

ibuildings 
THE PHP PROFESSIONALS

The Power of Refactoring

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What will we do?

- What is refactoring?
- Why refactoring?
- Requirements
- HOWTO

Stefan Koopmanschap

Who is he?

About me

- Professional Services Consultant at Ibuildings
- 10 years of PHP experience
- auto didact
- married, 2 kids, 6 cats, a bunch of fish
- Apple lover
- music addict
- symphony advocate



Refactoring

What is it?

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. Each transformation (called a 'refactoring') does little, but a sequence of transformations can produce a significant restructuring. Since each refactoring is small, it's less likely to go wrong. The system is also kept fully working after each small refactoring, reducing the chances that a system can get seriously broken during the restructuring.

(Martin Fowler - Refactoring.com)

Code refactoring is the process of changing a computer program's code to make it amenable to change, improve its readability, or simplify its structure, while preserving its existing functionality.

(Wikipedia)

What

Code refactoring is the process of changing a computer program's internal structure without modifying its external behavior or existing functionality.

Why

This is usually done to improve code readability, simplify code structure, change code to adhere to a given programming paradigm, improve maintainability, or improve extensibility.

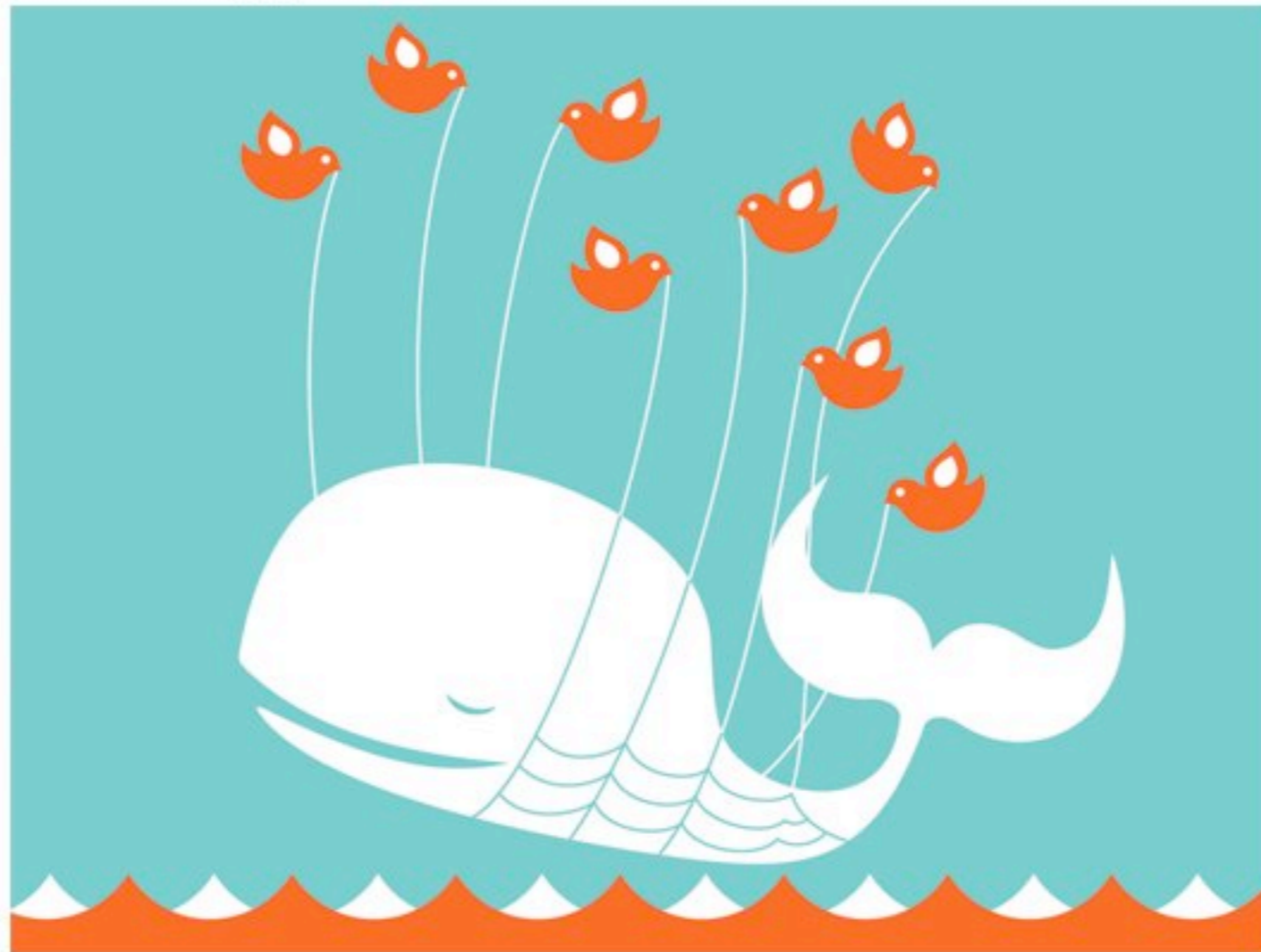
Improve readability



Improve maintainability

twitter

It's a big job!



Twitter offline for scheduled maintenance. This includes the Twitter.com web site, SMS interaction, IM interaction, and even API projects.

Extend/change/implement



Is it the holy grail?



