

# Why Programmers don't use Refactoring Tools (and what we can do about it)



Andrew P. Black  
joint work with Emerson Murphy-Hill



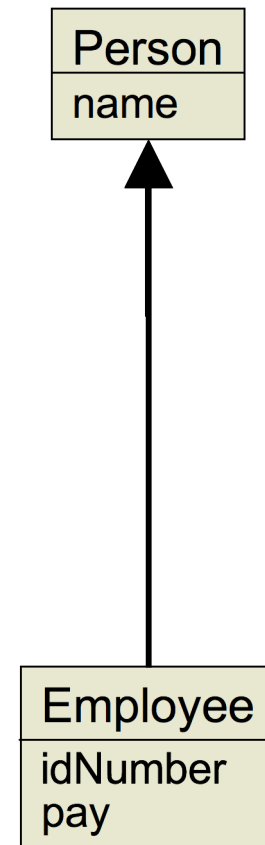
# Outline

- What is Refactoring/Refactoring Tools
  - Refactoring tools are “a good thing”
- Are the tools being used?
  - No
- Why Refactoring Tools are Underused
  - It’s the tools fault
- What’s Wrong with Typical Tools
- How to fix the problem

# What is Refactoring?

Changing the structure of code without changing the way that it behaves.

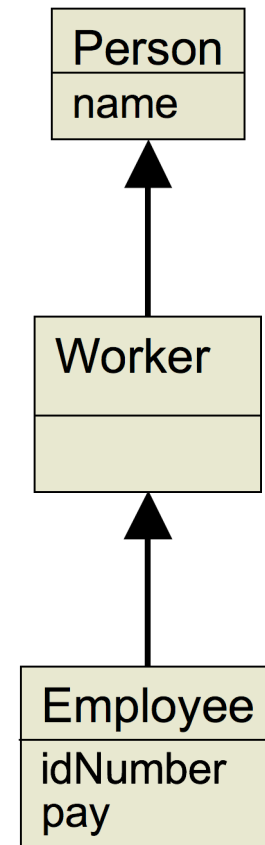
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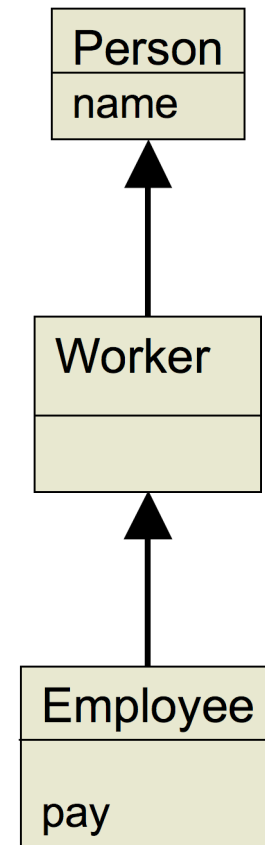
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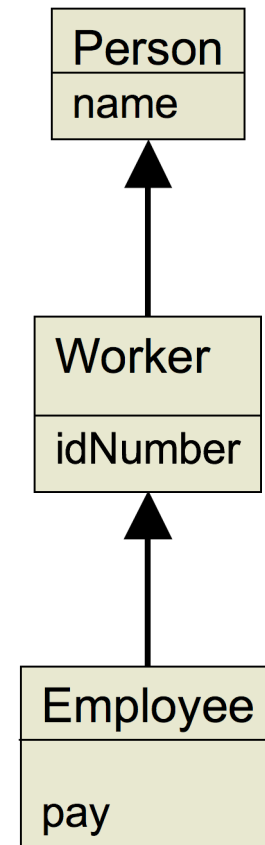
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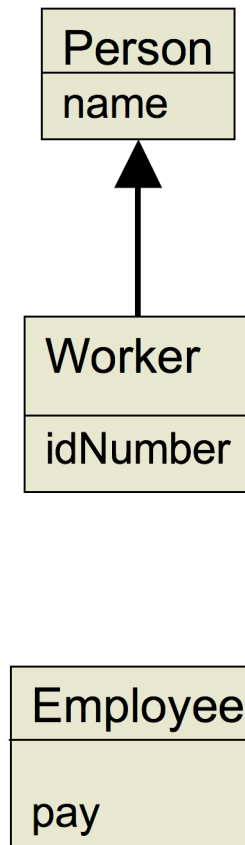
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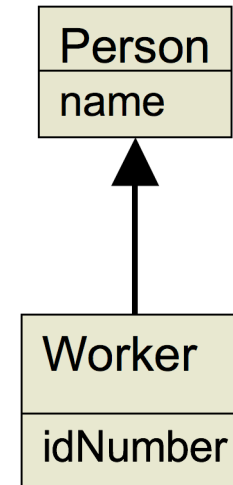
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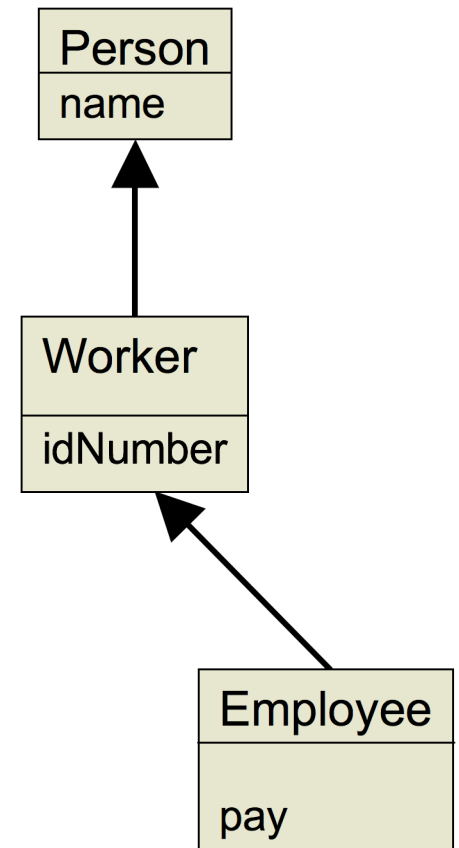




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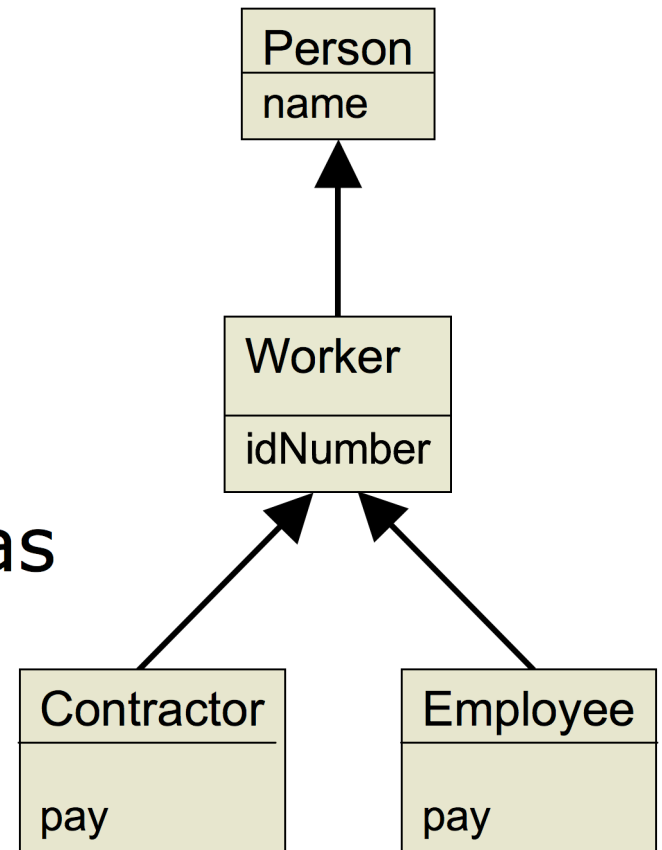
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- Rename
- Insert Superclass
- Push up/down method
- Push up/down field
- Extract Method/Inline Method
- Abstract/Reify field

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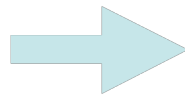
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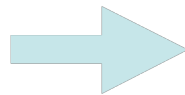
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speed := this.distance() / time

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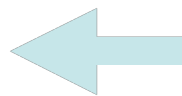
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# What's the big deal?

