BO·TT·EGA
IT minds

Training is withdrawn

Training program:

# Refactoring legacy code to Domain Driven Design

## Info:

| | |
|---|---|
| **Name:** | **Refactoring legacy code to Domain Driven Design** |
| **Code:** | **DDD-refaktoring** |
| **Category:** | Domain Driven Design and Event Storming |
| **Target audience:** | analysts<br>developers<br>architects |
| **Duration:** | 3 days |
| **Format:** | 40% lecture / 60% workshop |

During the training, participants will learn the techniques that allow for refactoring of existing systems in order to decrease the workload related to their maintenance.

A parallel goal of refactoring is the reverse engineering of a model that has not been maintained and has become diffuse.

An additional goal will be to learn the behaviour and structure in order to fix bugs, introduce new functionalities and refactor the design.

During the practical workshops, participants will refactor existing code and write regression tests. The participants will refactor the existing system, with the aim of introducing new functionalities.

The training should be preceded by trainings in the areas: Domain Driven Design - complex business model and DDD Implementation Technician.

BOTTEGA
IT minds

# Training program

## 1. Reading the code

- 1.1. Collection and interpretation of metrics
- 1.2. Discovering the critical points of the system
- 1.3. Code review and identification of "smells"

## 2. The fundamentals of refactoring

- 2.1. Basic refactoring techniques
- 2.2. Support from the IDE
- 2.3. Identifying seams and dividing dependencies
- 2.4. Advanced refactoring in multiple steps
- 2.5. Creating a refactoring plan
- 2.6. Refactoring the design
- 2.7. Refactoring to a pattern

## 3. Use of modelling techniques in the refactoring process

- 3.1. Event Storming
- 3.2. Changing the approach in order to reduce the number of rules to be considered
  - 3.2.1. An approach "from the domain" instead of "from the process"
- 3.3. Linguistic techniques
  - 3.3.1. Extraction of the Domain Story
  - 3.3.2. Full sentence techniques instead of noun collection
  - 3.3.3. Exploring the domain using sentences in the form subject.verb(object, modifier)
  - 3.3.4. Gibberish Game - removing ambiguity and discovering new domain concepts
  - 3.3.5. Word-Meaning(Context)-Rules
  - 3.3.6. Reversing the order so as to discover hidden domain concepts

BOTTEGA IT minds

BOTTEGA IT minds