Managing Modular Software

for your NuGet, C++ and Java Development

Agenda

- Modular software – why?
- Building modular software…
- … in Java
- … in C++
- … in .NET

Who's talking?

github.com/jbaruch

@jbaruch

WTF IS MODULE?

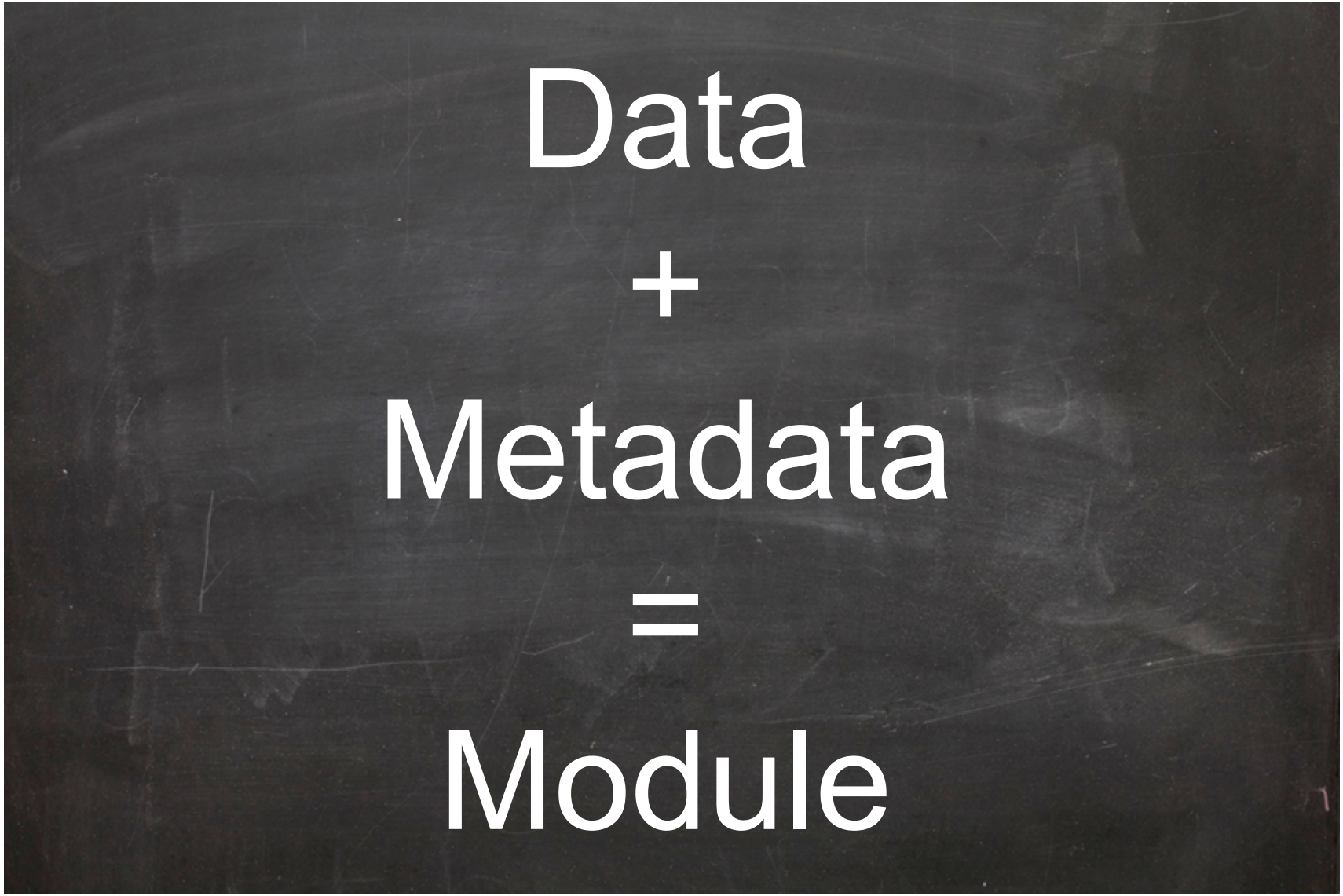
Module

Modular programming (also called "top-down design" and "stepwise refinement") is a software design technique that emphasizes separating the functionality of a program into independent, interchangeable modules, such that each contains everything necessary to execute only one aspect of the desired functionality.

TL;DR

Module

Module Formula



Unit of code

Encapsulated

Encapsulated

Discrete

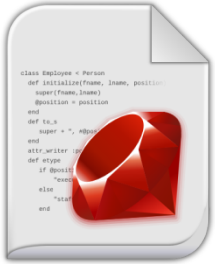
Discrete

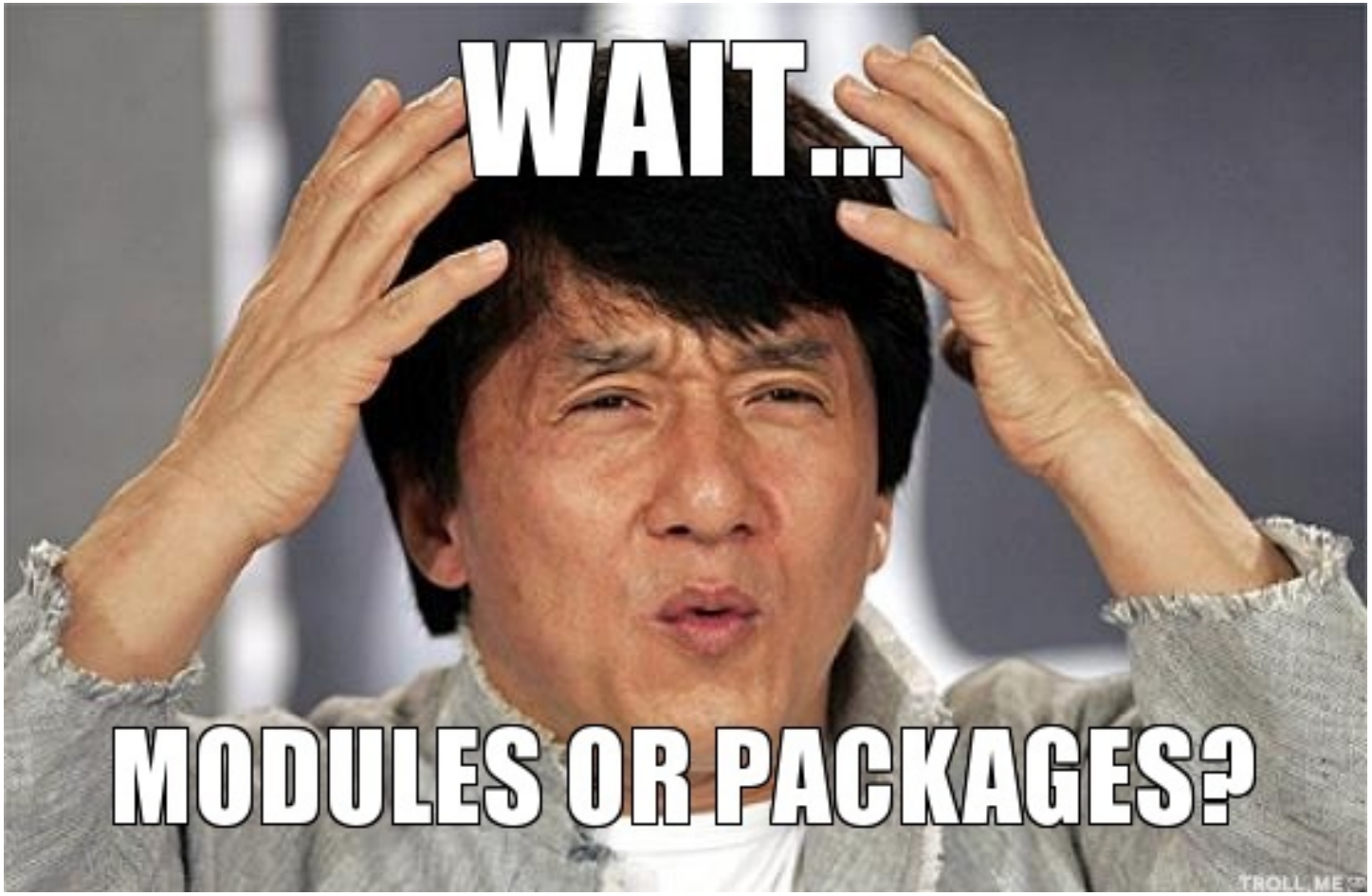
Discrete

Reusable

Exposed via APIs

Packages




WAIT...
MODULES OR PACKAGES?
TROLL ME

Modules or Packages?

