



Refactoring and Stuff

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What is refactoring?

- Changing code without changing code behavior.

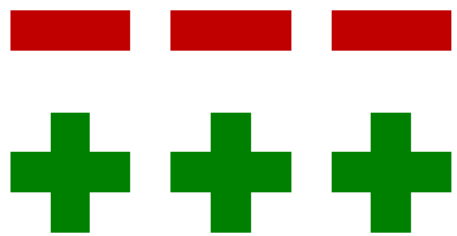
Why refactor?

- Code is for humans
- Nobody's perfect
- Requirements change

When to refactor?

- When it smells
- When code becomes too rigid
- Maybe not before deadlines
- Sometimes not at all (nuke and pave!)

How to refactor?



git

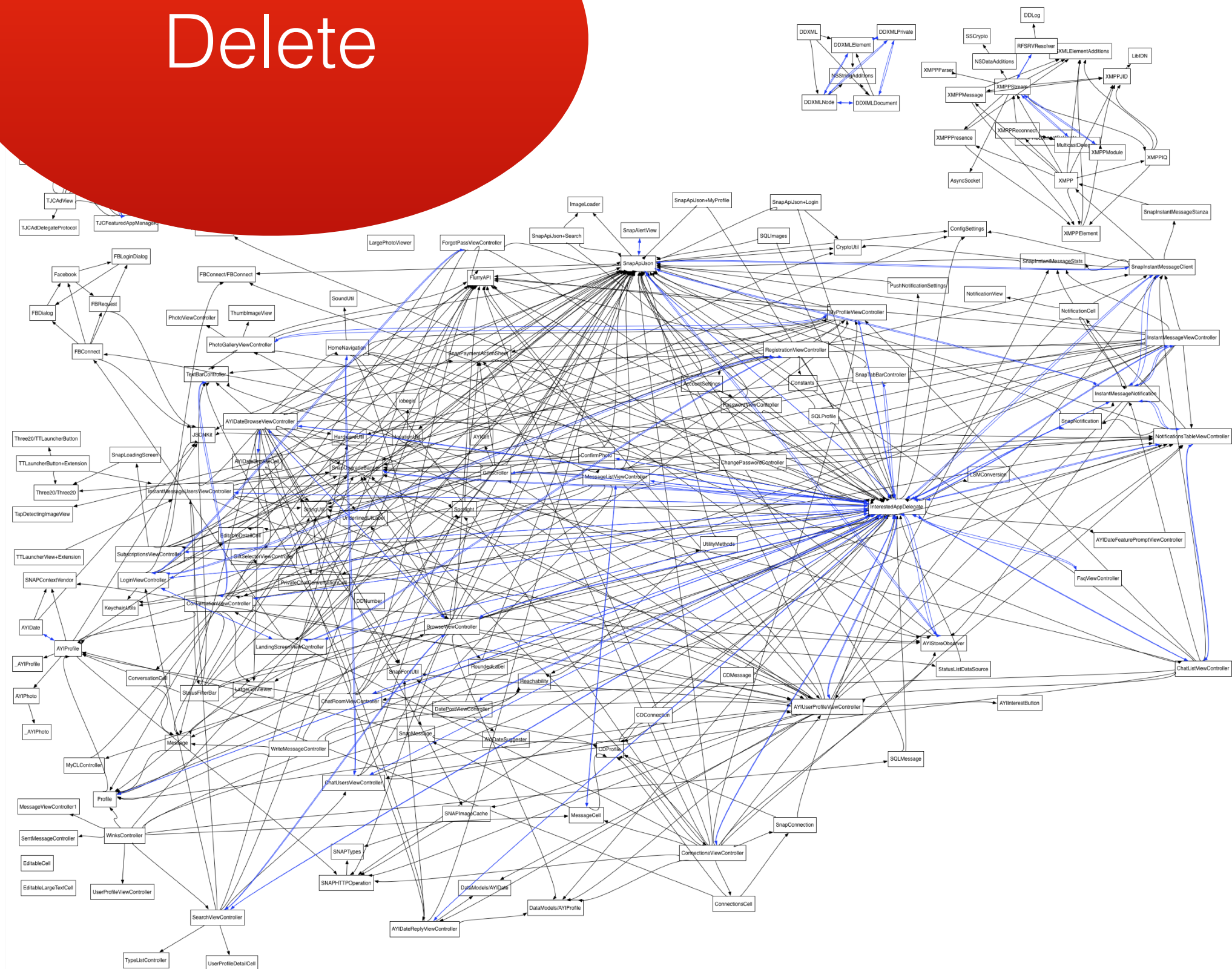