A rewrite in computer programming is the act or result of re-implementing a large portion of existing functionality without re-use of its source code. When the rewrite is not using existing code at all, it is common to speak of a rewrite from scratch. When instead only parts are re-engineered, which have otherwise become complicated to handle or extend, then it is more precise to speak of code refactoring.

(Wikipedia)

Refactor vs Rewrite

Refactor vs Rewrite

- Refactor whenever it is possible

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- Big change? Try to cut it into smaller units

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- Still have to break the API? Go ahead, and rewrite!

Refactor vs Rewrite

- Refactor whenever it is possible
- Big change? Try to cut it into smaller units
- Still have to break the API? Go ahead, and rewrite!
- Don't take the decision in 5 minutes

Refactor vs Rewrite

Refactoring takes less effort

- Nice for you
- Better for the quality of your work

Breaking the API is more work

- Ensure all calling code is altered as well
- Update your unit tests
- Update your documentation

Requirements

for successful refactoring

Requirements

- Codebase knowledge
- Structured API
- Unit testing

Codebase knowledge

- Know what to change quickly
- Be aware of your changes
- Be aware of impact of your changes on other components

- Refactoring DOES NOT REPLACE design!
- You need a good API that allows internal changes
- Additions to existing API's should not change existing API
- Keep small "units"

Unit testing

```
2 require File.dirname(__FILE__) + "../../lib/internationaliser"
3
4 class StringInternationalisationTest < Test::Unit::TestCase
5   def test_can_translate_sausage_to_german
6     INTERNATIONAL['sausage'] = 'wurst'
7     assert_equal('wurst', _('sausage'))
8   end
9 end
```

- Unit testing is your first point of QA
- They safeguard you from unexpected side effects
- Test - Change - Test