Technology	Package	Module

Modules or Packages?

Technology	Package	Module
Java	package keyword semantics	*.jar files, OSGi bundles

Modules or Packages?

Technology	Package	Module
Java	package keyword semantics	*.jar files, OSGi bundles
C++	namespace keyword semantics	*.dll files, *.so files

Modules or Packages?

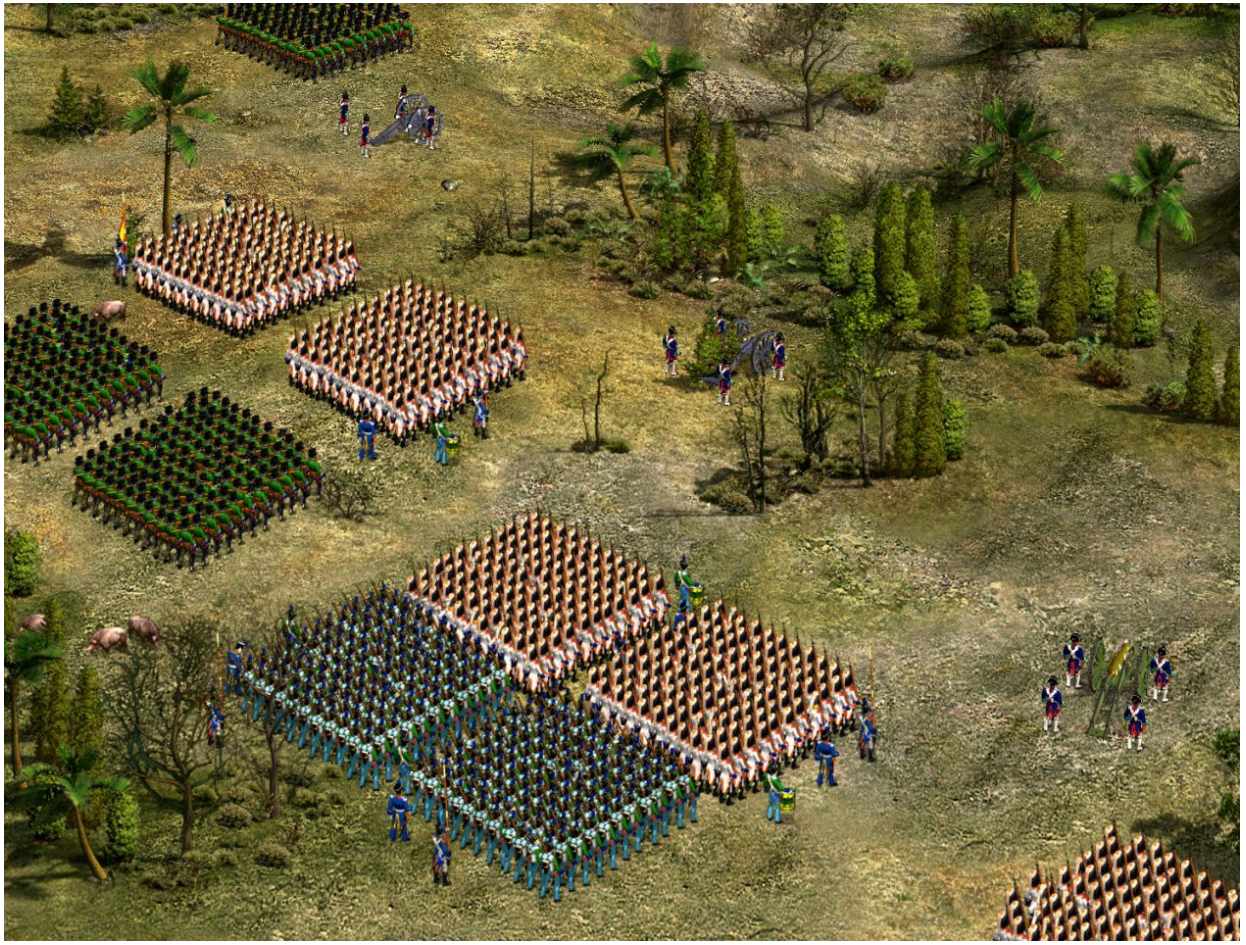
Technology	Package	Module
Java	package keyword semantics	*.jar files, OSGi bundles
C++	namespace keyword semantics	*.dll files, *.so files
C#	namespace keyword semantics	*.dll files, NuGet packages

Modular Software – why?

