



What's that smell?

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EXCUSE ME BUT...YOUR CODE SMELLS



What is a code smell?

- Characteristic/trait in source code
- Can be used as a driver for refactoring
- Should be considered on a case by case basis
- “Rules are for the guidance of the wise and the obedience of fools.”

– Douglas Bader

What we want?

- Maximize cohesion
- Minimize coupling
- Within reason...some coupling is unavoidable



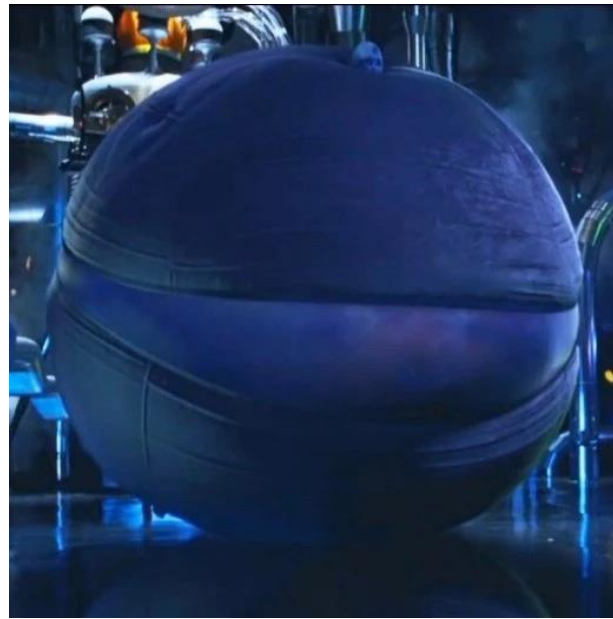
Coupling



Cohesion

Categories

- Bloaters
- Change Preventers
- Object-Orientation Abusers
- Dispensables
- Couplers



A Self- Assessment Tool

AM I AN ABUSER?

```
/**
 * Always returns true.
 * @return bool
 */
public boolean isAvailable() {
    return false;
}
```

```

4969 .....string owner = ClaimsPrincipal.C
4970 .....Todo xtodo = db.Todoes.First(a =>
4971 .....if (todo != null)
4972 .....{
4973 .....    xtodo.Description = todo.Des
4974 .....    db.SaveChanges();
4975 .....}
4976 .....}
4977 .....
4978 .....// DELETE: api/TodoList/5
4979 .....0 references | 0 changes | 0 authors, 0 changes
4979 .....public void Delete(int id)
4980 .....{
4981 .....    string owner = ClaimsPrincipal.C
4982 .....    Todo todo = db.Todoes.First(a =>
4983 .....    if (todo != null)
4984 .....    {
4985 .....        db.Todoes.Remove(todo);

```



Bloaters

- Long Method
- Large Class
- Primitive Obsession
- Long Parameter List
- Data Clumps

Change Preventers

- Divergent Change
- Shotgun Surgery
- Parallel Inheritance Hierarchies



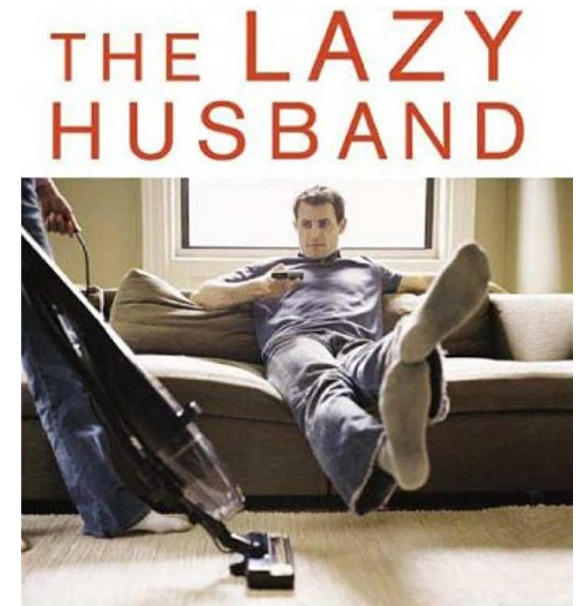
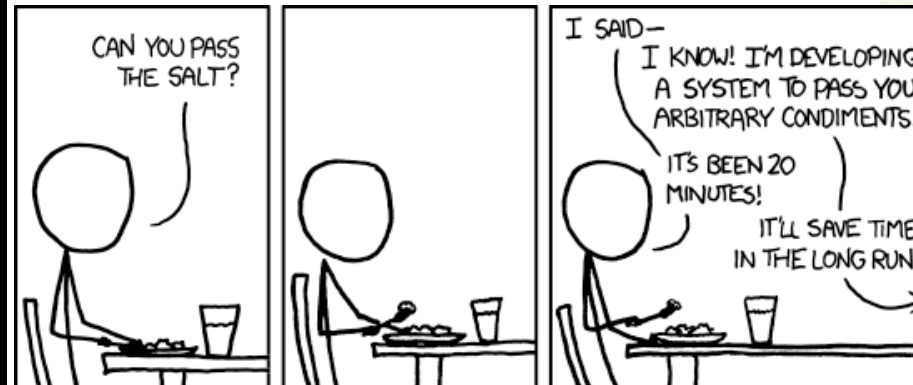
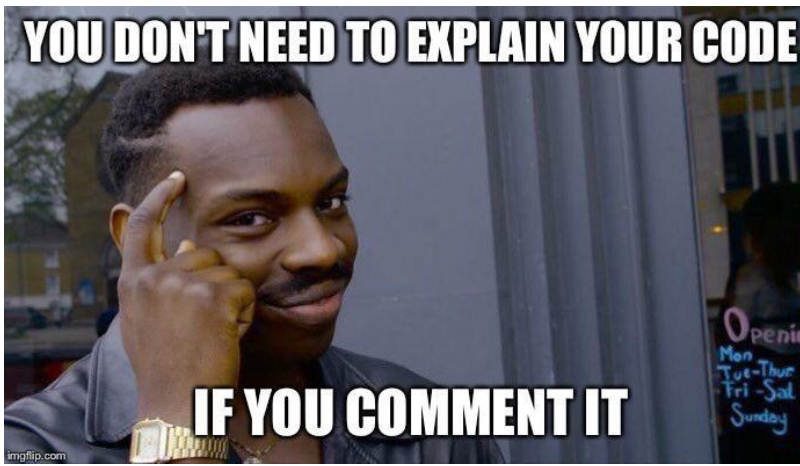


Object-Orientation Abusers

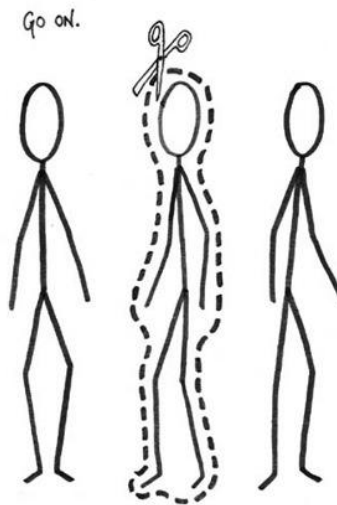
- Switch Statements
- Temporary Field
- Refused Bequest
- Alternative Classes with Different Interfaces

Dispensables

- Comments
- Duplicate Code
- Lazy Class
- Dead Code
- Speculative Generality



HOW TO GET MEN TO DO MORE
PARENTING AND HOUSEWORK



Couplers

- Feature Envy
- Inappropriate Intimacy
- Message Chains
- Middle Man



Thank you
