- 



## What is legacy code (II)

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- ▶ *Legacy code is code without tests that provide trust to all your stakeholders*



# What is tested code

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- ▶ *Trust (reliable)*
- ▶ *Cheap to modify*



# CHANGING LEGACY CODE



# How to get from A to B

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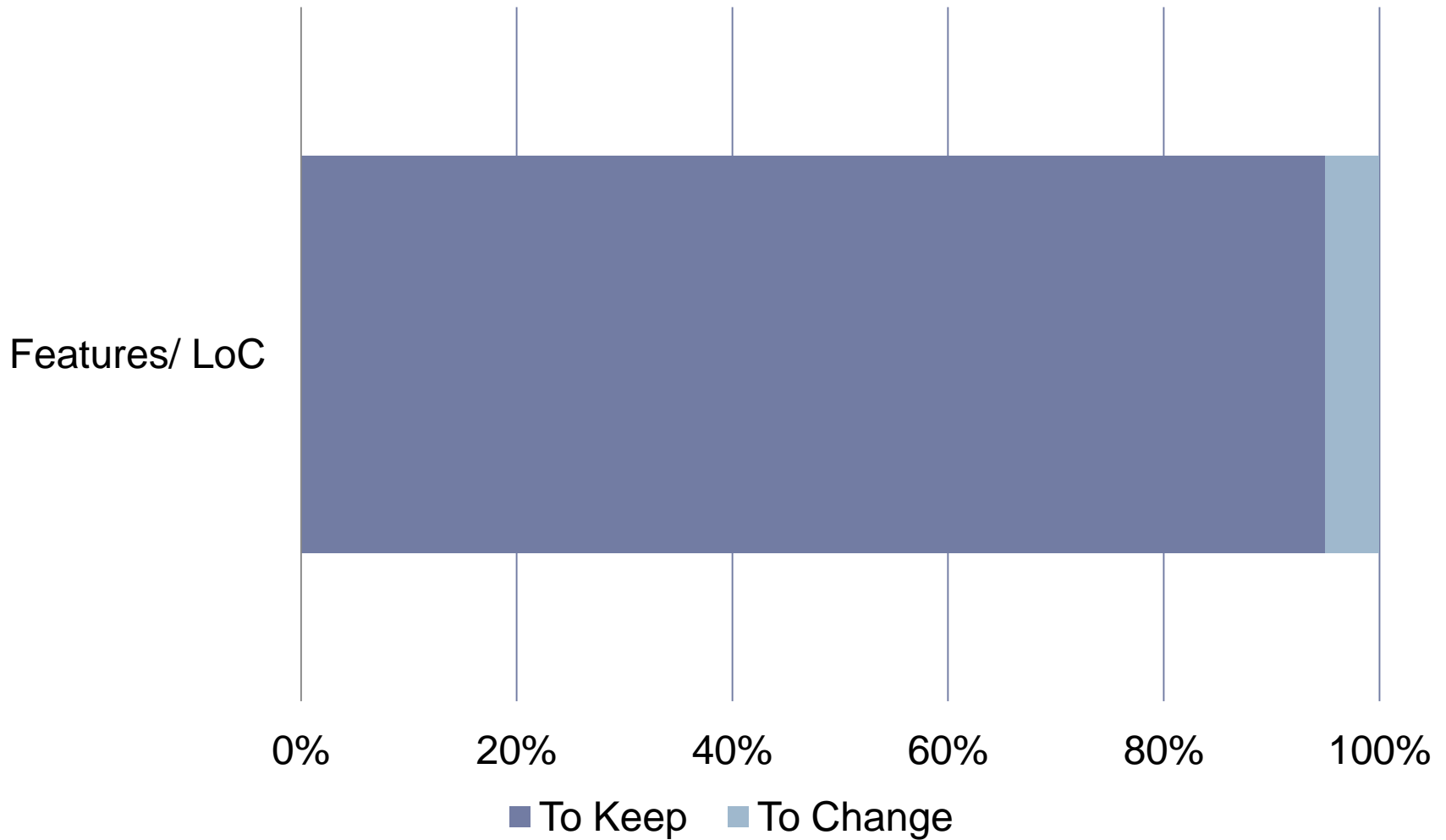
▶ *Shortest*