Discrete Units Are Smaller

Modular Security Control

Multi-Team Agility



Code Sharing

Forcing API

Module ⇨ Dependency

HOW STUFF PLAYS WITH MODULES

Build Tools and Dependencies

Recipe

1. Take sources

Recipe

1. Take sources – OK

Recipe

1. Take sources – OK
2. Bring dependencies

Recipe

1. Take sources – OK
2. Bring dependencies – where from?

Recipe

1. Take sources – OK
2. Bring dependencies – where from?
3. Build binaries

Recipe

1. Take sources – OK
2. Bring dependencies – where from?
3. Build binaries – OK

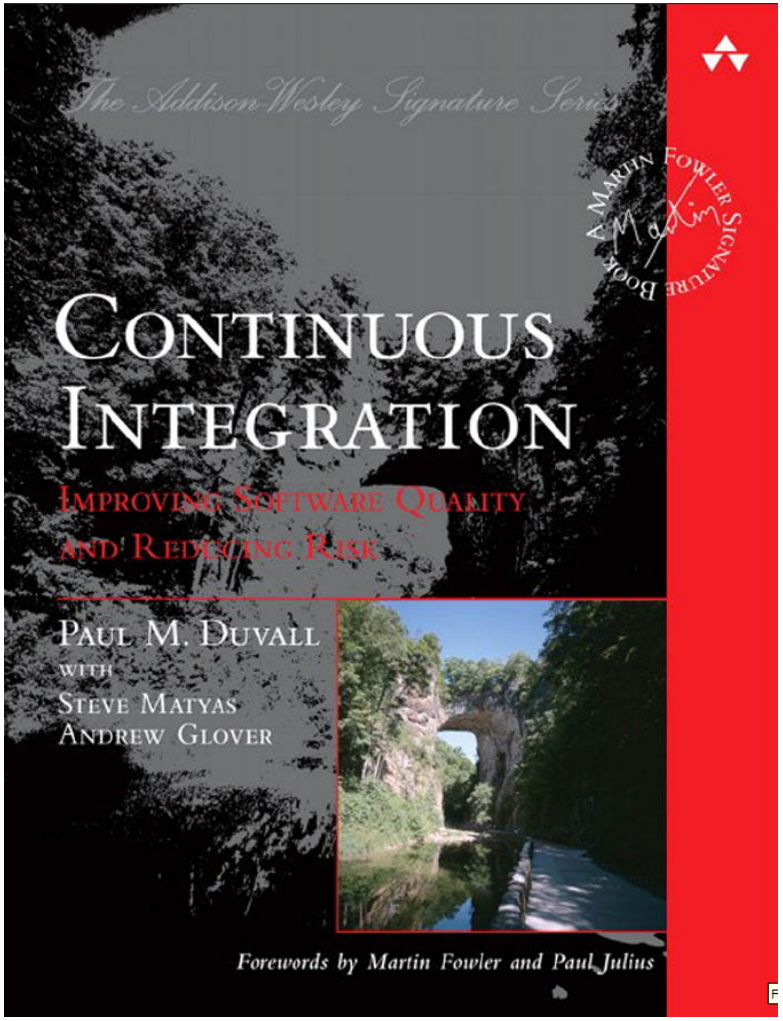
Recipe

1. Take sources – OK
2. Bring dependencies – where from?
3. Build binaries – OK
4. …

Recipe

1. Take sources – OK
2. Bring dependencies – where from?
3. Build binaries – OK
4. … - now what?

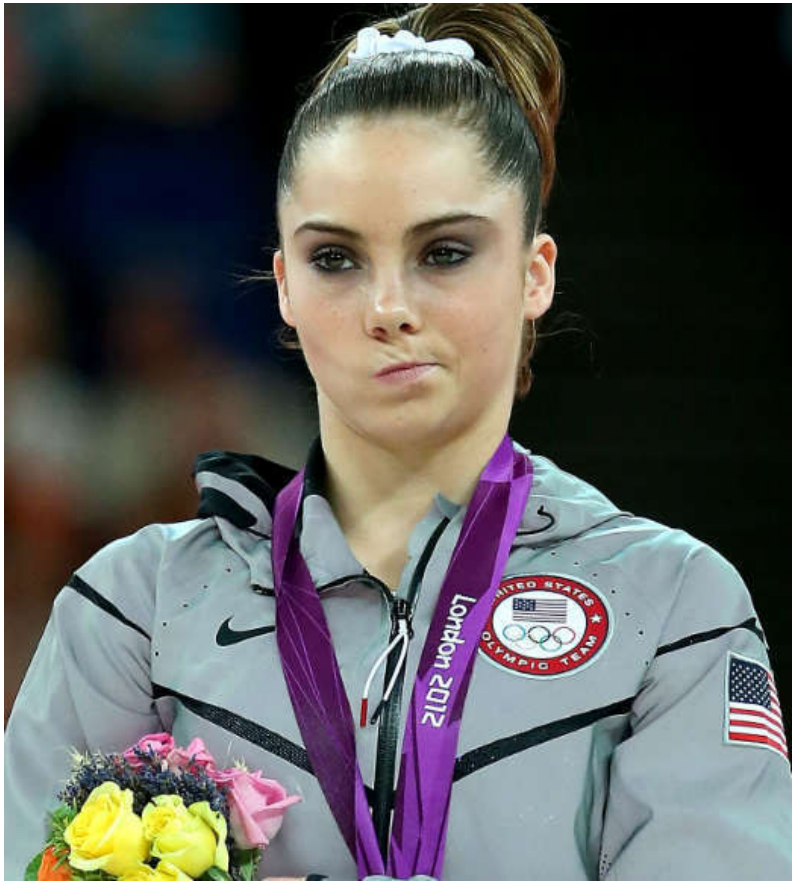
CI Servers and Modules



CI servers run build tools.

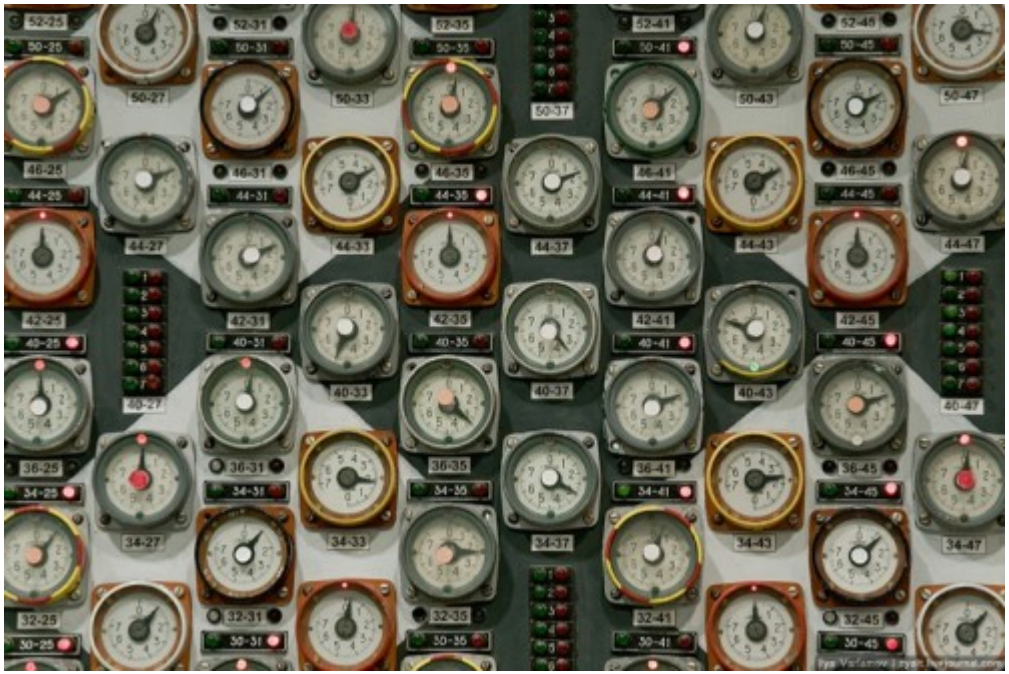
CI servers run build tools.

We can do better!



