

The Code Hoover

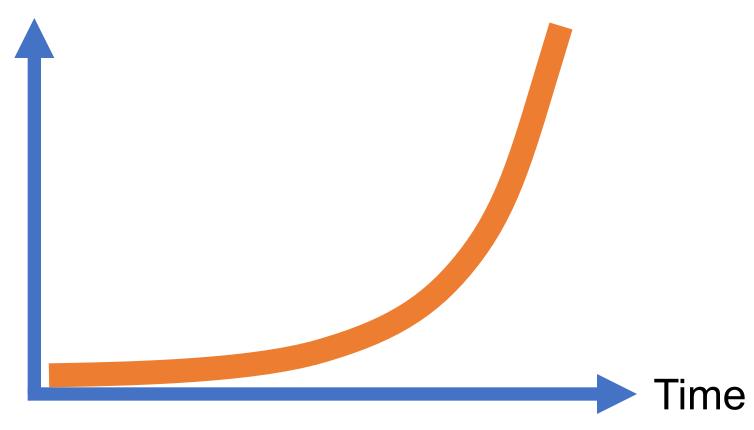
a close look on clean code

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Why?

Cost of Change



Bad Codebase



Fear Driven Development



Hate Driven Development

Ultimate GOAL

"Changeable" Software

Example 1: what's ugly here?

```
private List<NotesUrlParameter> addAuftraege(List<NotesUrlParameter> params, List<Pair<Isin, OrderItemUI>> auftraege, DauerAuftragAnlageUrlKey urlKey) {
    List<Pair<Isin, OrderItemUI>> auftraegeCopy = new ArrayList<>(auftraege);

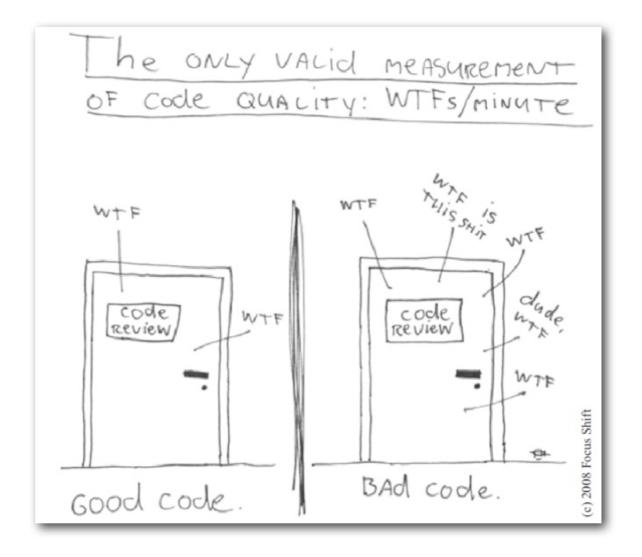
    Pair<Isin, OrderItemUI> auftrag = auftraegeCopy.remove(0);
    params.add(new NotesUrlParameter(urlKey, buildAuftragValue(auftrag.getKey().getValue(), auftrag.getValue())));

if (!auftraegeCopy.isEmpty()) {
    return addAuftraege(params, auftraegeCopy, urlKey.getNext());
}

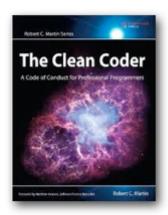
return params;
}
```

How would you feel if you are supposed to change that code?

What is "Clean Code"









What resembles "clean" code?

- Meaningful names
- Methods/Functions
 - Small, obvious and telling a story
 - Do only one thing and do it well without any side effects
 - Command-Query separation
 - niladic and monadic, then dyadic, avoid more than two arguments
 - Avoid output parameters
 - Exceptions instead of error codes
- Comments are failures to express in code

Principles for writing good code - design

- Principle of least Astonishment
- DRY don't repeat yourself
- KISS Keep it simple, stupid!
- Separation of Concerns
- Avoid Premature Optimization
- Favor Composition over Inheritance (FCoI)
- TDA Tell, don't ask!
- Law of Demeter
- Information Hiding Principle
- YAGNI you ain't gonna need it



```
protected boolean allOrderItemsOfWertpapierDescriptionAreProcessed(WertpapierDescription wertpapierDescription) {
    boolean allSwisLinksAreExecuted = true;
    for (OrderItem orderItem: wertpapierDescription.getOrderItems()) {
        if (isBuySellLinkDisabled(wertpapierDescription, orderItem)) {
            continue;
        }
        allSwisLinksAreExecuted = allSwisLinksAreExecuted && orderItem.isProcessed();
    }
    return allSwisLinksAreExecuted;
}
```

```
public void onUpdateMeetingLocation(Meeting meeting) {
   if (!Features. BANK2i_TEAM_SPRINT_93_ORT_DER_BERATUNG_BEI_BANKKGESCHAEFTSRAUM.isActive()) {
      if (!isOtherLocationDetailsRequired(meeting)) {
            meeting.setOtherLocationDetails(null);
      }
   } else {
      meeting.setOtherLocationDetails(null);
   }
}
```

Single Responsibility Principle (SRP)

- First principle of the SOLID-principles aka "cohesion"
- If a class has more then one responsibility, then the responsibilities become coupled. Changes to one responsibility may impair or inhibit the class' ability to meet the others. This kind of coupling leads to fragile designs that break in unexpected ways when changed.
- Smell:There is more than one reason to change!
- Always separate responsibilities into multiple classes

Open Closed Principle (OCP)

Software entities should be open for extension and closed for modification.