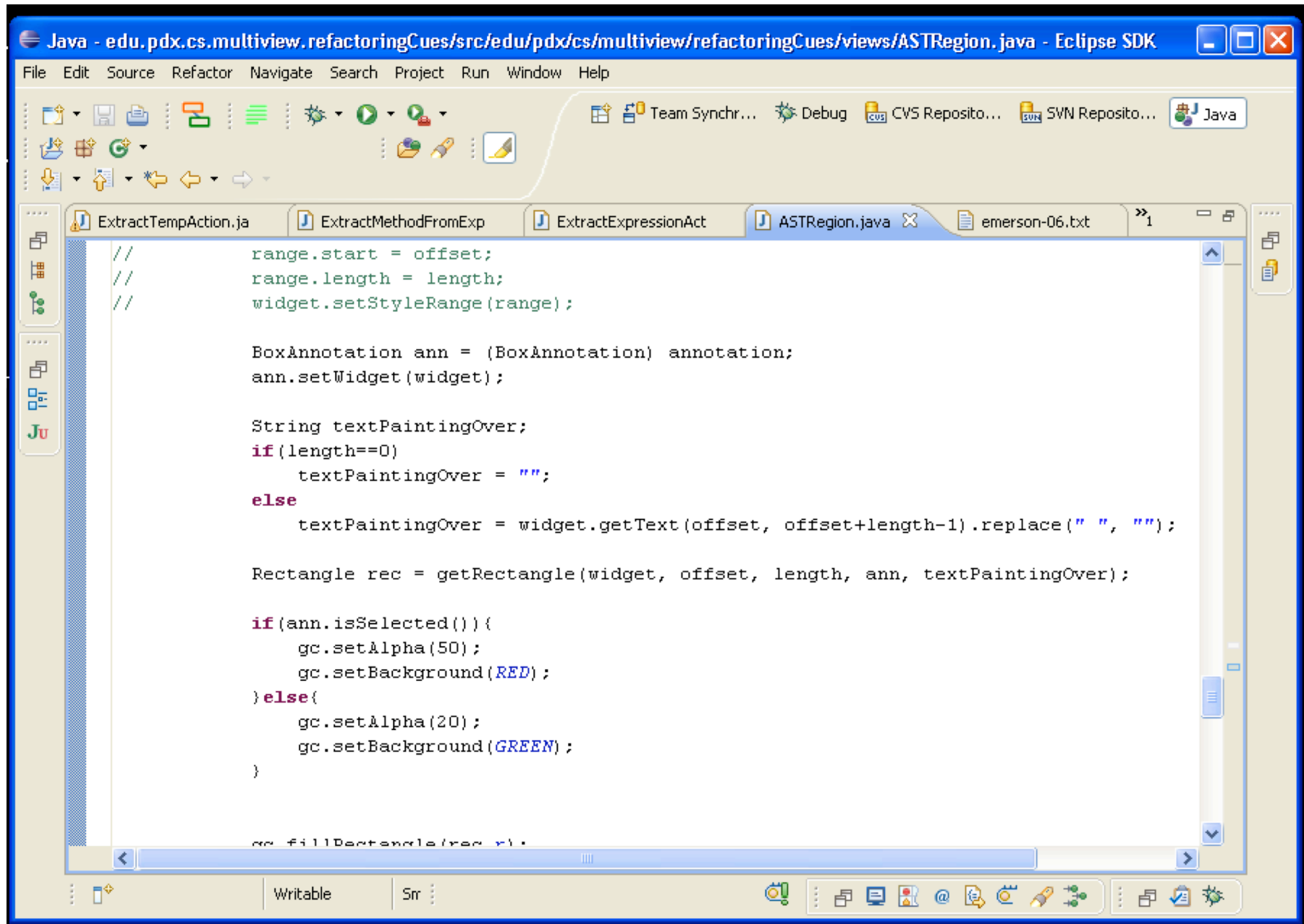
Refactoring is a fancy name for what we used to call “keeping code clean”

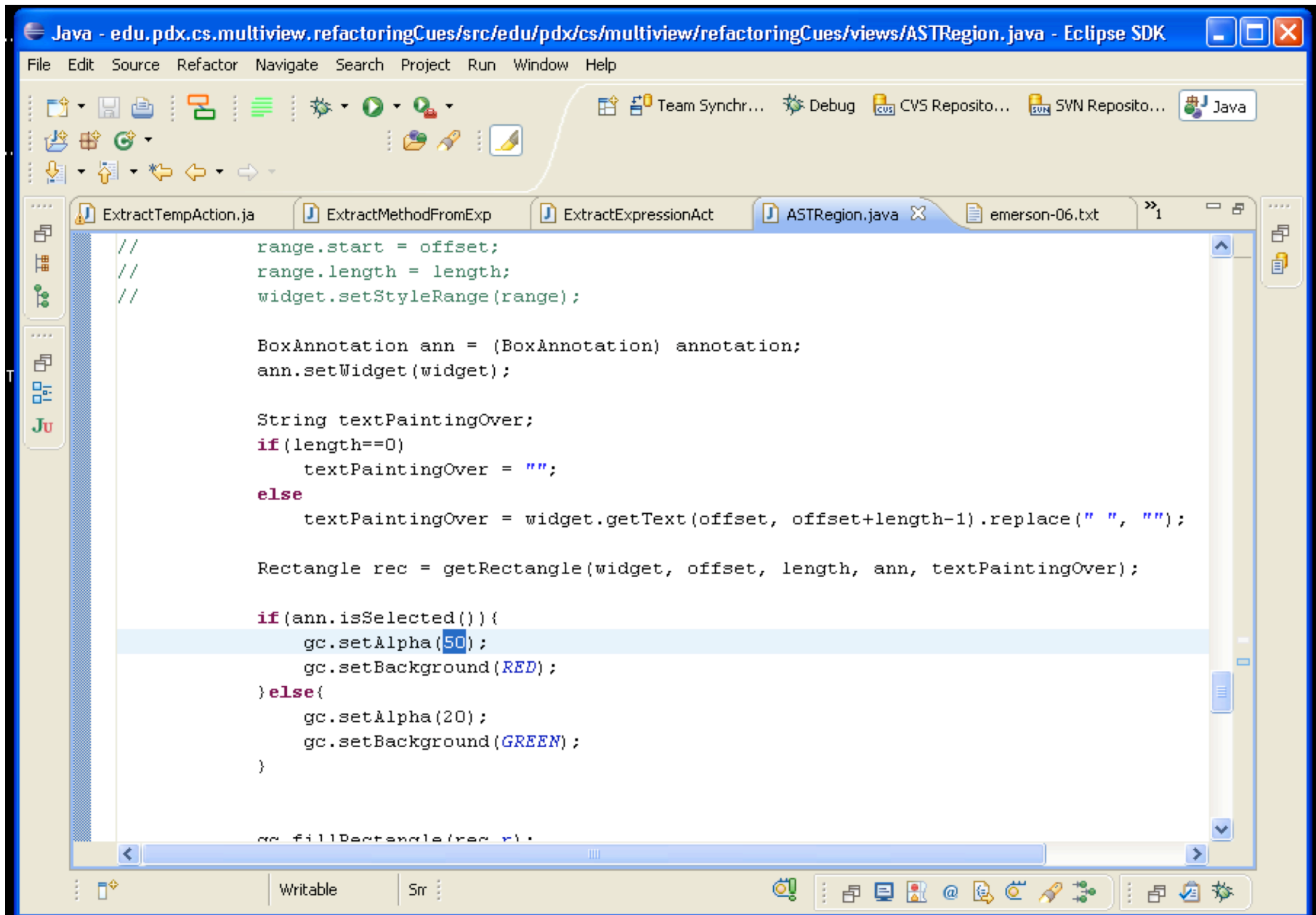
- It's essential for a healthy code base
- Xing and Stroulia (ICSM '06) report that up to 70% of code changes can be due to refactoring
- Empirical data show that refactoring does improve code:
  - Kataoka: decreased coupling
  - Benn et al: complexity, size, cohesion, and coupling all improved
  - Kolb et al: maintainability and usability are increased
- ... and many other studies

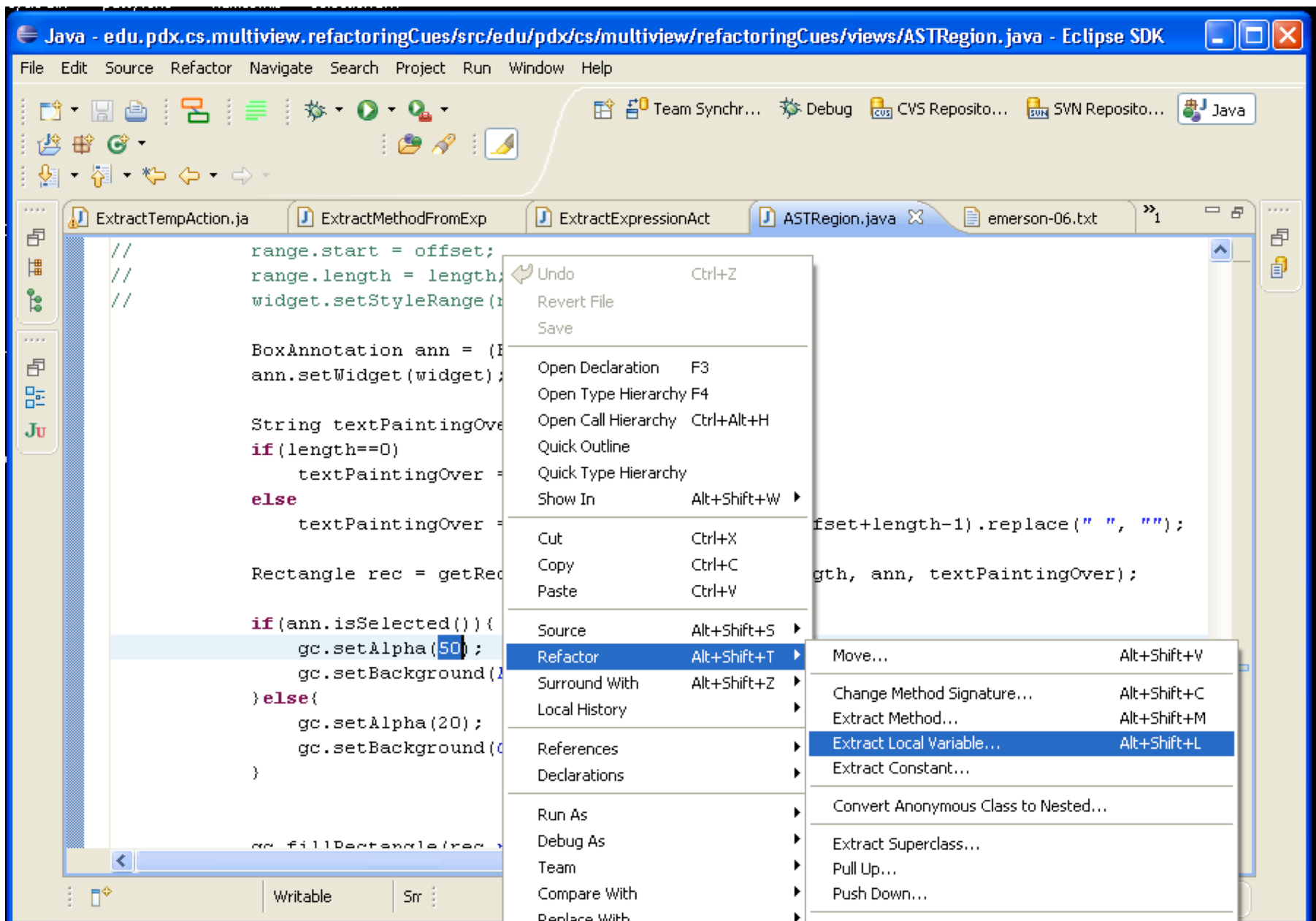
# What's a Refactoring Tool?