- **Step 0: Use version control!**

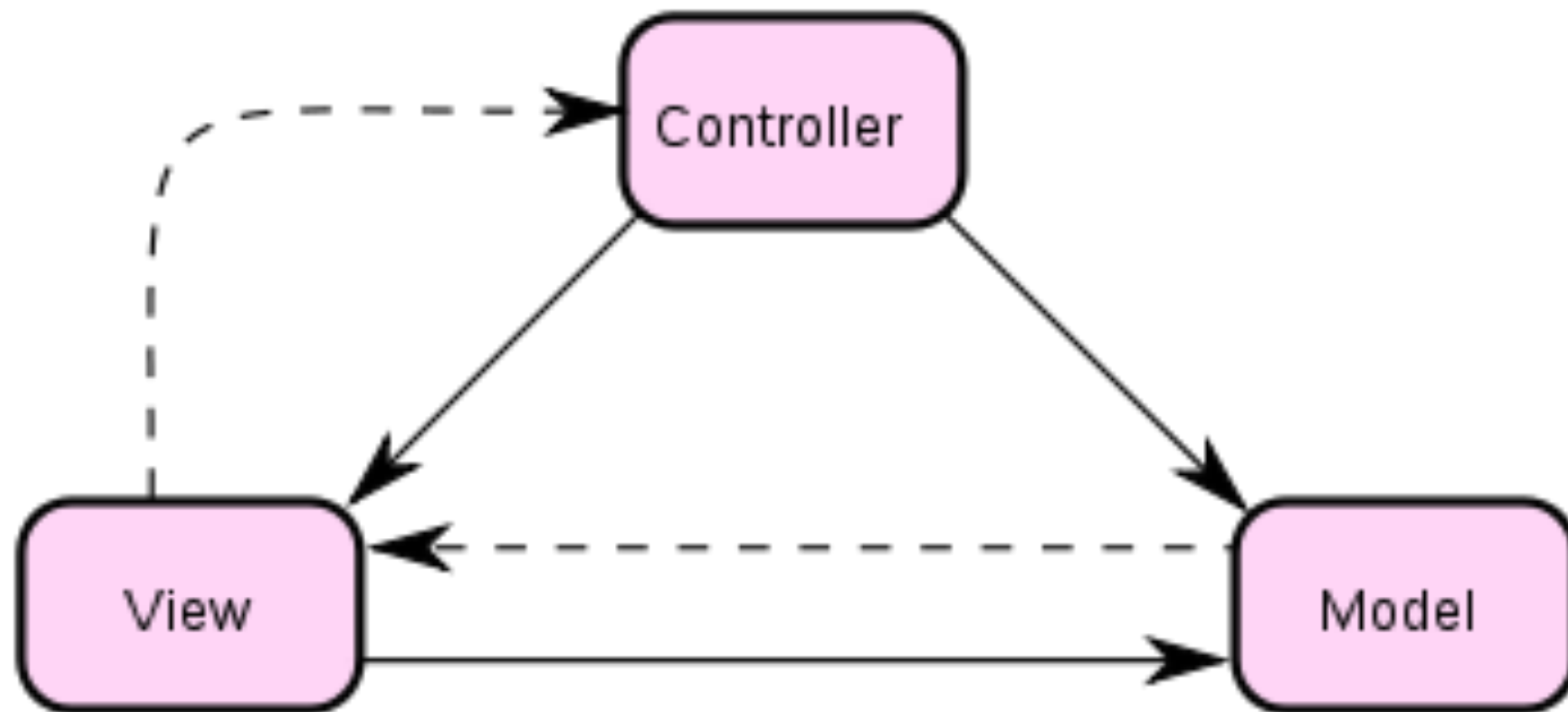
Objc_dep

(github.com/nst/objc_dep)

Delete



Ideally...



MVC

What to aim for?

- Single responsibility principle
- Open/closed principle
- Liskov Substitution principle
- Interface segregation principle
- Dependency inversion principle

From the guys who brought you Cocoa:

- Coding Guidelines for Cocoa
- Concepts in Objective-C Programming
- Cocoa Fundamentals Guide