Cascading Builds

Per module results



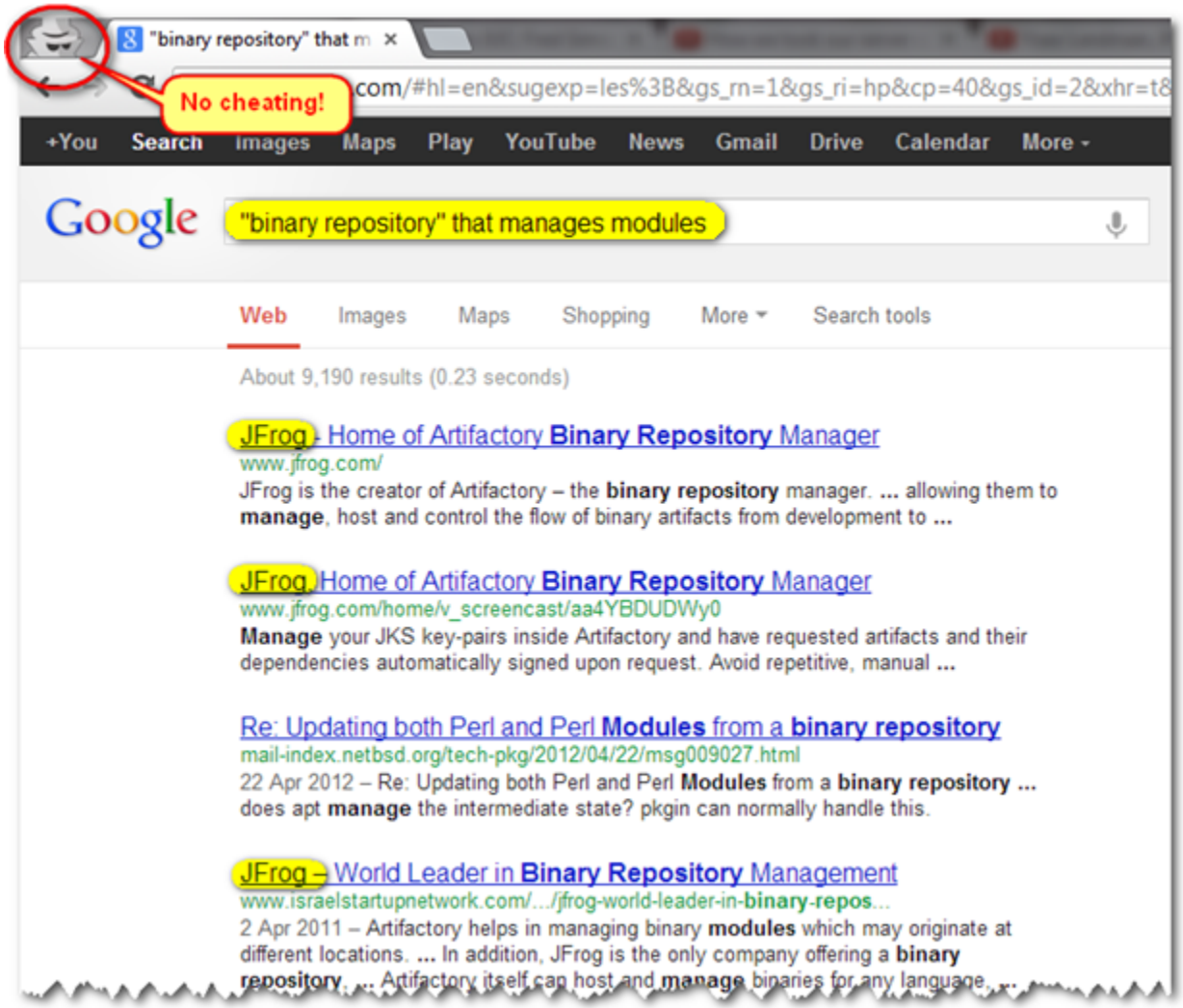
Wait, while on the CI Servers…

BINARY REPOSITORY AND…

What is Binary Repository

Said who?

Binary Repository Experts



Binary Repository as Modules Source

Recipe

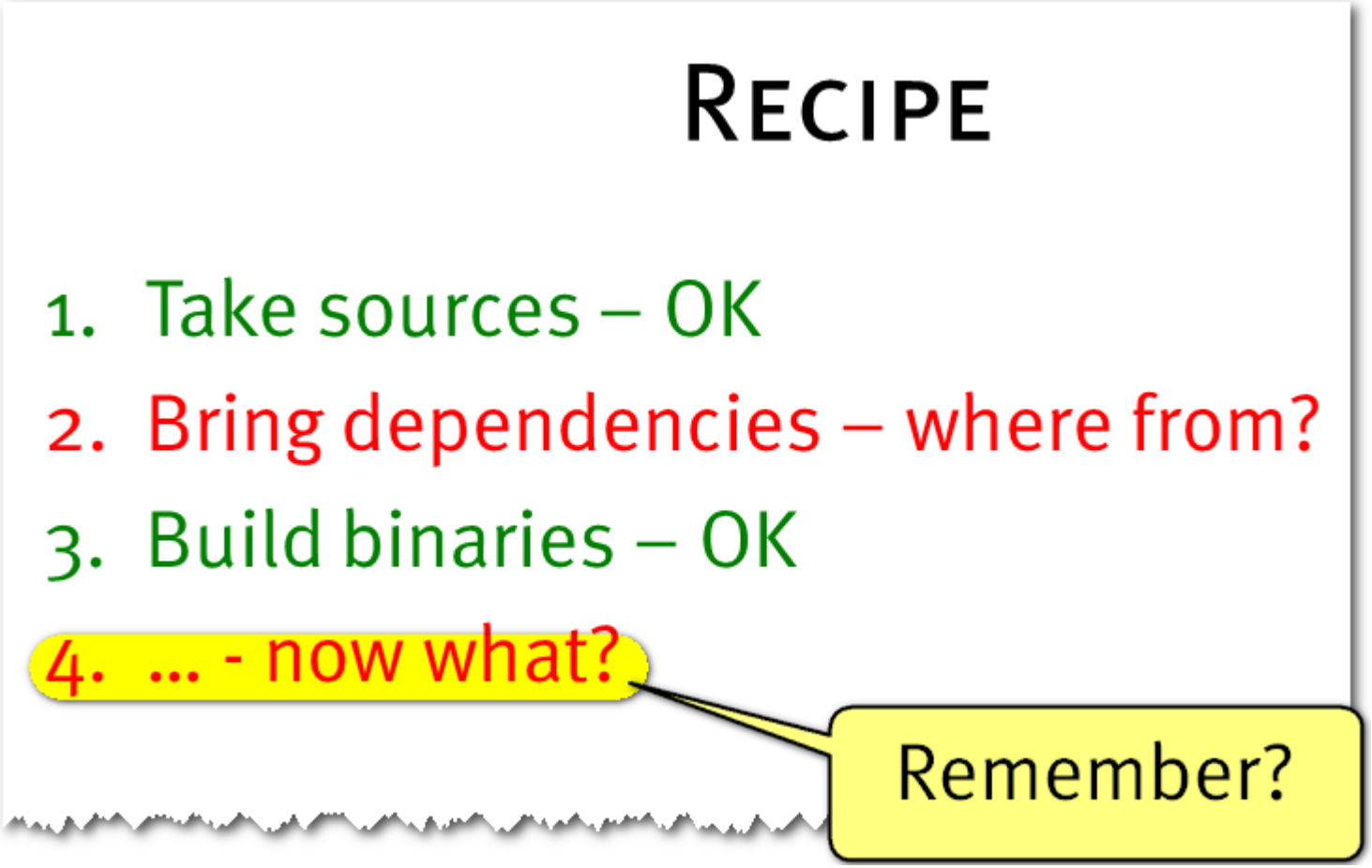
1. Take sources – OK
2. Bring dependencies – where from?

Remember?

Binary Repository as Modules Source

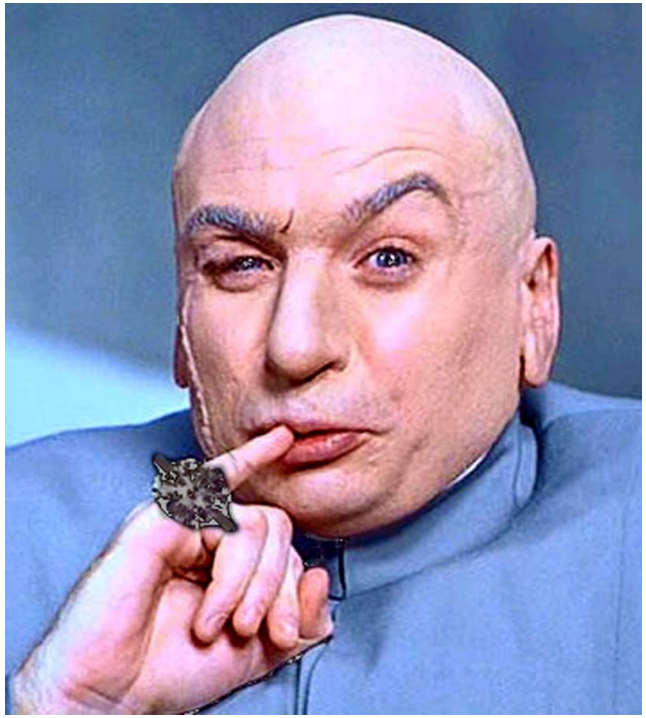
Binary Repository as Modules Source

Binary Repository as Deployment Target



Binary Repository as Deployment Target

Wait a Minute, What's Wrong With My Source Control System?!