▶ *Safest*



# Any long-lived software

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## How to change from A to B

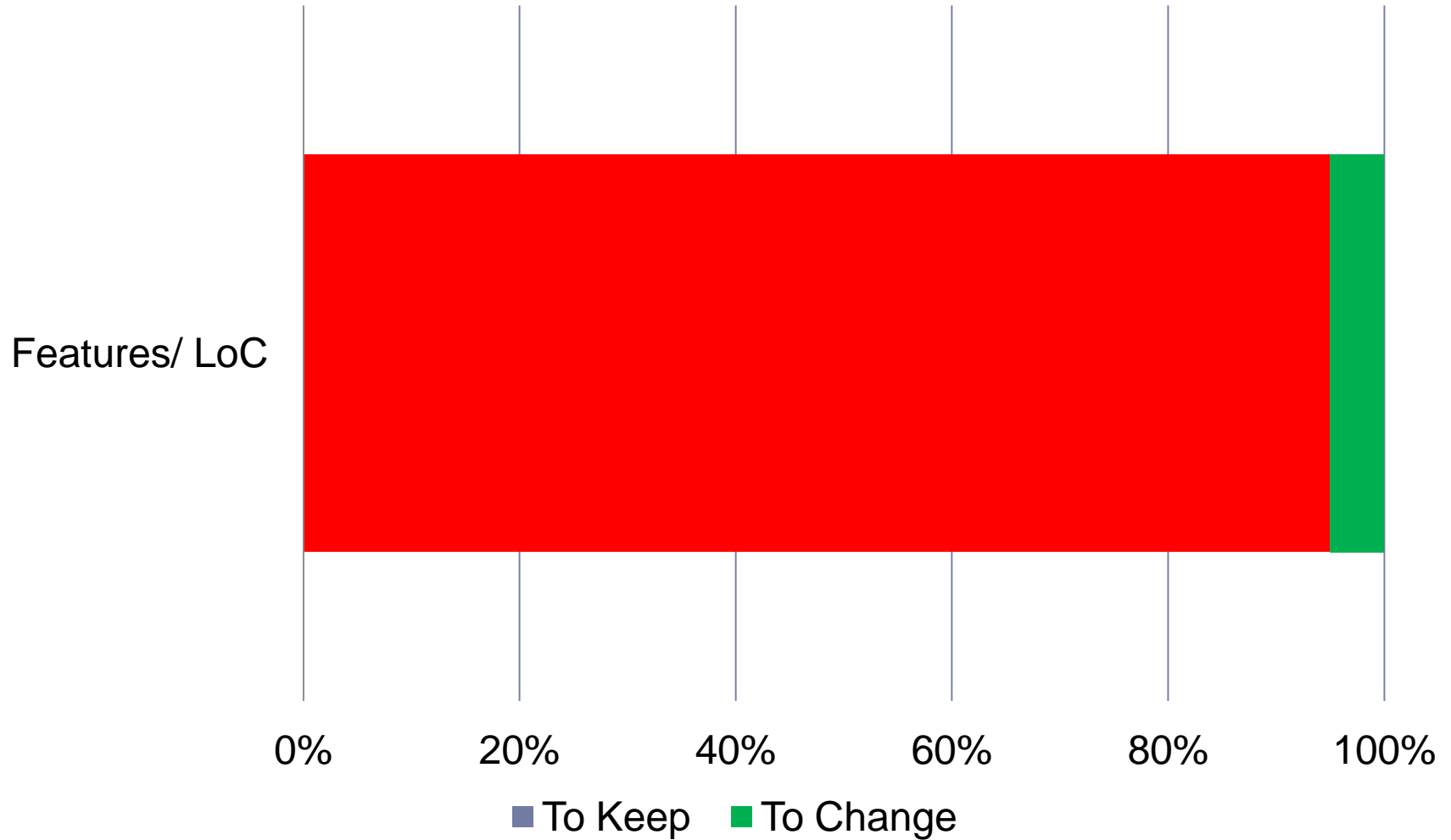
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- ▶ *Keep* old, *risk* new
- ▶ *Risk* old, *keep* new