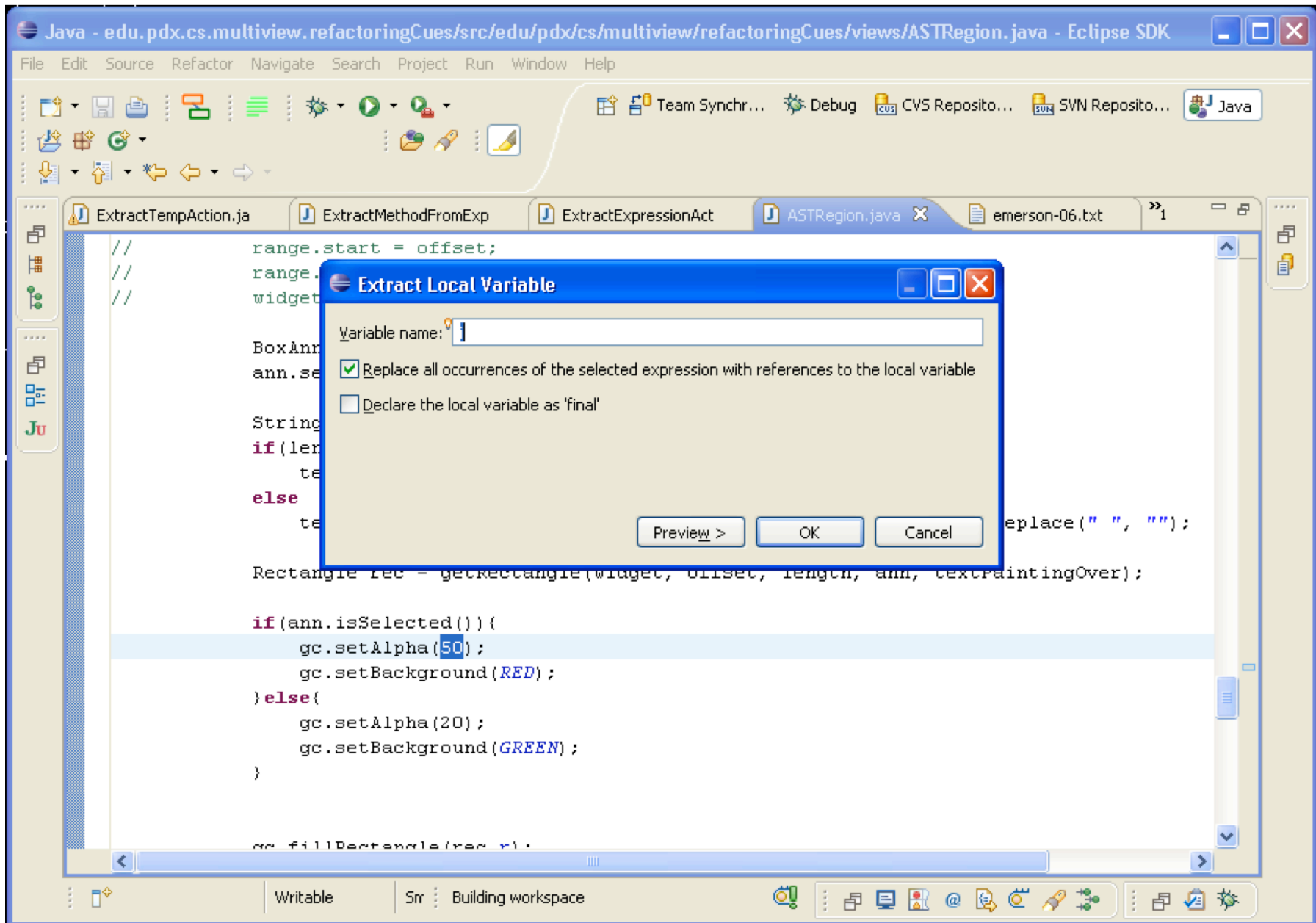
- A tool that automates how you used to refactor by hand.
  - Knows about the semantics of the language
  - Refactors quickly
  - Refactors without introducing new errors
- Refactoring tools are provided by:
  - Eclipse/Java
  - IDEA (from IntelliJ)
  - Visual Studio
  - Smalltalk
- Not refactoring tools:
  - Find/replace
  - SED / AWK