- We can extend the behavior (what it does)
- Extending the behavior does not change the source/binary
- How? We use Abstraction!

Liskov Substitution Principle (LSP)

Subtypes must be substitutable for their base types.

- OOPL rely on polymorphism
- If method "m" expects type "A" as its input for processing
- "m" is expected to behave unchanged on subtypes of "A"
- It must not know about specifics in subtypes
- It must not break with special cases

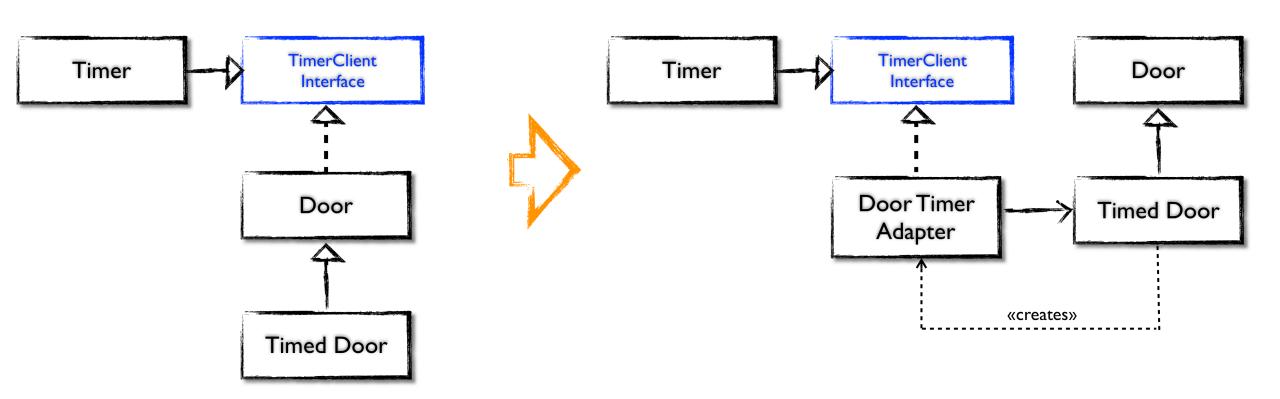
Interface Segregation Principle (ISP)

Clients should not be forced to depend on methods they don't use.

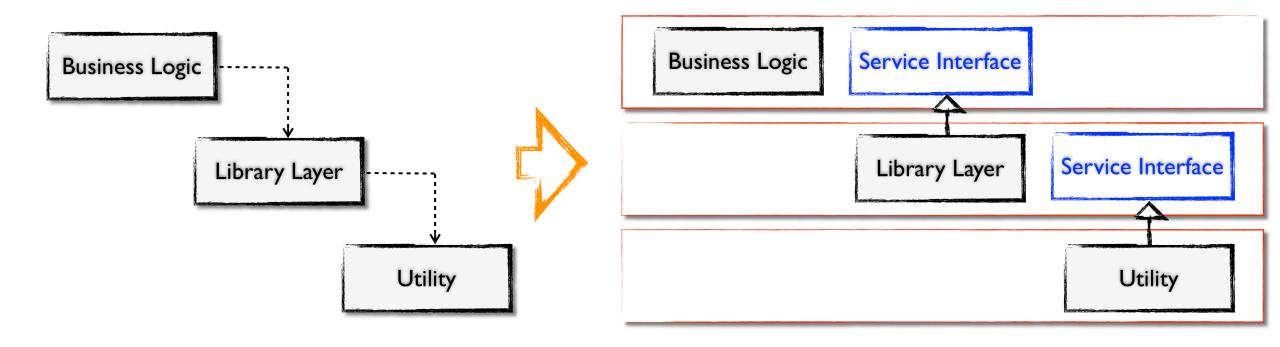
• Problem:

- Classes whose interfaces are not cohesive have "fat" interfaces
- Fat interfaces have groups of methods serving different clients
- Separation of interfaces is often not possible

Use Delegation to conform ISP



Dependency Inversion Principle



```
def entry_date
  employment_terms.order(:sequence_nr).first.try(:from_date)
end

def exit_date
  employment_terms.order(:sequence_nr).last.try(:to_date)
end
```

```
nodule TimeZoneService
 extend ActiveSupport::Concern
 class_methods do
  def employees_having_midnight_now
    midnight_zones_ids = TimeZoneInfo.where(iana_name: timezones_having_midnight_now).pluck(:id)
     employee_ids = EmployeeSetting.where(default_time_zone_id: midnight_zones_ids).pluck(:employee_id)
     Employee.active.where(id: employee_ids)
  def timezones_having_midnight_now
    ActiveSupport::TimeZone.all.find_all { |time| time.now.hour.zero? }.map{ |tz| tz.tzinfo.name }.uniq
```

Clean Code is essential, put it into the center!

... but only one small contribution to becoming agile:

- Coding Culture (e.g. Broken Window Syndrome)
- Test Automation & TDD
- Continuous Refactoring
- Measure technical debt
- Hoover the code daily!

TRANSPARENCY ABOUT THE CODE BASE'S STATUS