# Any long-lived software (II)

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THE  
LEGACY CODE  
CHANGE  
ALGORITHM



# The Legacy Code Change Algorithm

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- ▶ Identify change points.
- ▶ Find test points.
- ▶ Break dependencies.
- ▶ Write tests.
- ▶ Make changes and refactor.

## Legacy Code Change, example

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- ▶ Example: Ugly Trivia
- ▶ We want to remove the direct printing to the console (`System.out.printlnXXX`)



# The Legacy Code Change Algorithm

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- ▶ **Identify change points.**
- ▶ Find test points.
- ▶ Break dependencies.
- ▶ Write tests.
- ▶ Make changes and refactor.

# Change points

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- ▶ All direct invocations to `System.out.printXXX`



# The Legacy Code Change Algorithm

---

- ▶ Identify change points.
- ▶ Find test points.
- ▶ Break dependencies.
- ▶ Write tests.
- ▶ Make changes and refactor.



# Test points

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- ▶ **The console output**



# The Legacy Code Change Algorithm

---

- ▶ Identify change points.
- ▶ Find test points.
- ▶ Break dependencies.
- ▶ Write tests.
- ▶ Make changes and refactor.

# Breaking dependencies

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- ▶ Are the execution reproducible?



# The Legacy Code Change Algorithm

---

- ▶ Identify change points.
- ▶ Find test points.
- ▶ Break dependencies.
- ▶ **Write tests.**
- ▶ Make changes and refactor.

# Writing tests

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- ▶ Capture the console output
- ▶ Save and verify it automatically



# The Legacy Code Change Algorithm

---

- ▶ Identify change points.
- ▶ Find test points.
- ▶ Break dependencies.
- ▶ Write tests.
- ▶ **Make changes and refactor.**

# Making changes

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- ▶ Global search and replace  
“System.out.println” for “log”  
into an object
- ▶ Verify, commit



# Refactoring

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- ▶ Inject the logging collaborator
- ▶ Verify, commit





# Refactoring

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- ▶ DRY on the messages
- ▶ Verify, commit



# The Legacy Code Change Algorithm

---

- ▶ Identify change points.
- ▶ Find test points.
- ▶ Break dependencies.
- ▶ Write tests.
- ▶ Make changes and refactor.

# The Legacy Code Change Algorithm

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Writing

Adapting

Rewriting

Cost



# UNDERSTANDING LEGACY CODE



# Sensing

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- ▶ *[S]ense when we can't access values our code computes*

# Separating

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- ▶ *[S]eparate when we can't even get a piece of code into a test harness to run.*

# Solutions

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- ▶ Fake Objects
- ▶ Mock Objects
- ▶ Seams
- ▶ Dependency breaking

# EXPERIENCES WITH LEGACY CODE





# Motivation (I)

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**IF YOU'RE GOING  
THROUGH HELL,  
KEEP  
GOING.**

WINSTON CHURCHILL ~ [ILIKETOQUOTE.COM](http://ILIKETOQUOTE.COM)

[ILIKETOQUOTE.COM](http://ILIKETOQUOTE.COM)

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## Motivation (II)

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▶ *I have nothing to offer but blood, toil, tears and sweat.*

*W. Churchill*

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How to get from A to B

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▶ One step at a time



How to get from A to B

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▶ **Low-hanging fruit**



How to get from A to B

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▶ Refactor relentlessly



## How to get from A to B

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- ▶ Do not stop the presses, prefer along the way



## How to get from A to B

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- ▶ **Make it usable, then forget for a while**



