

Refactoring Improving The Design Of Existing Code Object Technology Series

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Refactoring is about improving the design of existing code. It is the process of changing a software system in such a way that it does not alter the external behavior of the code, yet improves its internal structure. With refactoring you can even take a bad design and rework it into a good one.

Refactoring: Improving the Design of Existing Code Martin Fowler

For more than twenty years, experienced programmers worldwide have relied on Martin Fowler's Refactoring to improve the design of existing code and to enhance software maintainability, as well as to make existing code easier to understand.

Refactoring: Improving the Design of Existing Code 2nd Edition

Understand the process and general principles of refactoring Quickly apply useful refactorings to make a program easier to comprehend and change Recognize 'bad smells' in code that signal opportunities to refactor Explore the refactorings, each with explanations, motivation, mechanics, and simple ...

Refactoring: Improving the Design of Existing Code 2nd Edition

Refactoring: Improving the Design of Existing Code shows how refactoring can make object-oriented code simpler and easier to maintain. Today refactoring requires considerable design know-how, but once tools become available, all programmers should be able to improve their code using refactoring techniques.

Refactoring: Improving the Design of Existing Code by Martin Fowler

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...

Refactoring: Improving the Design of Existing Code by Martin Fowler

¶ Refactoring: Improving the Design of Existing Code ¶ is focused on OO programming (lots of Java examples) and Agile practices. It is setup as a catalog of refactoring techniques. Each page dedicated to a refactoring is clearly marked, s Refactoring is the process of rewriting software, without changing the way it functions, in order to improve its readability, testability or maintainability.

Refactoring: Improving the Design of Existing Code by Martin Fowler

Refactoring. A product quality technique whereby the design of a product is improved by enhancing its maintainability and other desired attributes without altering its expected behavior. Retrospective. A regularly occurring workshop in which participants explore their work and results in order to improve both process and product. Rolling Wave Planning.

Refactoring: A product quality technique whereby the design by Martin Fowler

Refactoring is a controlled technique for improving the design of an existing code base. Its essence is applying a series of small behavior-preserving transformations, each of which "too small to be worth doing". However the cumulative effect of each of these transformations is quite significant.

Refactoring — Martin Fowler

In computer programming and software design, code refactoring is the process of restructuring existing computer code(changing the factoring)without changing its external behavior. Refactoring is intended to improve the design, structure, and/or implementation of the software, while preserving its functionality. Potential advantages of refactoring may include improved code readability and reduced complexity; these can improve the source code's maintainability and create a simpler, cleaner ...

Code refactoring — Wikipedia

Refactoring is a disciplined technique for restructuring an existing body of code, altering its internal structure without changing its external behavior. Its heart is a series of small behavior preserving transformations.

Refactoring

In other words, refactoring, though done on source code, has the objective of improving the design that the code implements. Therefore, the basic principles of design guide the refactoring process. Consequently, a refactoring generally results in one or more of the following: 1. Reduced coupling 2. Increased cohesion 3.

2-REFACTORING 417 becomes more complex,time consuming and...

Refactoring Improving the Design of Existing Code Martin Fowler With contributions by Kent Beck, John Brant, William Opdyke, and Don Roberts ADDISON/WESLEY An imprint of Addison Wesley Longman, Inc. Reading, Massachusetts ¶ Harlow, England ¶ Menlo Park, California Berkeley, California ¶ Don Mills, Ontario ¶ Sydney

Refactoring: Improving the Design of Existing Code

Refactoring is the process of changing a software system in such a way that it does not alter the external behavior of the code yet improves its internal structure. It is a disciplined way to clean up code that minimizes the chances of introducing bugs. In essence when you refactor you are improving the design of the code after it has been written.

Refactoring: Improving the Design of Existing Code InformIT

In Refactoring: Improving the Design of Existing Software, 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.

Refactoring (June 28, 1999 edition) | Open Library

¶ M. Fowler (1999) For more than twenty years, experienced programmers worldwide have relied on Martin Fowler's Refactoring to improve the design of existing code and to enhance software...

Refactoring: Improving the Design of Existing Code by Martin Fowler

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Refactoring: Improving the Design of Existing Code — Paul Fowler

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