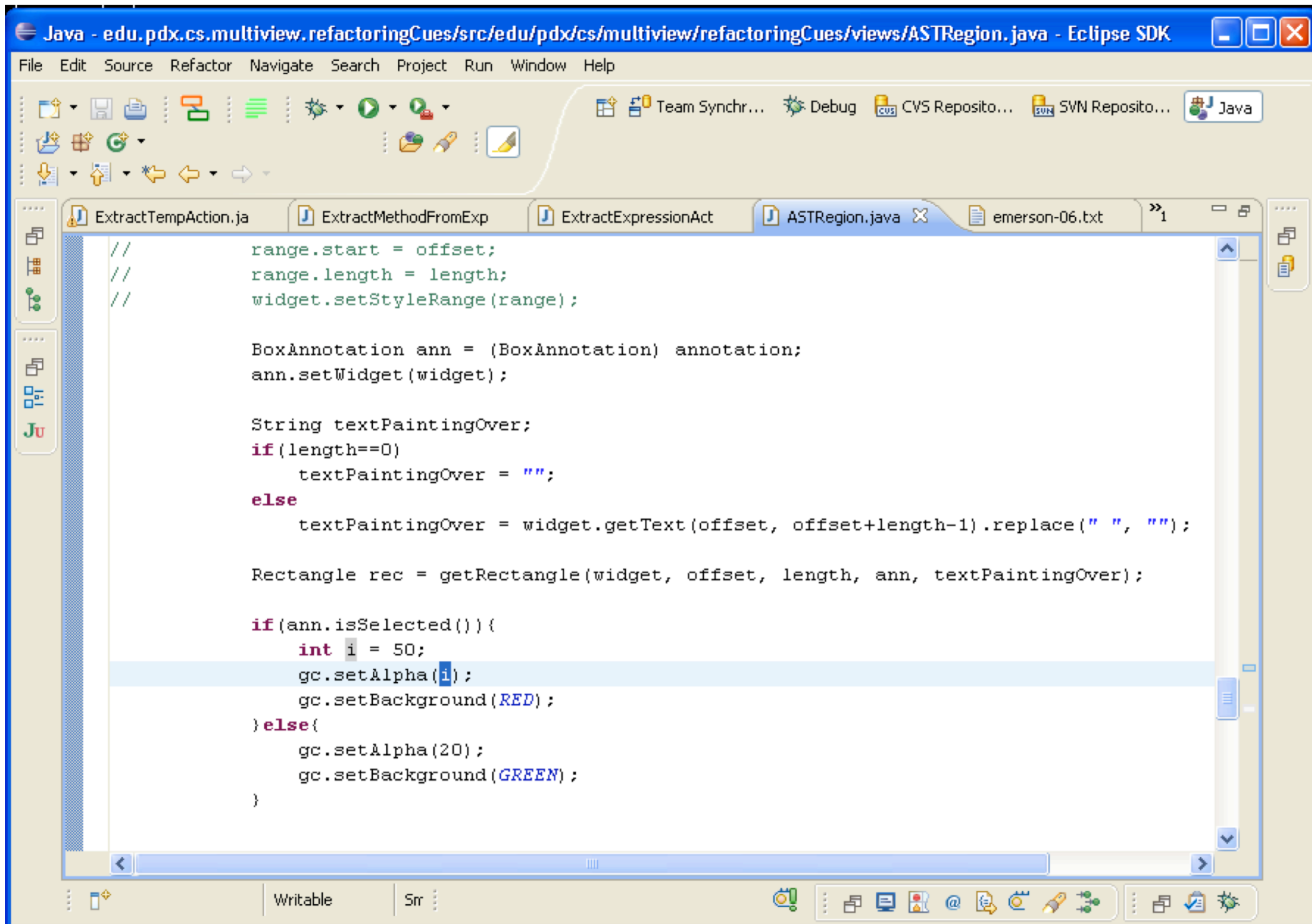
# A typical tool interaction











# Java Tools

Eclipse

JBuilder

Netbeans

IntelliJ IDEA

RefactorIT

X-Develop / CodeGuide

X-Refactory\*

JFactor \*

JRefactory \*

Transmogrify\*

JavaRefactor \*

\* Indicates a “dead” tool



# Refactoring Tool under-use

16 Object-Oriented students

- Only 2 used Refactoring Tools

37 users of Eclipse in PSU lab

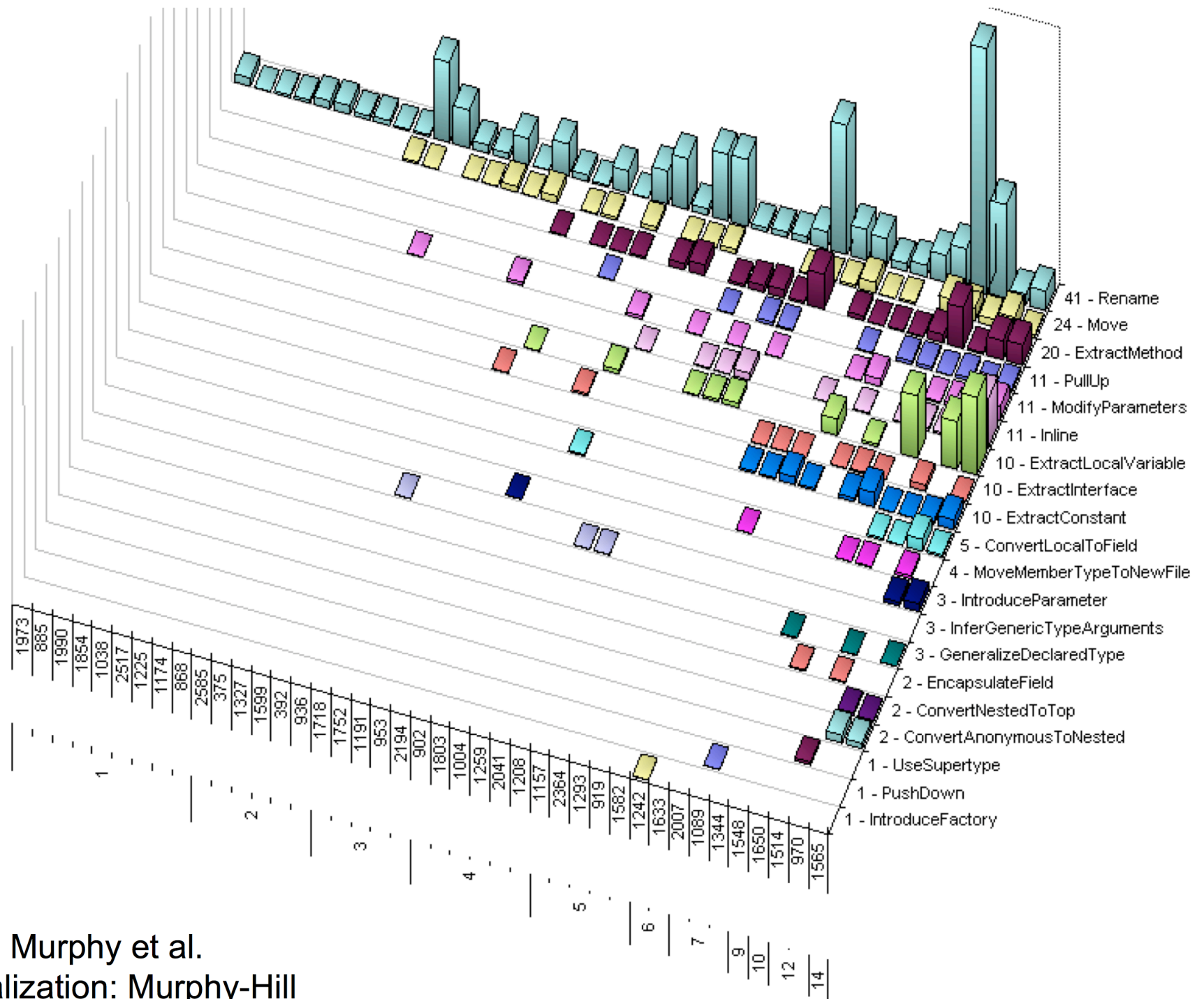
- 2 used Refactoring Tools

112 participants at Agile Open NW 2007:

- Of 72 programmers, 63 have tools available some of the time
- They claimed an average of 68% use of the tools
- Why not 100%?

# Refactoring Tool (Under) Usage

- Murphy et al. looked at 41 Programmers
  - Only two refactoring tools used by “most” programmers: Rename and Move
  - Median number of refactoring hotkeys used by programmers is 2; maximum is 5
- Disconnect between refactoring desires and tool use:
  - According to Mantayla, programmers overwhelmingly *want* to Extract Method
  - But according to Murphy, programmers overwhelmingly *perform* Rename



Data: Murphy et al.

Vizualization: Murphy-Hill

*Agile Open Northwest 2007: When performing a refactoring where a tool is available but you choose not to use it, what usually prevents you?*

**44 responses.** *The tool isn't flexible enough—it doesn't do quite what I want.*

**26 responses.** *I never really learned how to use that particular refactoring tool / I don't know what tool to use.*

**24 responses.** *I can do it faster by hand.*

**13 responses.** *I don't trust the tool to be correct.*

**7 responses.** *The tool will probably mutilate my code.*

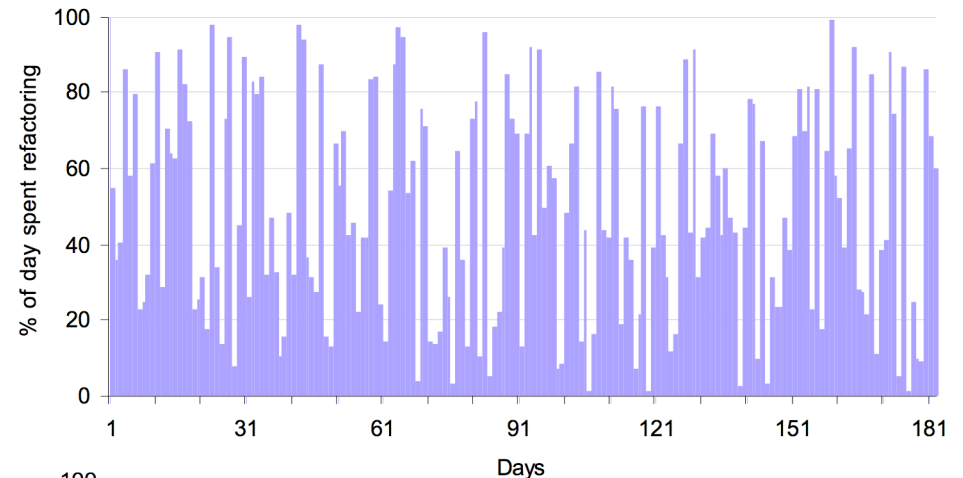
**2 responses.** *My code base is so large that the refactoring tool takes too long.*

**Other:** • *Habit.* • *Menu too big.* • *Avoid GUIs—Keybindings only!*  
• *Prefer to be aware of the changes myself.* • *Hard to trust the refactored code, even if it applies.* • *Usually I do multistep refactoring—tools do one step at a time.*

# Two kinds of Refactoring

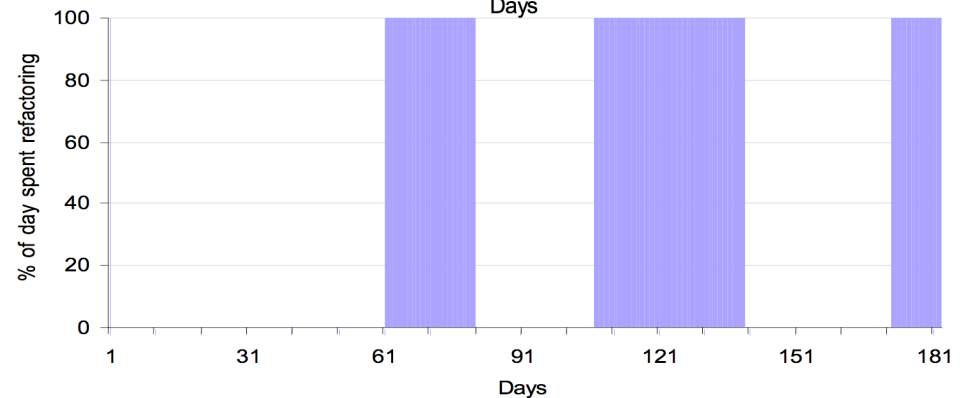
## Floss Refactoring

- Programmers refactor constantly to maintain healthy software
- Refactoring is interleaved with programming



## Root Canal Refactoring

- Programmers refactor in clumps to fix unhealthy software.
- Programming and refactoring are distinct activities.



# Floss vs. Root Canal

## Floss

- Impromptu: refactor whenever you think the code needs it
- You know exactly what code you're going to refactor, because you're working on it
- Supported by Fowler (1999), Parnin+ (2006), Hayashi+ (2006)

## Root Canal

- Planned: set aside time for refactoring
- You don't know what needs to be refactored, but past experience indicates that future changes will be difficult
- Assumed by Van Emden+ (2002) and Kataoka+ (2002); case study by Pizka (2004)

# Why you should Floss rather than waiting for a Root Canal

Your dentist says so:

- “Refactoring is something you do all the time in little bursts. You don’t decide to refactor, you refactor because you want to do something else, and refactoring helps you do that other thing.”

Martin Fowler, *Refactoring*

- “Avoid the temptation to stop work and refactor for several weeks. Even the most disciplined team inadvertently takes on design debt, so eliminating debt needs to be an ongoing activity. Have your team get used to refactoring as part of their daily work.”

James Shore, “Design Debt”

# Why you should Floss rather than waiting for a Root Canal

## Your friends are doing it!

- Weißgerber and Diehl (MSR 2006) looked at JUnit, ArgoUML and JEdit:

“It turned out that in all three projects, there are no days which only contain refactorings. This is quite surprising, as we would expect that at least in small projects like JUnit there are phases in a project when only refactorings have been done to enhance the program structure.”

