



Automated Composition of Refactorings

A short demonstration



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Refactoring

Martin Fowler, in his book on refactoring [Fow99], defines a refactoring:

Refactoring (noun): a change made to the internal structure of software to make it easier to understand and cheaper to modify without changing its observable behavior. [Fow99, p. 53]

If we leave the motivation behind refactoring out of the definition, it could be rephrased like this:

Definition

A *refactoring* is a transformation done to a program without altering its external behavior.

Composite Refactorings

There are *primitive refactorings*. These refactorings cannot be expressed in terms of other refactorings. And there are *composite refactorings*:

Definition

A *composite refactoring* is a refactoring that can be expressed in terms of two or more other refactorings.

The Extract and Move Method refactoring

This thesis is concentrating on creating a composite refactoring of the *Extract Method* and *Move Method* refactorings. The composition of the two is called the *Extract and Move Method* refactoring.

The Extract Method refactoring

The *Extract Method* refactoring is used to extract a fragment of code from its context and into a new method. A call to the new method is inlined where the fragment was before. It is used to break code into logical units, with names that explain their purpose

```
class C {  
    void method() {  
        // 1: Some code  
        // 2: Fragment  
        // 3: More code  
    }  
}
```

```
class C {  
    void method() {  
        // 1: Some code  
        extractedMethod();  
        // 3: More code  
    }  
  
    void extractedMethod() {  
        // 2: Fragment  
    }  
}
```

The Move Method refactoring

The *Move Method* refactoring is used to move a method from one class to another. This is useful if the method is using more features of another class than of the class which it is currently defined.

```
class C {  
    void method() {  
        X x = new X();  
        iBelongInX(x);  
    }  
    void iBelongInX(X x) {  
        x.foo(); x.bar();  
    }  
}
```

```
class X {  
    void foo(){/*...*/}  
    void bar(){/*...*/}  
}
```

```
class C {  
    void method() {  
        X x = new X();  
        x.iBelongInX();  
    }  
}  
  
class X {  
    void iBelongInX() {  
        foo(); bar();  
    }  
    void foo(){/*...*/}  
    void bar(){/*...*/}  
}
```

The Composition

```
// Before  
class C {  
    void method() {  
        X x = new X();  
        x.foo(); x.bar();  
    }  
}  
  
class X {  
    void foo(){/*...*/}  
    void bar(){/*...*/}  
}
```

The Composition

```
// Intermediate step
class C {
    void method() {
        X x = new X();
        extractedMethod(x);
    }
    void extractedMethod(X x) {
        x.foo(); x.bar();
    }
}

class X {
    void foo(){/*...*/}
    void bar(){/*...*/}
}
```


The Composition

// Before

```
class C {  
    void method() {  
        X x = new X();  
        x.foo(); x.bar();  
    }  
}
```

```
class X {  
    void foo(){/*...*/}  
    void bar(){/*...*/}  
}
```

// After

```
class C {  
    void method() {  
        X x = new X();  
        x.extractedMethod();  
    }  
}
```

```
class X {  
    void extractedMethod() {  
        foo(); bar();  
    }  
    void foo(){/*...*/}  
    void bar(){/*...*/}  
}
```

Automation

- ▶ Search based
- ▶ Heuristics
- ▶ Project wide search and perform

Demonstration

- ▶ The `LastStatementOfSelectionEndsInReturnOrThrowChecker.visit(IfStatement node)` method
 - ▶ Extract and Move on selection
 - ▶ Extract and Move, search based, on method
- ▶ The `no.uio.ifi.refaktor` project
 - ▶ Extract and Move, search based, over whole project

What is left

- ▶ Write technical section
- ▶ Write up argument for correctness
- ▶ Define the final case study
- ▶ Run unit tests before and after change
- ▶ Make more examples
- ▶ Metrics?
- ▶ ...

Bibliography

- [Fow99] Martin Fowler. *Refactoring: improving the design of existing code*. Reading, MA: Addison-Wesley, 1999. ISBN: 0201485672.