Abstract

Refactoring is nothing but a change that you make to the software. It is a series of steps that are carried out on the piece of software. After the refactoring is applied on the code it is important to note down the changes that have been done to the software. Care should be taken such that the behaviour of the software does not change even if the refactoring is applied but its execution time, performance increases. This paper is in continuation with the other refactorings that have been already presented. Here we present three more refactorings that have been identified. The refactorings are applied on the projects and the results are compared before the refactoring is applied and after the refactoring is applied.

References


**Index Terms**

Computer Science  
Information Sciences

**Keywords**

Refactoring, AspectJ, abstract, extends, pointcut, Inheritance, aspect, Joinpoint, crosscutting concern, Refactoring Mechanism