- Murphy et al. (Software 2006) observed 41 Eclipse developers:
  - 2672 repository commits
  - At most 9 out of 283 iterations were pure refactoring

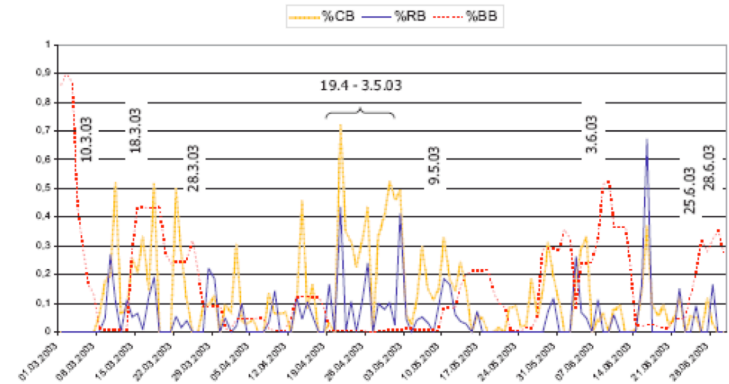


Figure 8: JEDIT: March to June 2003



# Why you should Floss rather than waiting for a Root Canal

## You are becoming Agile!

- Continuous design and continuous refactoring are key practices for Agile programmers

“We keep the code simple *at all times*. This minimizes the investment in excess framework and support code. We retain the necessary flexibility through refactoring.”

Jeffries, Anderson & Hendrickson  
*Extreme Programming Installed*, 2000

# Root Canal: Ineffective

- Pizka (2004) describes a root canal refactoring over 5 months; concludes that the time was mostly wasted.
- Bourquin and Keller (2007) describe a root canal refactoring over 7 months
  - few objectively positive results
  - dramatic increase in duplicated code.

# Why the Distinction Matters

Claim: a tool built for root canal refactoring will not be very usable for floss refactoring, and to a lesser degree, vice versa.

## Example

Floss Tool	Root Canal Tool
Hayashi's incremental smell detector (2006)	Jcosmo smell detector (Van Emden 2002)
<ul style="list-style-type: none"><li>• Runs continuously in background.</li><li>• Reports on the code on which programmers are working</li></ul>	<ul style="list-style-type: none"><li>• Runs as a batch job on request.</li><li>• Provides information about the whole code base</li></ul>

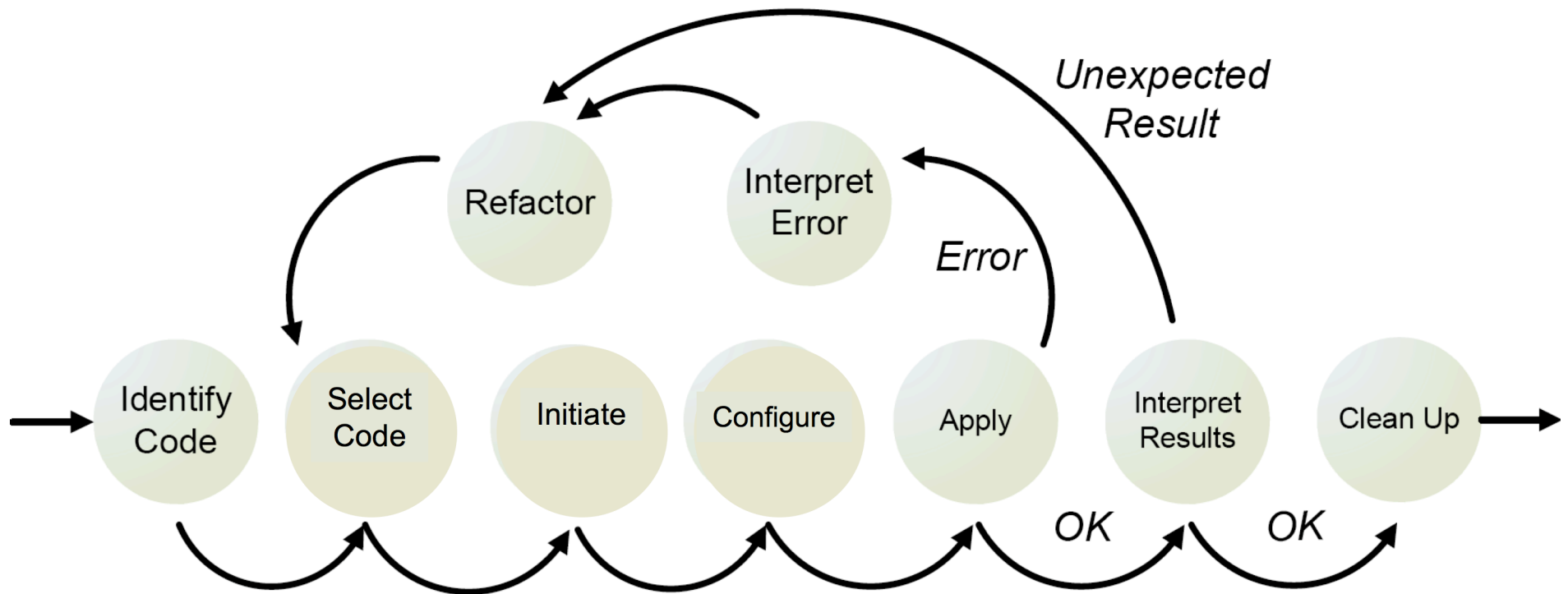
# So What's Really Wrong with Refactoring Tools?

Tools don't always fit with the way programmers want to refactor...

- data from Open Agile Survey:
  - 94 responses indicated a usability problem, vs
  - 22 indicated a technical problem

...so programmers snub the tools and refactor by hand.

# How *do* Programmers Refactor?



# So, what have people been doing about it?

## Building better tools!

- In industry
- In research groups

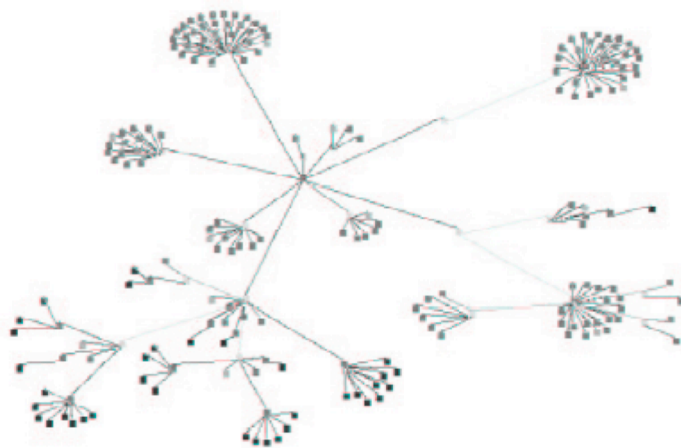
# Industrial Improvements (Code Identification)

## Automated smell detection

- Eclipse's Test and Performance Tools
- IntelliJ's code inspections


# Industrial Improvements (Code Identification)

JCosmo



Hayashi and Colleagues

```
class C2 {  
    int foo(int t) {  
        int a = F.f(1, F.f(6, 7, t), 3)  
        int b = F.f(4, 5, F.f(6, 7, t))  
        if(a > 8) a = F.f(1, 2, a);  
        return a + b;  
    }  
}
```

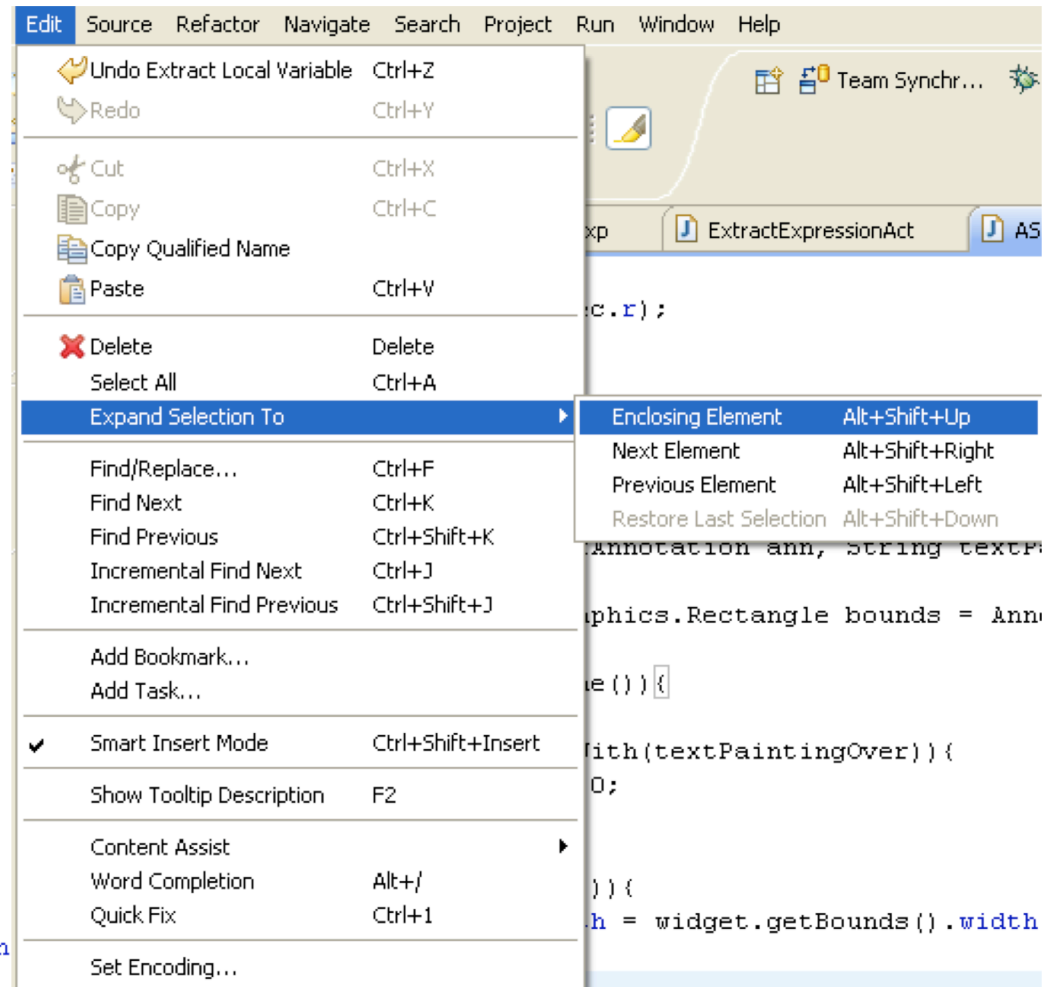
Suggested Refactorings 

extract superclass(#2,#27)  
form template method(#2,#27,#28,#51)