**IF YOU HAVE TO SPEND 90% OF YOUR  
TIME BABYSITTING LEGACY CODE**

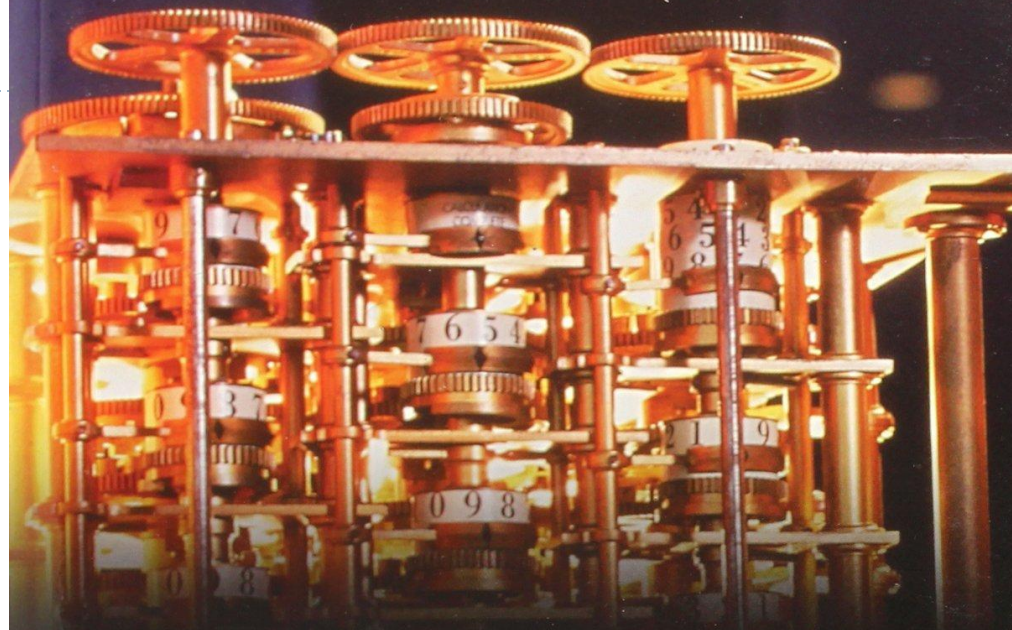
**YOU'RE GONNA HAVE A BAD TIME**



GETTING  
(PROFESSIONAL)  
HELP



Robert C. Martin Series



**WORKING  
EFFECTIVELY  
WITH  
LEGACY CODE**

Michael C. Feathers

# REFACTORING

IMPROVING THE DESIGN  
OF EXISTING CODE

MARTIN FOWLER

With Contributions by Kent Beck, John Brant,  
William Opdyke, and Don Roberts

Foreword by Erich Gamma  
Object Technology International Inc.

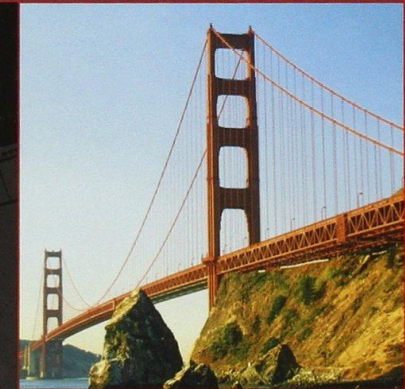


*The Addison-Wesley Signature Series*

A MARTIN FOWLER SIGNATURE BOOK  
*Martin*

# REFACTORING TO PATTERNS

JOSHUA KERIEVSKY



Forewords by Ralph Johnson and Martin Fowler  
Afterword by John Brant and Don Roberts

# Bibliography

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- ▶ [Feathers04]: Feathers, M. **Working Effectively with Legacy Code**, ISBN-13: 007-6092025986. [Amazon](#)
- ▶ [Refactoring]: Fowler, M with Beck, Brant, Opdyke, and Roberts. Refactoring: Improving the Design of Existing Code, ISBN-13: 978-0201485677 [Official page](#)
- ▶ [Kerievsky04]: Kerievsky, J. Refactoring to Patterns. ISBN-13: 078-5342213355 [Official page](#)

