Testing and Refactoring Legacy Code

Definition

What is *Legacy Code* ?

Goals

During this session, you will learn how to :

- Write unit tests
- Break dependencies
- Refactor and redesign
- Do all that stuff safely (thanks to Git)

Business requirements

Imagine a social networking website for travellers

- You need to be logged in to see the content
- You need to be a friend to be someone else's trips

Legacy code rules

You cannot change production code if not covered by tests

- Just automated refactorings (via IDEs) are allowed, if needed to write test

Working with legacy code tips

Start <u>testing</u> from the shortest to deepest branch

Start <u>refactoring</u> from the deepest to shortest branch