

@ddemaree

I like pie.



The web's best fonts.



We make Photoshop™.

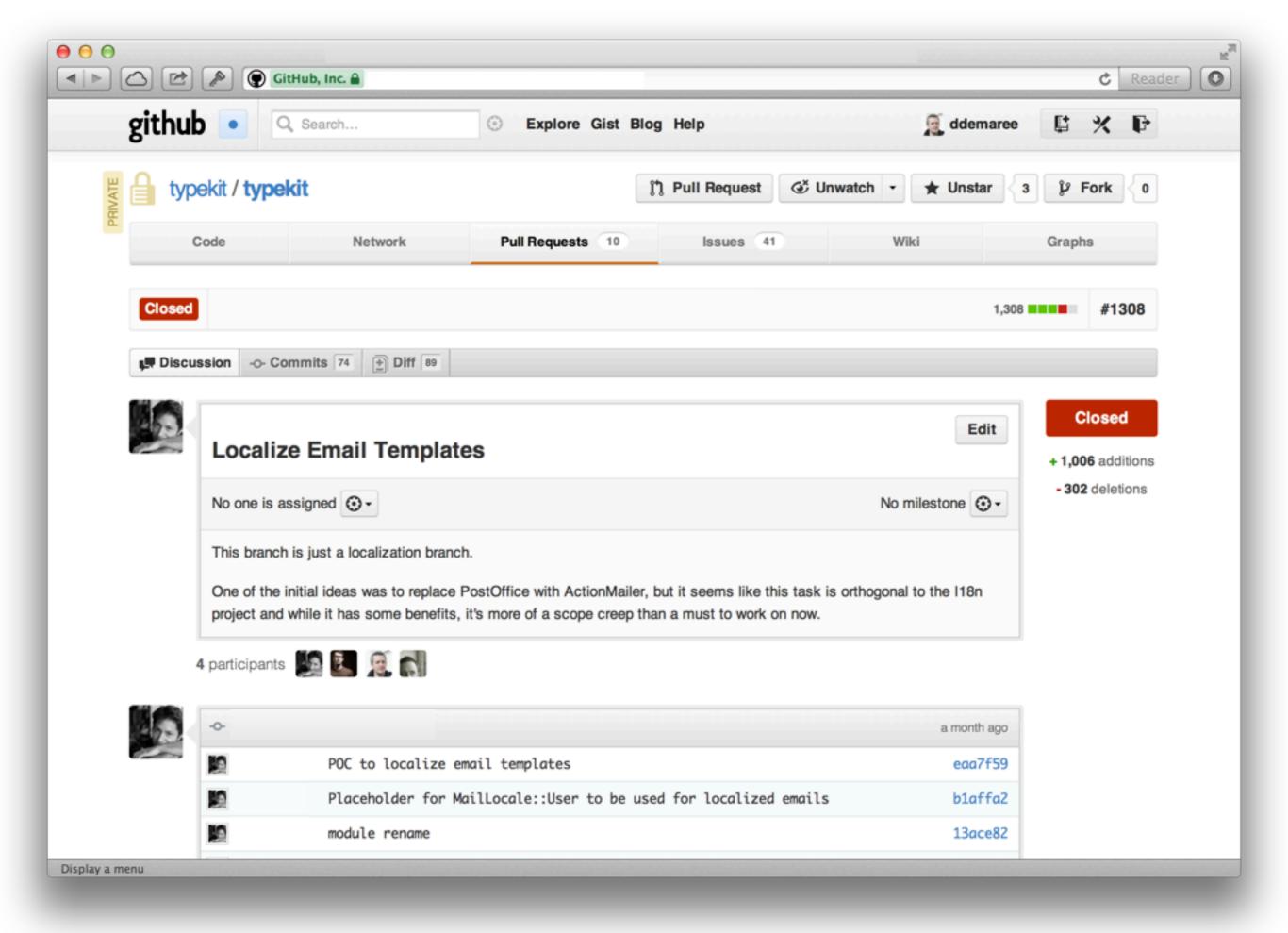
REFACTORING

VS

PREFACTORING

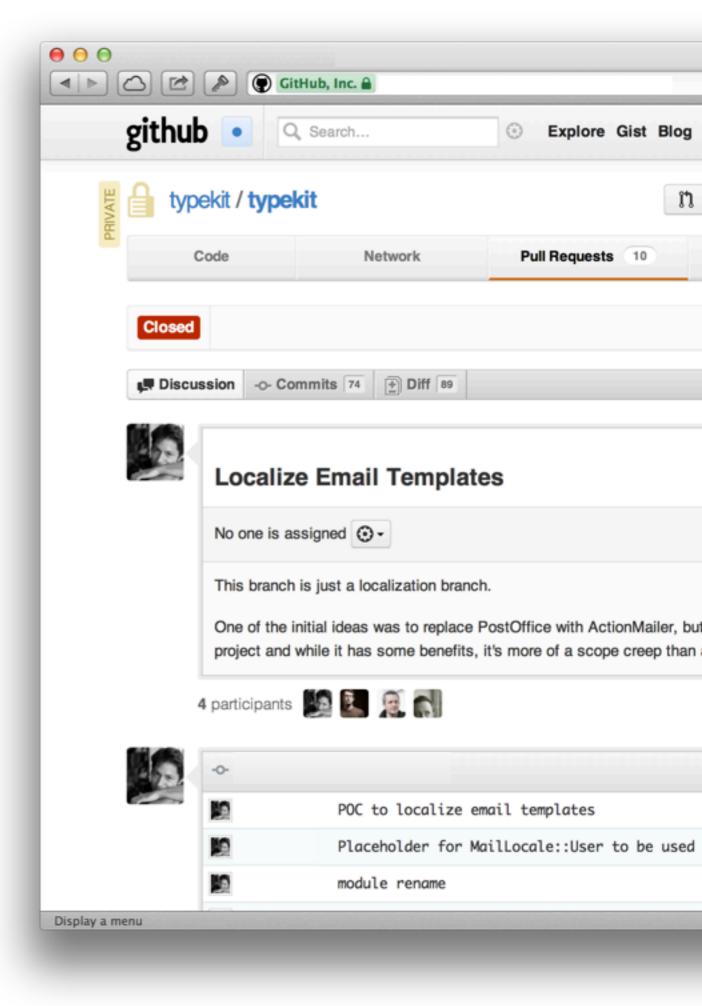
Don't Repeat Yourself

Too much abstraction



THE PROBLEM

It's really easy to convince yourself that today's code will be more complex in the future, and design for that.

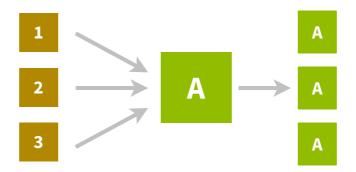


When is it time to refactor?

When is it *not* time to refactor?

Rules of thumb





The Rule of Three

"Code can be copied once, but that when the same code is used three times, it should be extracted into a new procedure."

http://en.wikipedia.org/wiki/Rule_of_three_(computer_programming)

```
def foo
    # Does some stuff ...
    if @user.status == :active
        @user.status = :inactive
        @user.save!
    end
end
```



```
def foo
  # Does some stuff ...
  if @user.status == :active
    @user.status = :inactive
    @user.save!
  end
end
def bar
  # Does some other stuff ...
  if @user.status == :active
    @user.status = :inactive
    @user.save!
  end
end
```





```
def foo
  # Does some stuff ...
  if @user.status == :active
    @user.status = :inactive
    @user.save!
  end
end
def bar
  # Does some other stuff ...
  if @user.status == :active
    @user.status = :inactive
    @user.save!
  end
end
```



```
3 STILLOK
```

```
# Does yet other stuff ...
if @user.status == :active
    @user.status = :inactive
    @user.save!
end
end
```



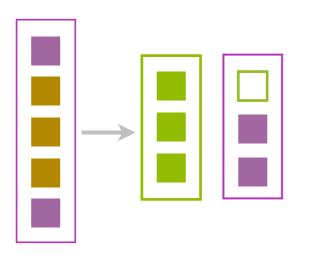
```
def deactivate_user(user)
  if user.status == :active
    user.status = :inactive
    user.save!
  end
end
def foo
  # Does some stuff ...
  deactivate_user(@user)
end
def bar
  # Does some other stuff ...
  deactivate_user(@user)
end
def baz
  # Does yet other stuff ...
  deactivate_user(@user)
end
```

```
def deactivate_user(user)
  if user.status == :active
    user.status = :inactive
    user.save!
  end
end
def foo
  # Does some stuff ...
  deactivate_user(@user)
end
def bar
  # Does some other stuff ...
  deactivate_user(@user)