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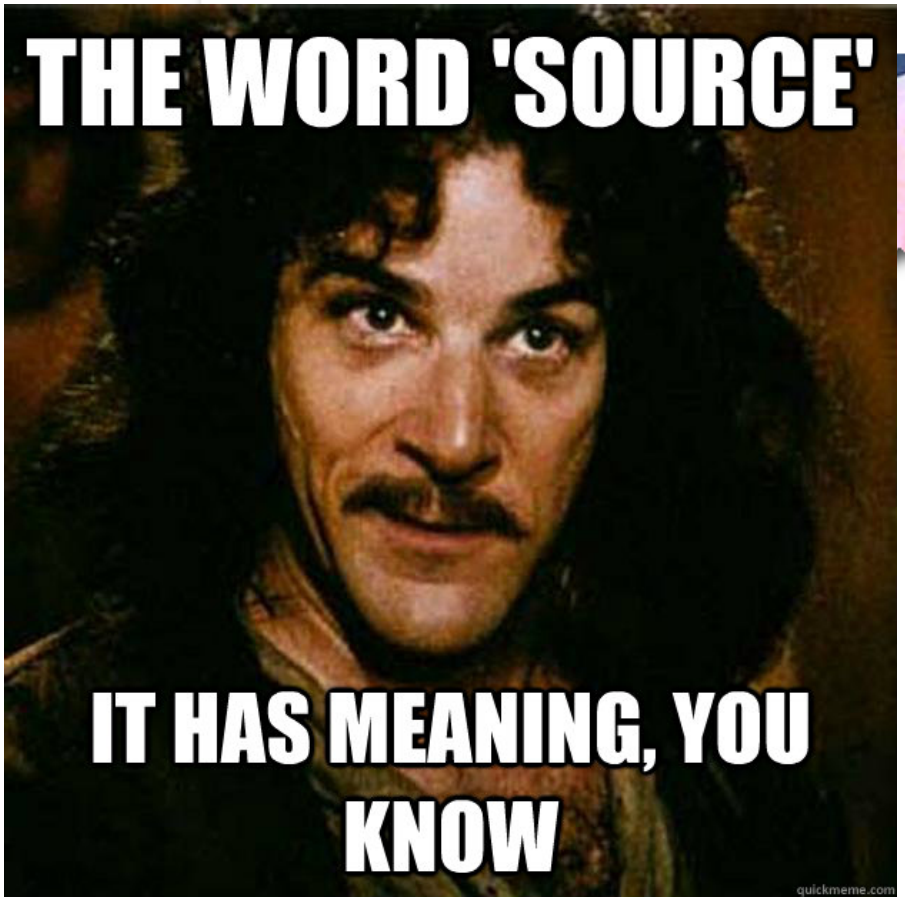


Sources vs. Binaries

Sources	Binaries

Sources vs. Binaries

Sources	Binaries
Text	Blob

Sources vs. Binaries

Sources	Binaries
Text	Blob
Diffable	Not diffable

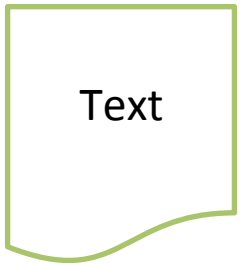
Sources vs. Binaries

Sources	Binaries
Text	Blob
Diffable	Not diffable
Versioned by content	Versioned by name

Sources vs. Binaries

Sources	Binaries
Text	Blob
Diffable	Not diffable
Versioned by content	Versioned by name
Stored by override	Should never override

Versioning By Content



MyPoem.txt
(rev. 01)

Versioning By Content

MyPoem.txt
(rev. 02)

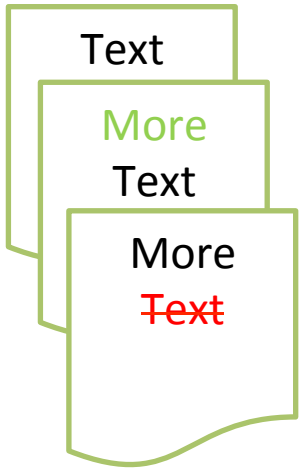
Versioning By Content

MyPoem.txt
(rev. 03)

Versioning By Content

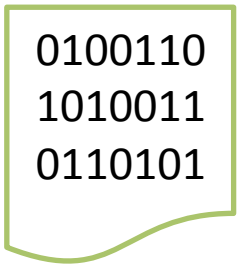
MyPoem.txt
(HEAD)

Mismatch

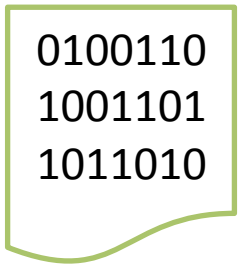


MyPoem.txt

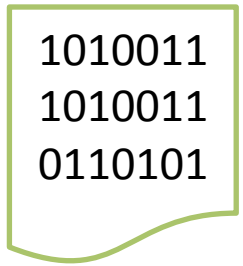
VS.



MyBook-1.0.zip



MyBook-1.1.zip



MyBook-2.0.zip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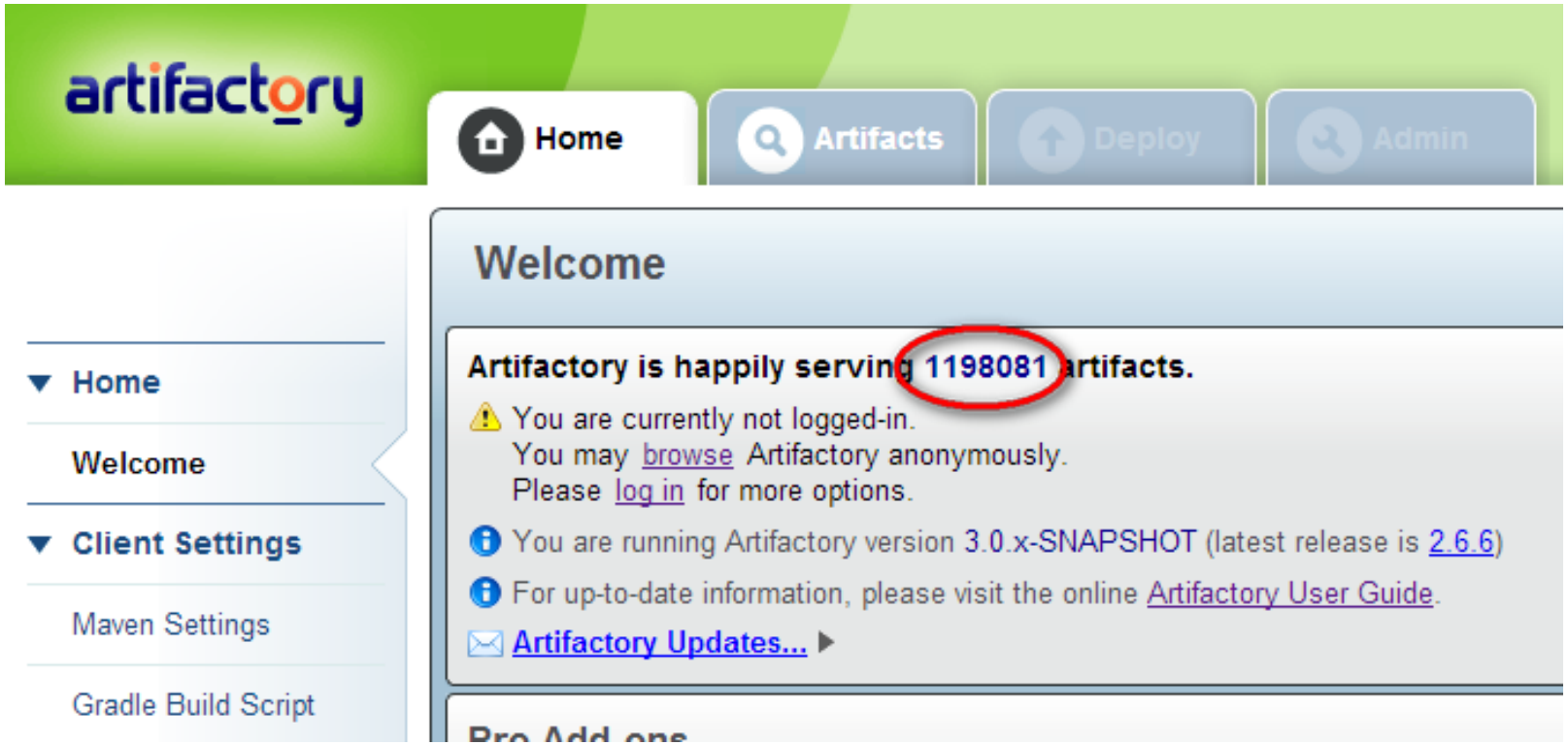
SOMEONE WILL STAND UP...
quickmeme.com