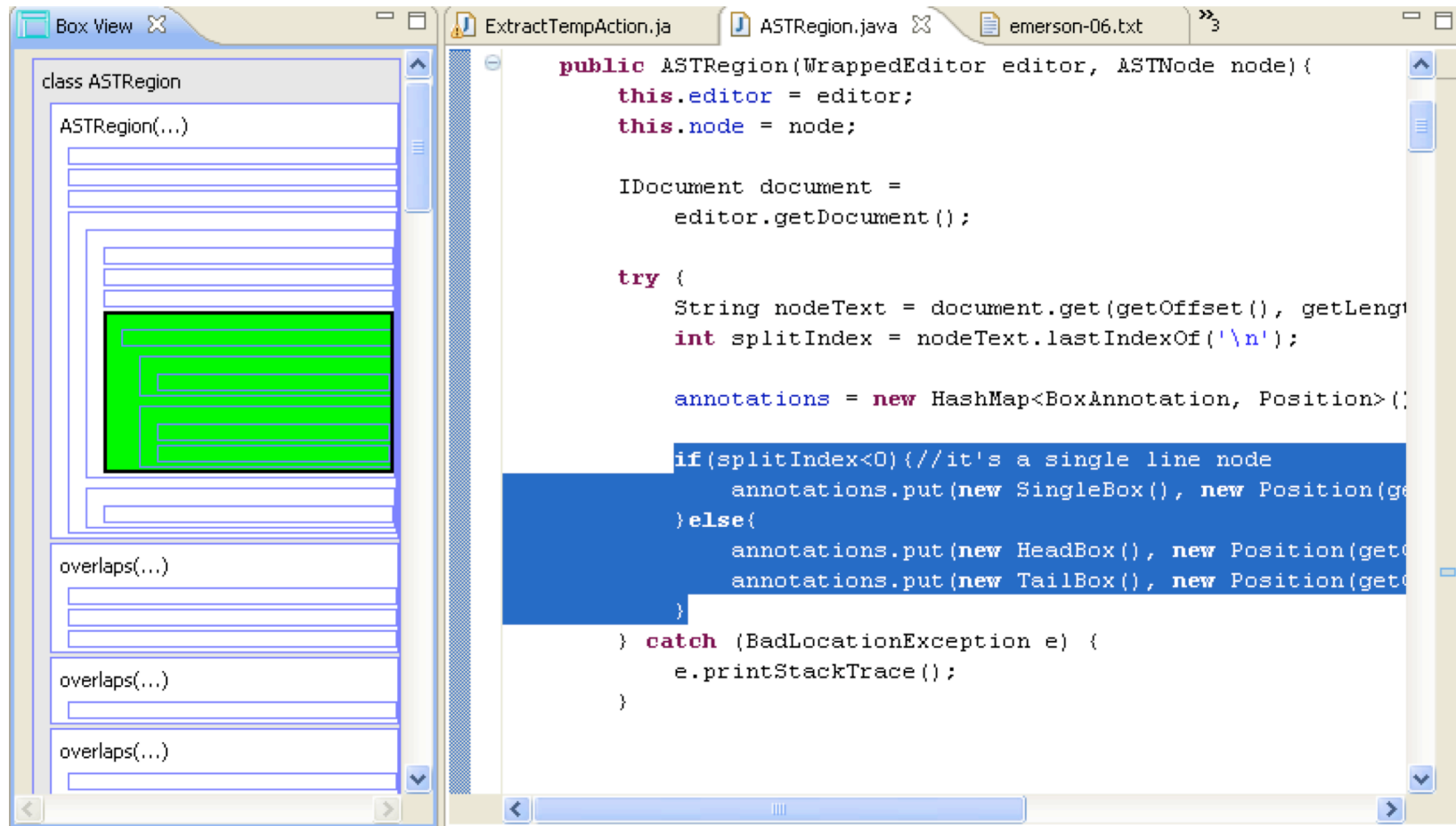
# Industrial Improvements (Selection)

```
if (!ann.isSingleLine()) {  
  
    if (!ann.startsWith(textPaintingOver)) {  
        bounds.x = 0;  
    }  
  
    if (!ann.isTail()) {  
        bounds.width = widget.getBounds().width  
    }  
}
```



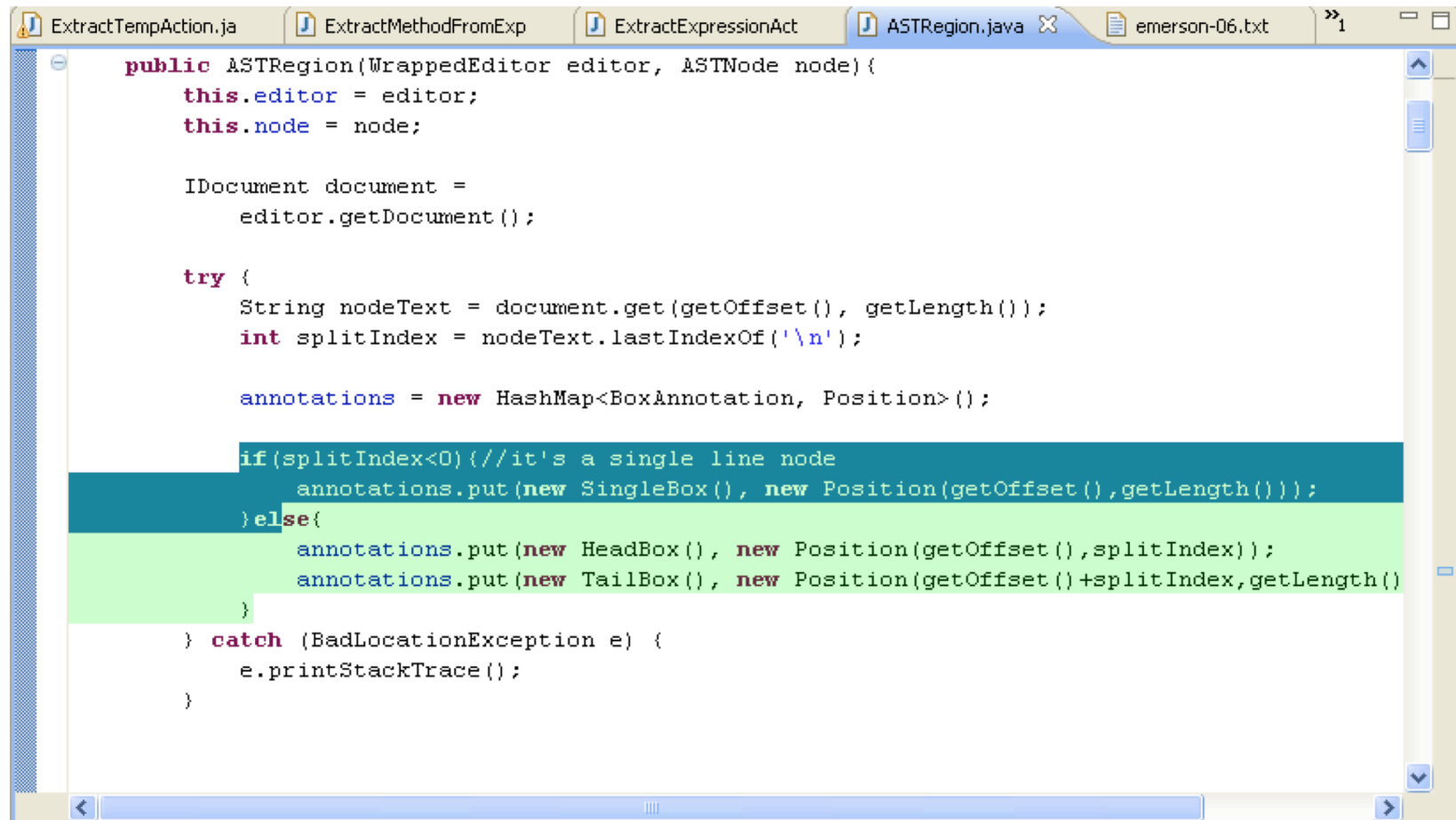
# Research Improvements (Selection)

