

Refactoring with Design Patterns

Benjamin Eberlei, Qafoo GmbH
June 27, 2014

Neglecting design leads to underengineering

focusing on Design-Pattern leads to
overengineering

Refactoring

- ▶ small changes to internal code structure
- ▶ Apply extract method and class again and again
- ▶ Commit every change to version control if possible
- ▶ Let IDEs help you automate (PHPStorm, Qafoo Refactoring Browser, ...)

What about tests?

- ▶ Having tests for refactoring is very helpful
- ▶ .. but it works without

Refactoring towards Patterns to avoid
both under- and overengineering.

<http://qa.fo/dpc14>

A factory creates an object for you.

- ▶ Getting control over object creation
- ▶ Most important issue for every code-base
- ▶ Actually 4 patterns
 - ▶ Factory
 - ▶ Factory Method
 - ▶ Abstract Factory
 - ▶ Builder

A facade provides a simplified interface to a larger body of code.

- ▶ Make code reusable (business logic, ..)
- ▶ Integrate third party code (libraries)
- ▶ Avoid hard dependencies on technical details
- ▶ Strongly Related to the Adapter/Bridge patterns

Strategy/Policy Pattern

Strategy allows to exchange algorithms at run time.

- ▶ Object-oriented `switch` statement
- ▶ When calculations are changing frequently
- ▶ Or when they change based on state
- ▶ Construction of strategies often combined with a factory

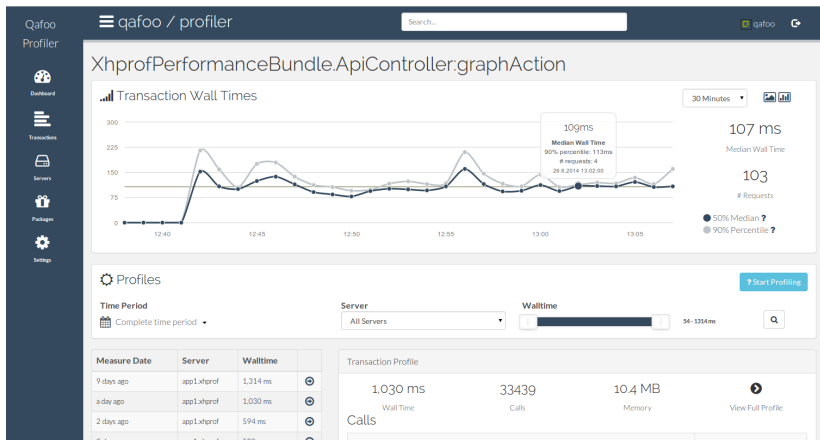


We promote high quality code with trainings and consulting

<http://qafoo.com>

- ▶ Refactoring
- ▶ Object-Oriented-Design, Testing and many more
- ▶ Twitter @beberlei and @qafoo

Qafoo Profiler Closed Beta



<http://qa.foo/profiler>

<https://joind.in/10861>



THANK YOU

Rent a quality expert
qafoo.com