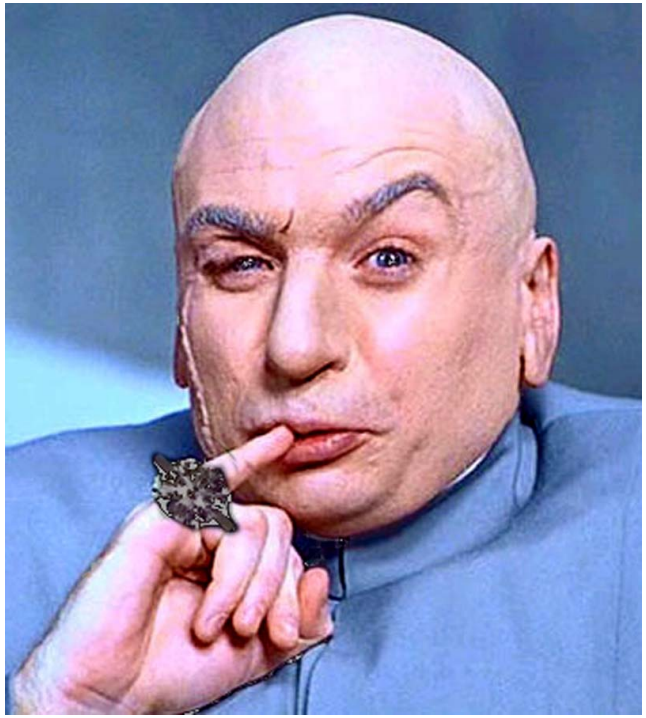

SOMEONE WILL STAND UP...
AND SAY THAT GIT
DOESN'T STORE DIFFS!
quickmeme.com

Git is a Distributed System

R U SURE U WANT 2 CLONE IT ALL?



OK Then, But What's Wrong With My File Server?!



It’s Fine if it knows how to:

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Optimize storage size

It’s Fine if it knows how to:

Proxy other repositories

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Expose REST API

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Enforce Module Security

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Manage artifact lifecycle

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Cleanup SNAPSHOTS

Optimize storage size

Enforce Module Security

It’s Fine if it knows how to:

Proxy other repositories

Expose REST API

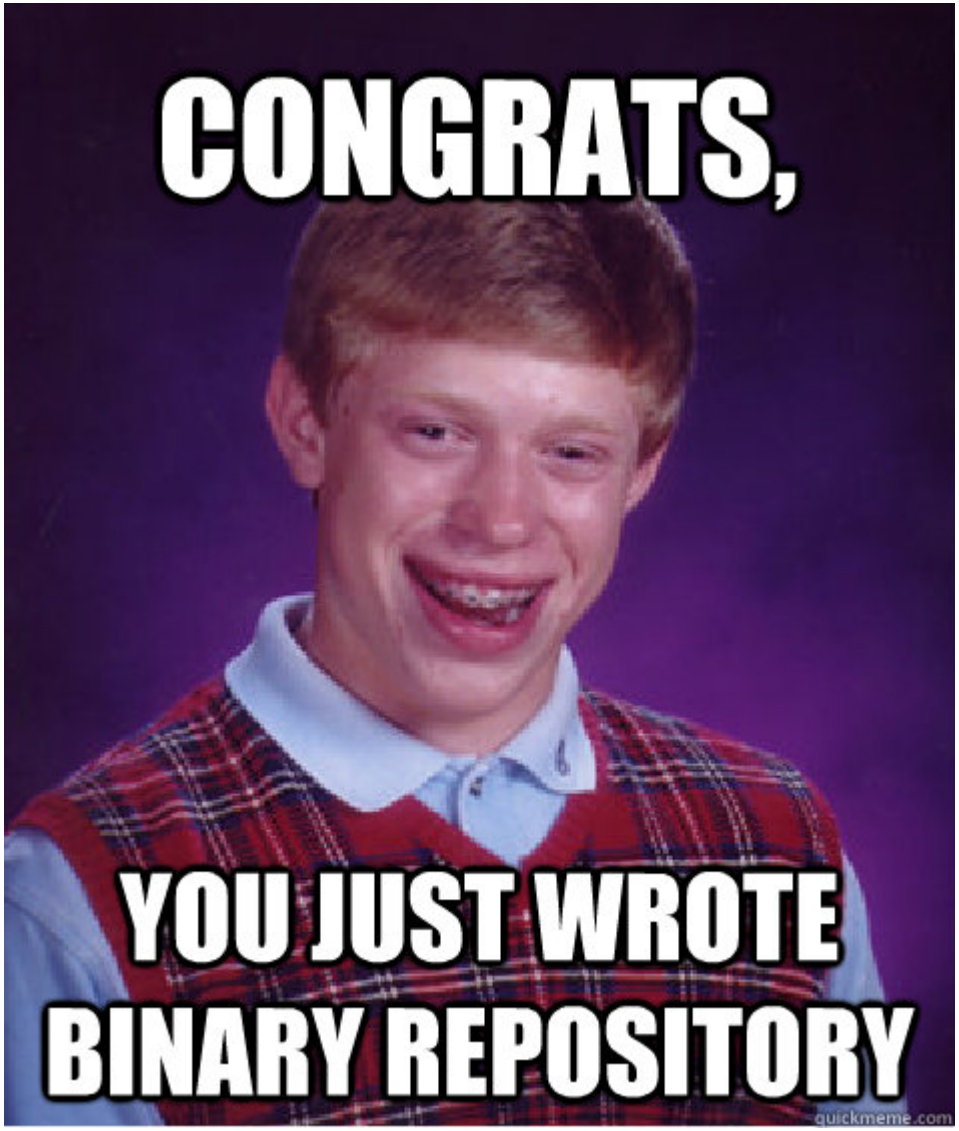
Manage artifact lifecycle

Optimize storage size

Cleanup SNAPSHOTS

Enforce Module Security

Search by name, context and content



BTW, How Many Years It Took?

Binary Repository and CI/CD

CI Server is the Single Source of Truth

Binary Repository is The Single Target of Truth

Save the Truth!