BoxView



# Research Improvements (Selection)

SelectionAssist



```
public ASTRegion(WrappedEditor editor, ASTNode node) {
    this.editor = editor;
    this.node = node;

    IDocument document =
        editor.getDocument();

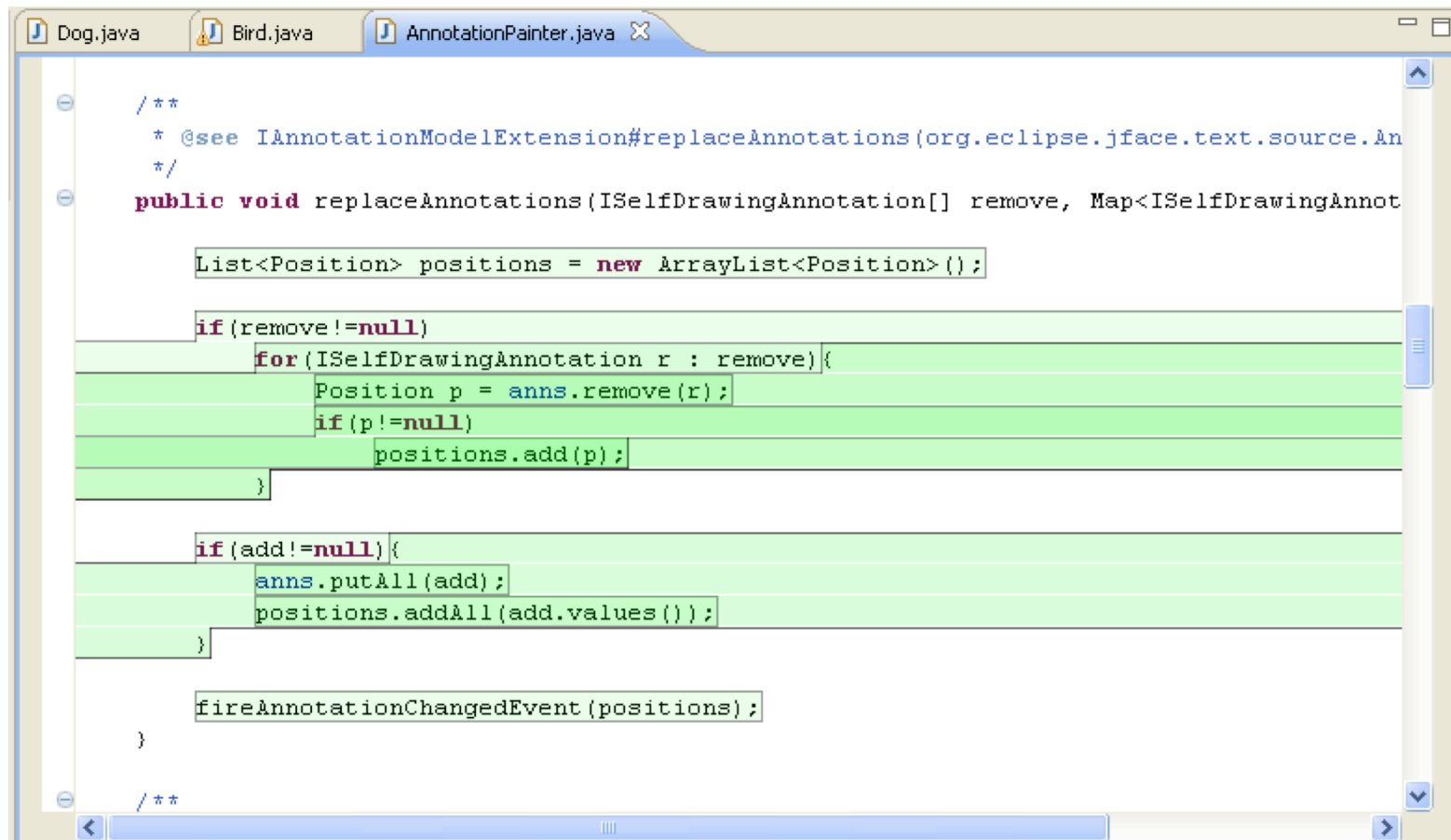
    try {
        String nodeText = document.get(getOffset(), getLength());
        int splitIndex = nodeText.lastIndexOf('\n');

        annotations = new HashMap<BoxAnnotation, Position>();

        if(splitIndex<0){//it's a single line node
            annotations.put(new SingleBox(), new Position(getOffset(),getLength()));
        }else{
            annotations.put(new HeadBox(), new Position(getOffset(),splitIndex));
            annotations.put(new TailBox(), new Position(getOffset()+splitIndex,getLength()));
        }
    } catch (BadLocationException e) {
        e.printStackTrace();
    }
}
```

# Research Improvements (Selection)

## Refactoring Cues



```
/**
 * @see IAnnotationModelExtension#replaceAnnotations(org.eclipse.jface.text.source.An
 */
public void replaceAnnotations(ISelfDrawingAnnotation[] remove, Map<ISelfDrawingAnnot

    List<Position> positions = new ArrayList<Position>();

    if(remove!=null)
        for(ISelfDrawingAnnotation r : remove){
            Position p = anns.remove(r);
            if(p!=null)
                positions.add(p);
        }

    if(add!=null){
        anns.putAll(add);
        positions.addAll(add.values());
    }

    fireAnnotationChangedEvent(positions);
}

/**
```

Java - Refactoring Tests/src/Banana.java - Eclipse SDK

File Edit Source Refactor Navigate Search Project Run Window Help

\*Banana.java

```
import java.util.Dictionary;

@SuppressWarnings("unchecked")
class Banana{

    private int a,b,c,d;
    private double dx, dy;

    public void read(Dictionary dict){
        a = Integer.parseInt(((String)dict.get("a")));
        b = Integer.parseInt(((String)dict.get("b")));

        dx = Double.parseDouble(((String)dict.get("dx")));
        dy = Double.parseDouble(((String)dict.get("dy")));
    }
}
```

Refactoring Cues

- Rename
- Move
- Change Method Signature
- Extract Method (Statment(s))
- Extract Method (Expression)
- Extract Local Variable
- Extract Constant
- Inline Temporary Refactoring
- Inline Method
- Convert Anonymous to Nests
- Convert Member to Top Level
- Convert Local Variable to Field
- Extract Superclass
- Extract Interface
- Use Supertype Where Possible
- Push Down

Writable Smar...sert

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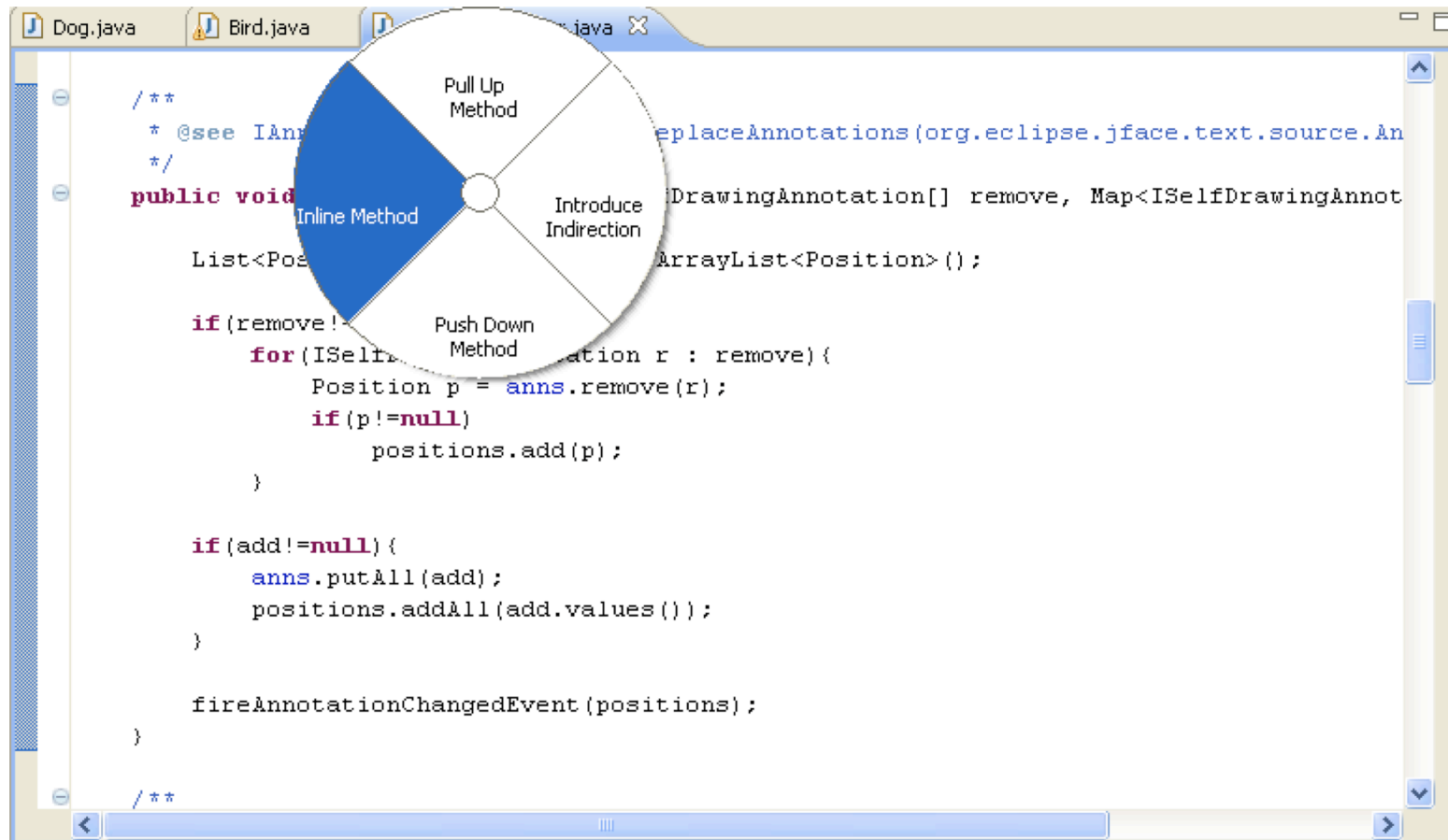
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```