end
def baz
  # Does yet other stuff ...
  deactivate_user(@user)
end
```

This is better code

BUT

Resist the temptation to do this until you really have repeated yourself three times



Three of a Kind

Three or more related methods/symbols can be meaningfully grouped together

```
class User < ActiveRecord::Base

def adobe_profile
   AdobeId::Profile.new(self.adobe_profile_id)
end

def connected_to_adobe_profile?
   !self.adobe_profile_id.nil?
end</pre>
```

```
class User < ActiveRecord::Base</pre>
 def adobe_profile
    AdobeId::Profile.new(self.adobe_profile_id)
  end
  def connected_to_adobe_profile?
    !self.adobe_profile_id.nil?
  end
  def connect_to_adobe_profile(profile_obj)
    self.adobe_profile_id = profile_obj.id
    self.email_unique = false
    save
  end
```

```
class User < ActiveRecord::Base</pre>
  def adobe_profile
    AdobeId::Profile.new(self.adobe_profile_id)
  end
  def connected_to_adobe_profile?
    !self.adobe_profile_id.nil?
  end
  def connect_to_adobe_profile(profile_obj)
    self.adobe_profile_id = profile_obj.id
    self.email_unique = false
    save
  end
  def disconnect_adobe_profile
    self.adobe_profile_id = nil
    self.email_unique = true
    save
  end
```

end

```
module UserAdobeProfile
  def adobe_profile
    AdobeId::Profile.new(self.adobe_profile_id)
  end
  def connected_to_adobe_profile?
    !self.adobe_profile_id.nil?
  end
  # Anything else pertaining to users'
  # Adobe profiles ...
end
class User < ActiveRecord::Base</pre>
  include UserAdobeProfile
end
```

A No Assumptions

You don't know what you know until you know it.

JEFF ATWOOD:

"I believe writing a truly reusable class is an order of magnitude harder than writing a single use class.

Sometimes the right thing to do is resist the urge to

Sometimes the right thing to do is resist the urge to write "general purpose" solutions. >>



It's awesome.







t log.demaree.me







It will not surprise you to learn that

WE ARE HIRING

http://bit.ly/typekitrailsjob

or just come talk to me