An example

user authentication

A test-driven approach



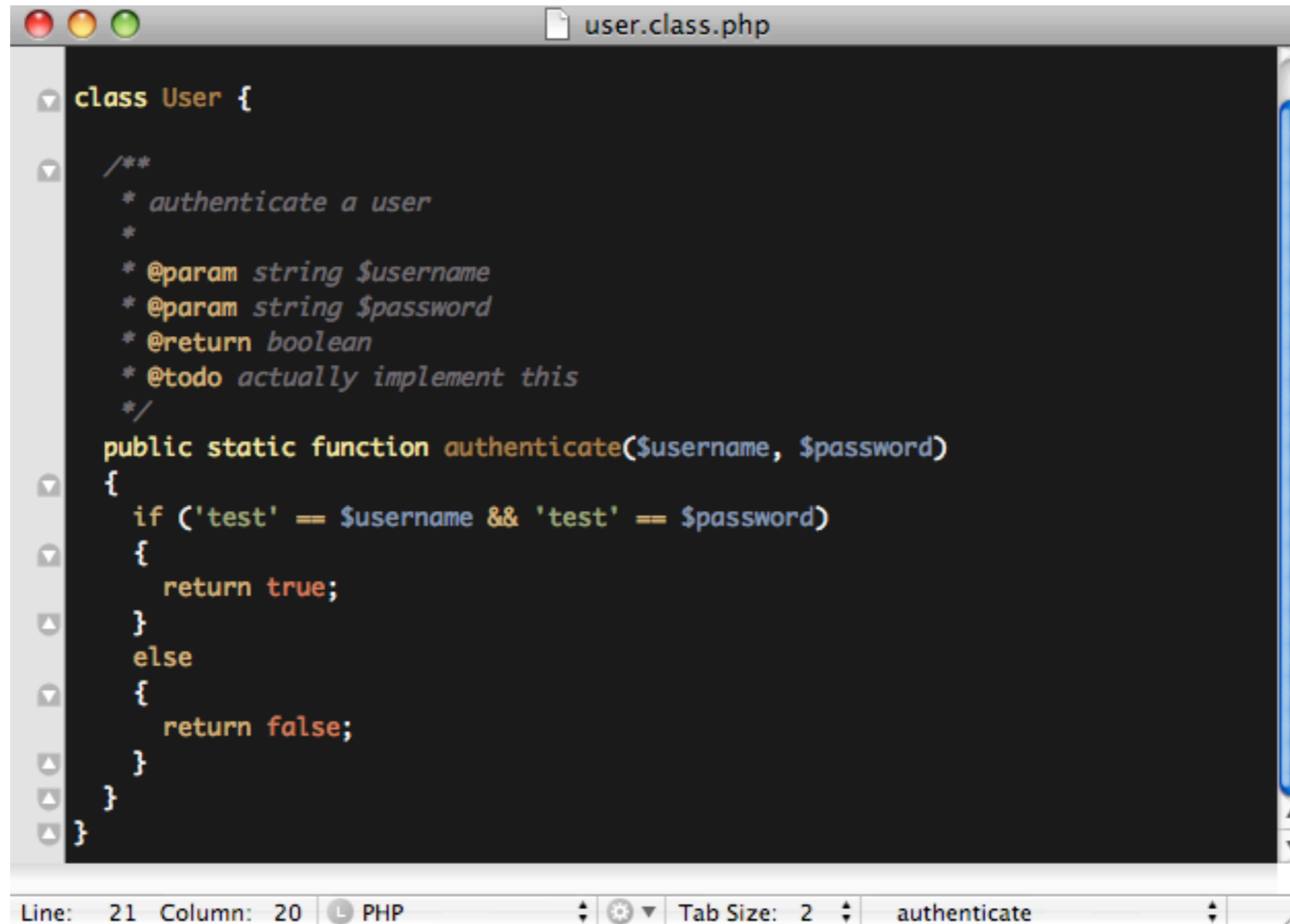
```
class UserTest extends PHPUnit_Framework_TestCase
{
    public function testCorrectUserCredentials()
    {
        $this->assertTrue(User::authenticate('test', 'test'));
    }

    public function testIncorrectUsername()
    {
        $this->assertFalse(User::authenticate('wrong', 'test'));
    }

    public function testIncorrectPassword()
    {
        $this->assertFalse(User::authenticate('test', 'wrong'));
    }
}
```