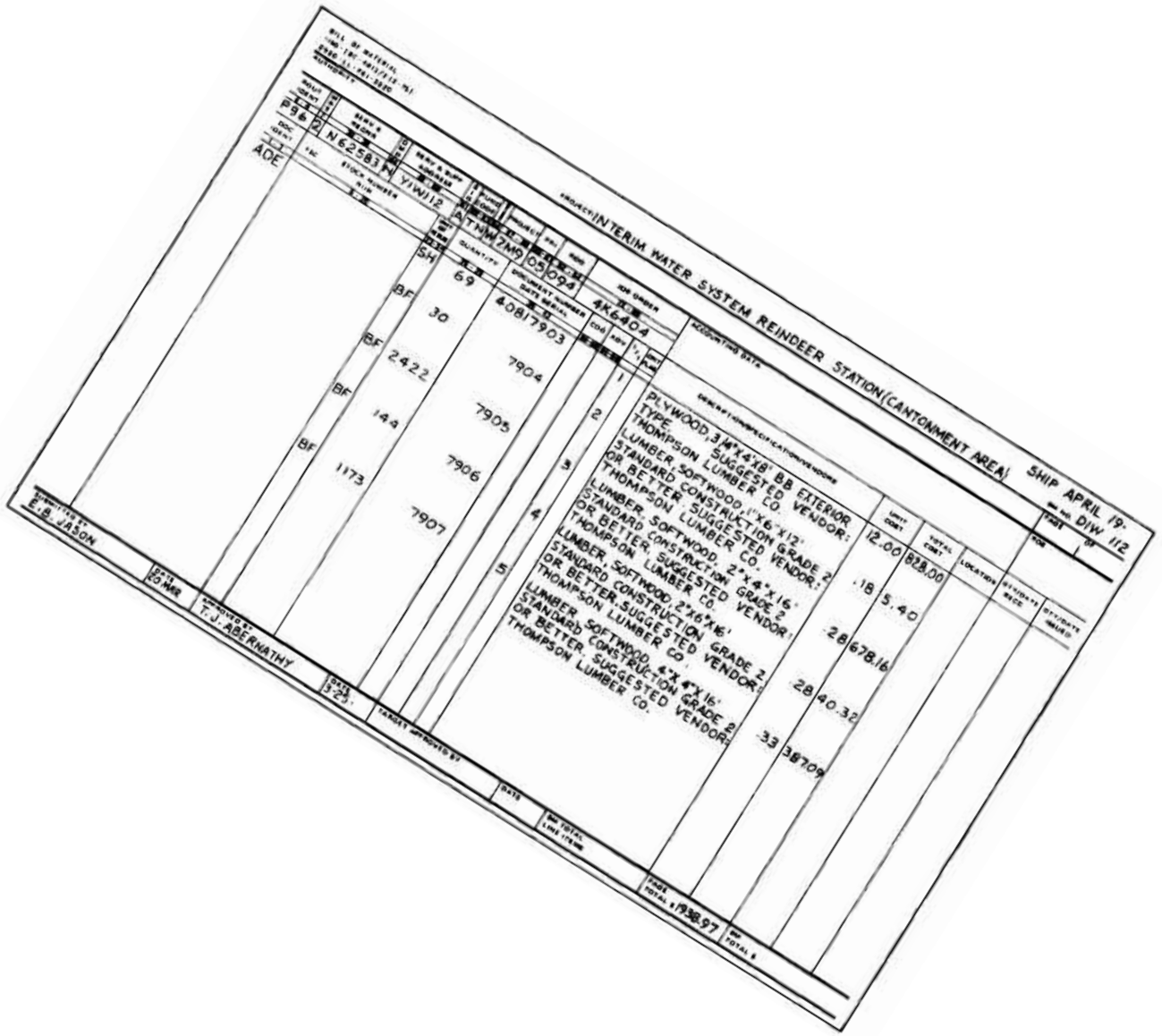
Make Strange Binary Love

Binaries + Build Info

=

2gEtHeR 4eVA!!11

Standard of Truth



How Everything Fits Together

