

About FreeCAD

- Complete parametric 3D modeling tool, in development since 2001
- Ability to model physical objects of any size

File building (or https://freecad.org if watching remotely)

About Me

- FreeCAD contributor since 2016.
- Mainly focused on Sketcher, Part Design and related topics.
- Presently also working as project staff at FOSSEE,

 Advanced solver ITT Bombay (https://fossee.in)
- Occasionally available on most "professional" social media: just search for "Ajinkya Dahale"

Motivation

- Freecad is well over 20 years old
- Technical debt accumulates
 - Multiple ad-hoc changes (bug based development)
 - Many developers
 - Spaghetti code: readability limited
 - \sim Changing standards (C++98 to C++20)
- BAdvanced Solver Due for a clean up.
- (Mid-2024) 1.0 release preparations kept the code base stable

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Elements

- 0. Major portion of my FreeCAD contributions
- 1. First workbench a user encounters: the smallest of details WILL be caught
- 2. Large percentage of issues
- 3. Yet larger percentage of complaints on FreeCAD Days
- 4. Has multiple parts including an "in-house" solver (planeges)

Method: The Basics

- Need some heuristic to prioritize and measure progress
- Metric used: Cognitive Complexity (developed by SonarSource)
- Mostly following "Refactoring" by Martin Fowler et al and "Clean Code" by Bob Martin

- Use modern C++ tools like ranged for and initialization within if statements as far as possible
- As far as possible, avoid nesting of if statements and for/while loops
- This includes the ternary operator "x?y:z"
- of code (or not hesitate to repeat small bits of code (or not hesitate to repeat that)
 - This often comes into picture if one part of the condition is significantly larger than the other, and, after exiting, the method just wraps up and returns.

- As far as possible, use the algorithm library in C++ to replace combinations of loops and conditionals.
- Some examples: copy(_if), (all/any/none)_of, move, transform, (min/max)(_element), sort, partition
 - Even a for_each can be useful
 - These methods also directly convey the intent
 - Possible opportunity to parallelize

- Ongoing work to break down larger files, mainly SketchObject.
- Towards following the Single responsibility principle.



Challenges

- Limited Documentation
- Release done: floodgates of new PR, possibly causing conflicts
- All of this makes refactoring an iterative process

Under-constrained: Also best done by all developers

**Constraints Know when to stop

Is this code going to be changed again soon?