Line: 1 Column: 1 PHP Tab Size: 2

My first implementation

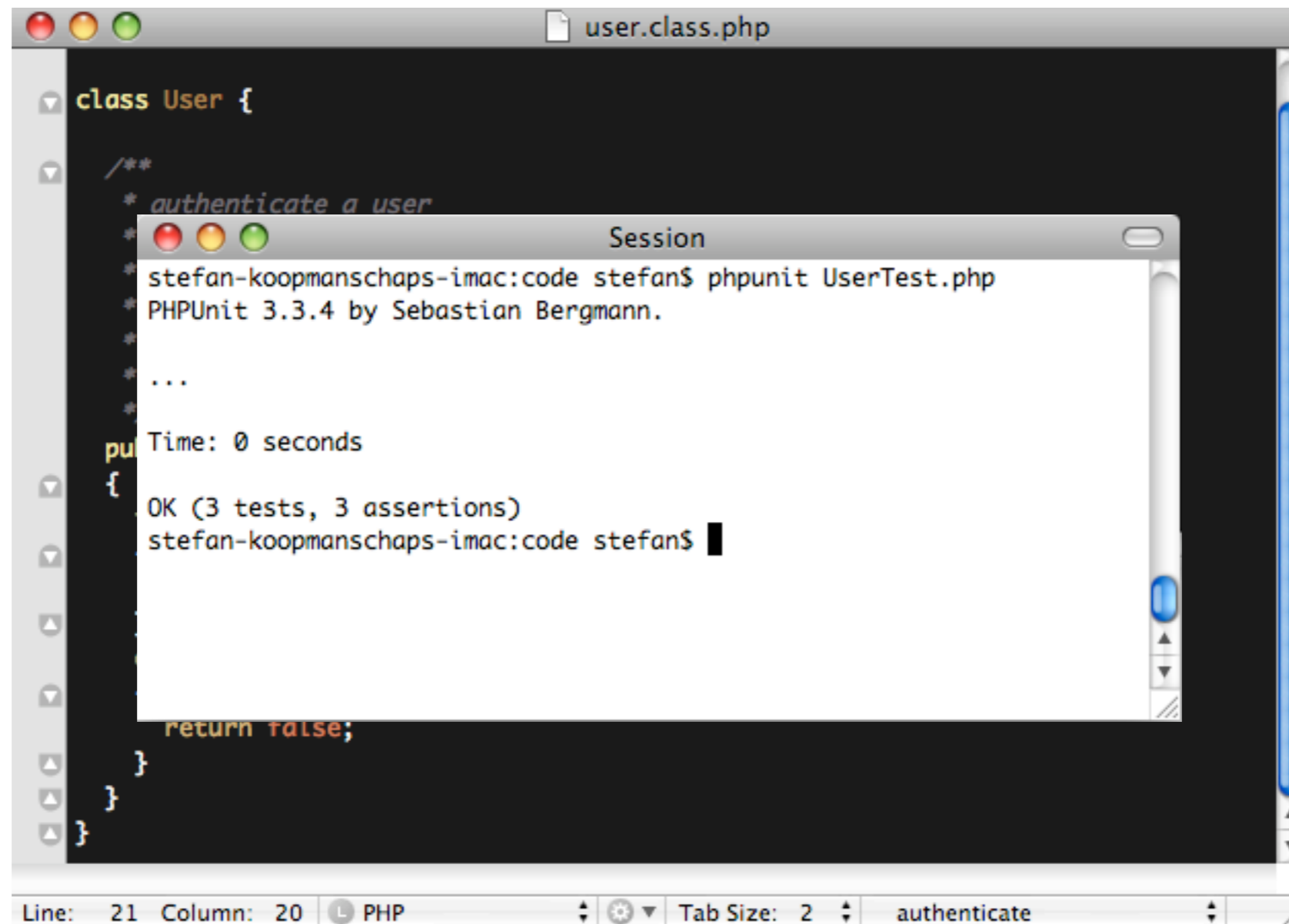


```
user.class.php

class User {
    /**
     * authenticate a user
     *
     * @param string $username
     * @param string $password
     * @return boolean
     * @todo actually implement this
     */
    public static function authenticate($username, $password)
    {
        if ('test' == $username && 'test' == $password)
        {
            return true;
        }
        else
        {
            return false;
        }
    }
}
```

Line: 21 Column: 20 PHP Tab Size: 2 authenticate

My first implementation



```
class User {  
    /**  
     * authenticate a user  
     *  
     * stefan-koopmanschaps-imac:code stefan$ phpunit UserTest.php  
     * PHPUnit 3.3.4 by Sebastian Bergmann.  
     *  
     * ...  
     *  
     * Time: 0 seconds  
     * OK (3 tests, 3 assertions)  
     * stefan-koopmanschaps-imac:code stefan$  
     *  
     * return false;  
     *  
     * }  
}
```