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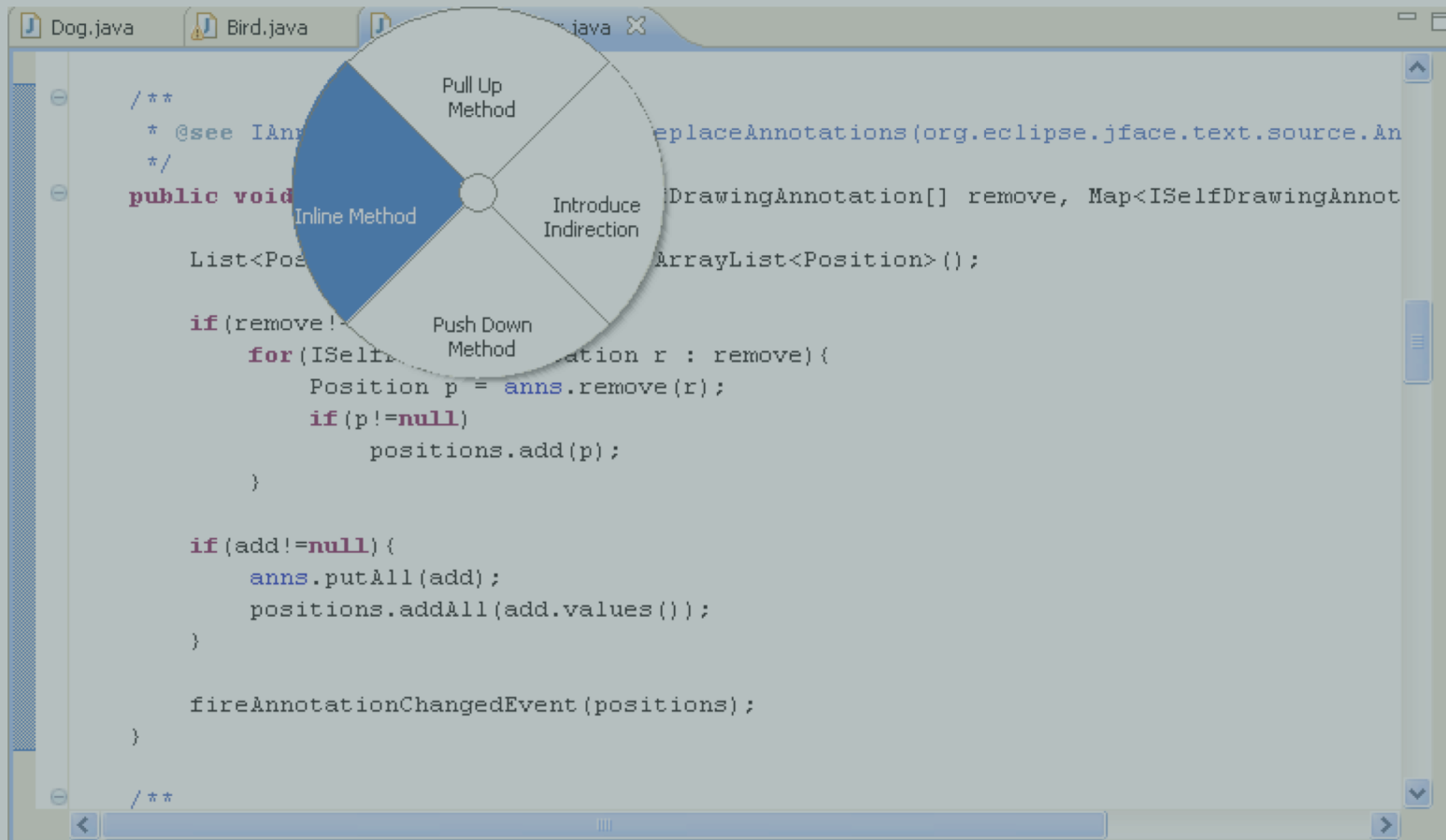
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# Research Improvements (Activation)



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# Research Improvements

(A

```
Dog.java x
class Animal{
}
class Dog extends Animal {
    public void bark() {
        System.out.println("bark!");
    }
}
class Cat extends Animal{
}
```

# Research Improvements

(A

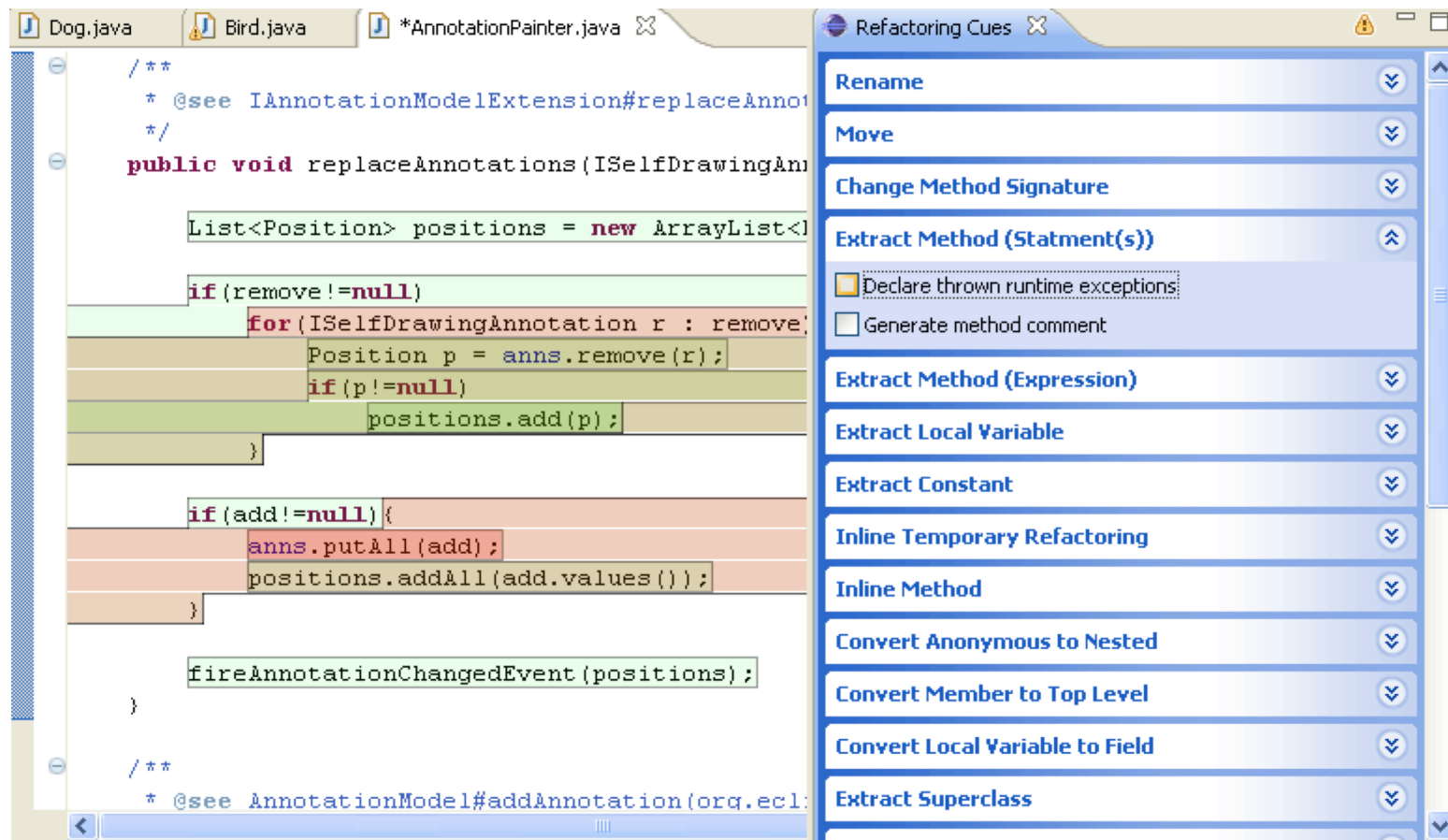
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# Industrial Improvements (Configuration)

```
public void print() {  
    System.out.println(1);  
    printTwo();  
}
```

```
private void printTwo()  
{  
    Syteem.out.println(2);  
}
```

# Research Improvements (Configuration)



# Research Improvements (Understanding Errors)

```
boolean areWheelsTrue(){  
  
    Wheel front = bike.getFrontWheel();  
    Wheel rear = bike.getRearWheel();  
  
    boolean truedWheels = isWheelTrue(front);  
    truedWheels = truedWheels || isWheelTrue(rear);  
  
    return truedWheels;  
}
```

```
void goOnVacation(){  
  
    Bike roadBike = getRoadBike();  
    Bike mountainBike = getMountainBike();  
  
    loadOnCar(roadBike, mountainBike);  
}  
  
boolean goForRide(){  
  
    while(!tired()){  
        rotatePedals(10);  
        if(this.hasCrashed())  
            break;  
    }  
  
    return SUCCESS;  
}
```

# Summary

- Refactoring tools are a *good thing*
  - but only if they are used
- Programmers don't use refactoring tools much because they don't fit with how they work
- Researchers and industry are attempting to make better refactoring tools!
  - To be successful, we must pay attention to how programmers work

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