Line: 21 Column: 20 PHP Tab Size: 2 authenticate

A more dynamic version

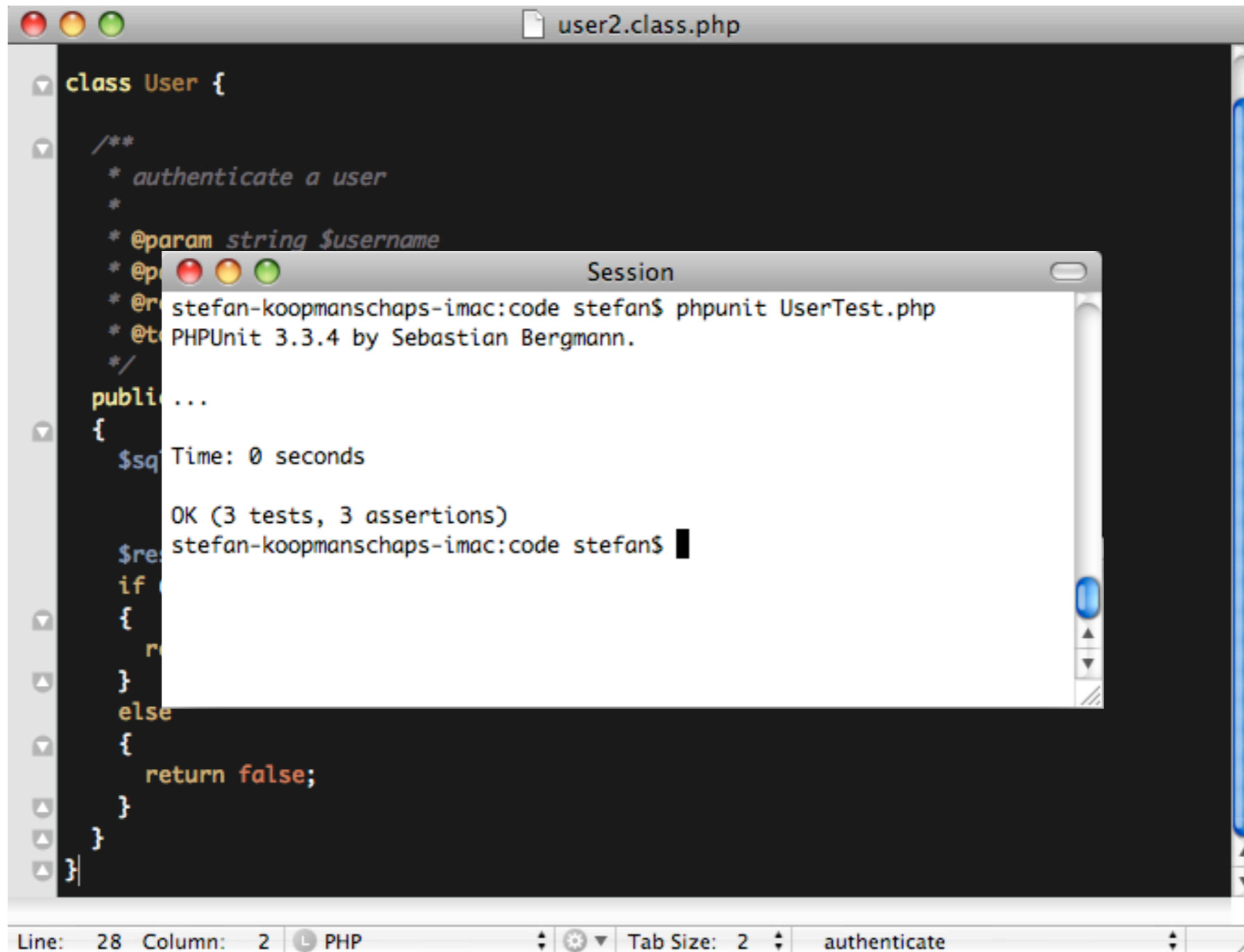
```
user2.class.php

class User {

    /**
     * authenticate a user
     *
     * @param string $username
     * @param string $password
     * @return boolean
     * @todo actually implement this
     */
    public static function authenticate($username, $password)
    {
        $sql = "SELECT `id` FROM `user`
                WHERE `username`='" . mysql_real_escape_string($username) . "'
                AND `password`='" . md5($password) . "'";
        $res = mysql_query($sql);
        if (mysql_num_rows($res) == 1)
        {
            return true;
        }
        else
        {
            return false;
        }
    }
}
```

Line: 28 Column: 2 PHP Tab Size: 2 authenticate

A more dynamic version



The screenshot shows a code editor window titled 'user2.class.php' with the following PHP code:

```
class User {  
    /**  
     * authenticate a user  
     *  
     * @param string $username  
     * @param string $password  
     * @return boolean  
     * @throws PHPUnit_Framework_Exception  
     * @author Sebastian Bergmann  
     */  
    public function authenticate($username, $password)  
    {  
        $sql = "SELECT * FROM users WHERE username = '$username'";  
        $res = mysql_query($sql);  
        if ($res) {  
            $row = mysql_fetch_row($res);  
            if ($row) {  
                return true;  
            }  
        }  
        else {  
            return false;  
        }  
    }  
}
```

Overlaid on the code editor is a terminal window titled 'Session' showing the execution of a PHPUnit test:

```
stefan-koopmanschaps-imac:code stefan$ phpunit UserTest.php  
PHPUnit 3.3.4 by Sebastian Bergmann.  
Time: 0 seconds  
OK (3 tests, 3 assertions)  
stefan-koopmanschaps-imac:code stefan$
```

The status bar at the bottom of the code editor shows: Line: 28 Column: 2 PHP Tab Size: 2 authenticate

Tips and tricks

Some tips and tricks

- Write unit tests before you start refactoring
- Code documentation (phpDoc) is your friend
- Don't trust your IDE's refactoring options

Will you refactor now?

- What is refactoring?
- Why do we want to refactor?
- Is it the holy grail?
- Refactoring vs Rewriting
- Requirements
- How to do it
- Tips and tricks

Creative Commons Rocks!

Readability:

<http://www.flickr.com/photos/vipulmathur/471634239/> (by-nc-sa/2.0)

Maintainability:

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Extend:

<http://www.flickr.com/photos/auntiep/221951988/> (by-nc-sa/2.0)

Holy Grail:

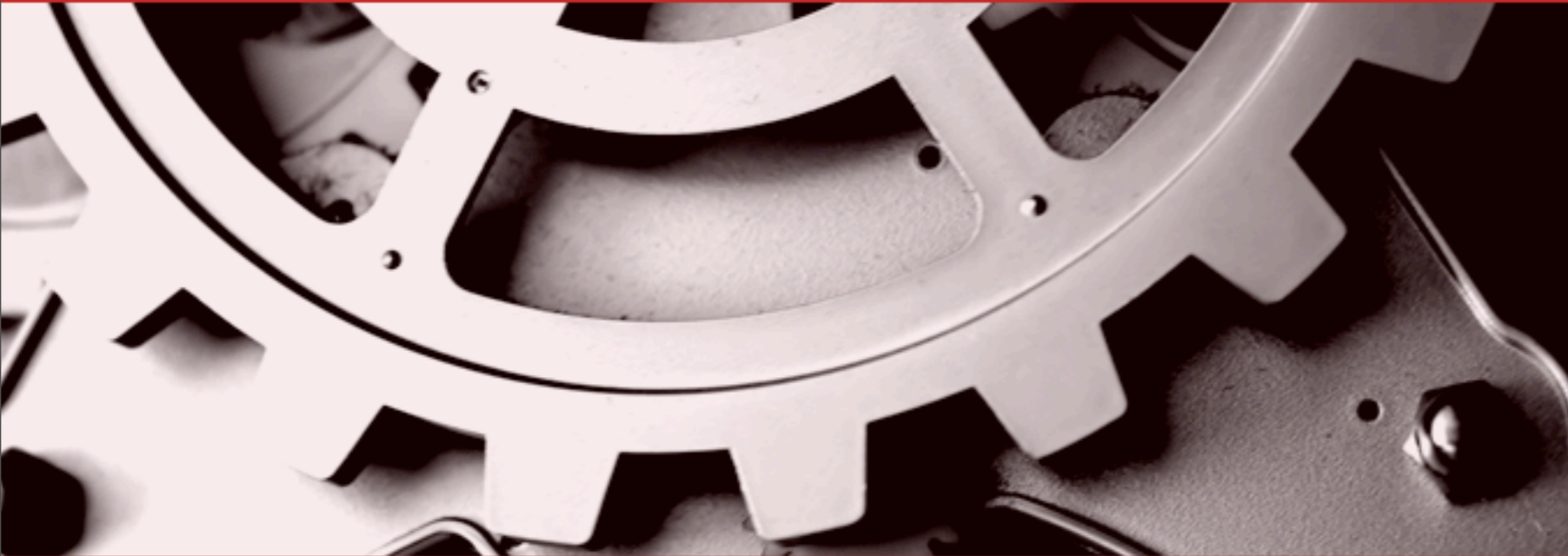
<http://www.flickr.com/photos/joebeone/153921142/> (by/2.0)

Würst test ever:

<http://www.flickr.com/photos/pingles/1341229619/> (by-nc-nd/2.0)



Questions ?



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Thank you!

Contact details:

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