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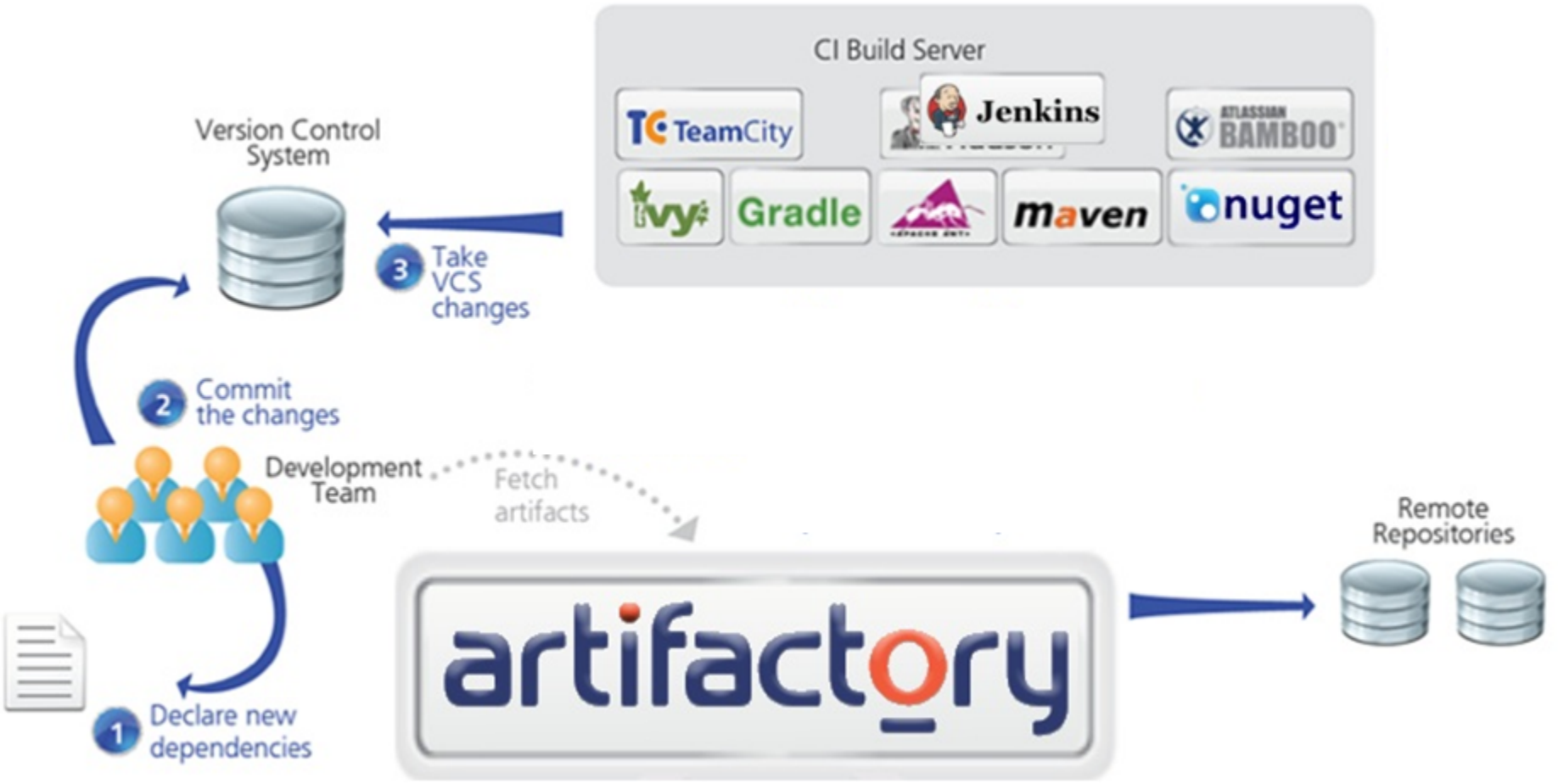
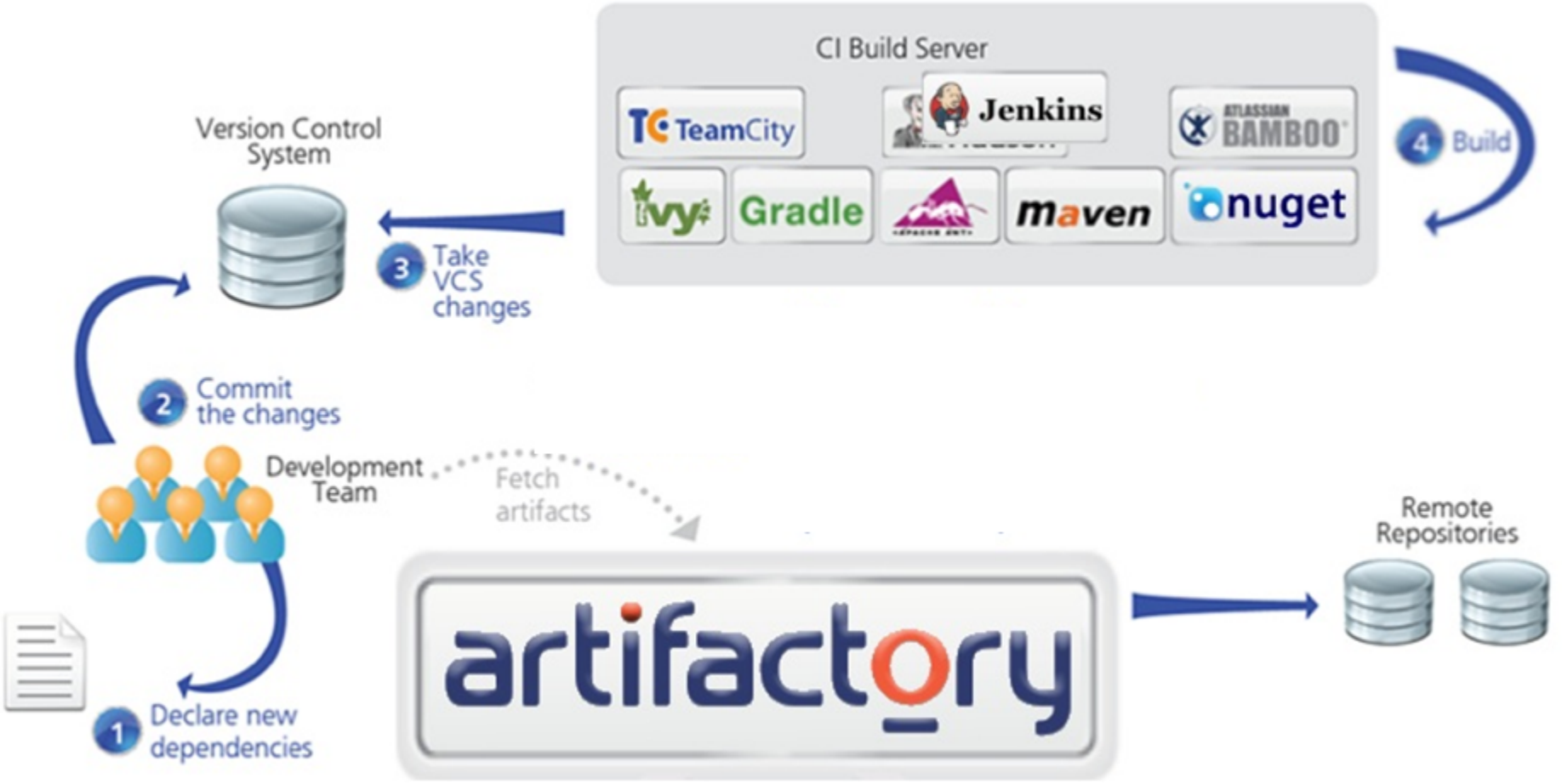
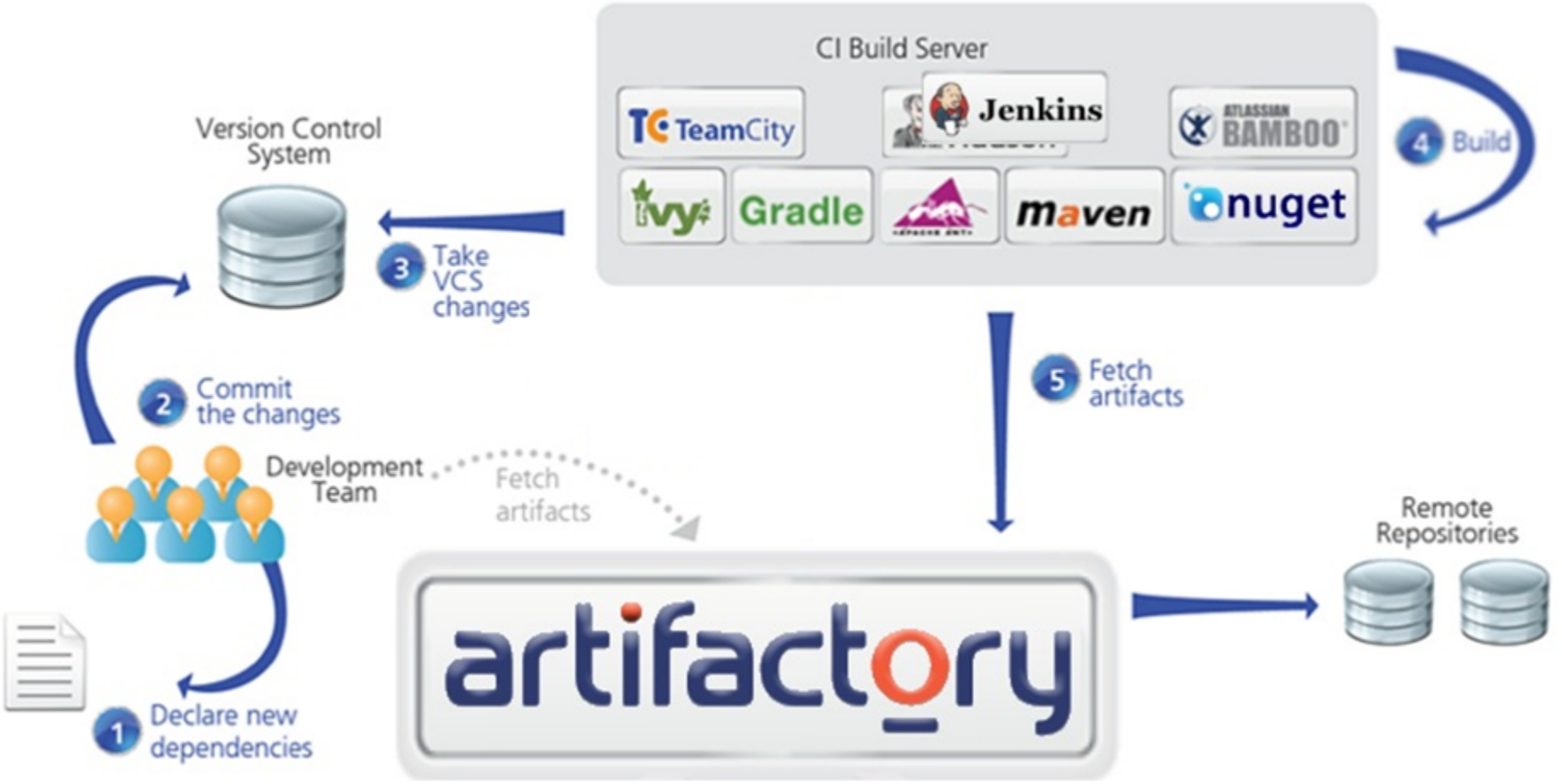


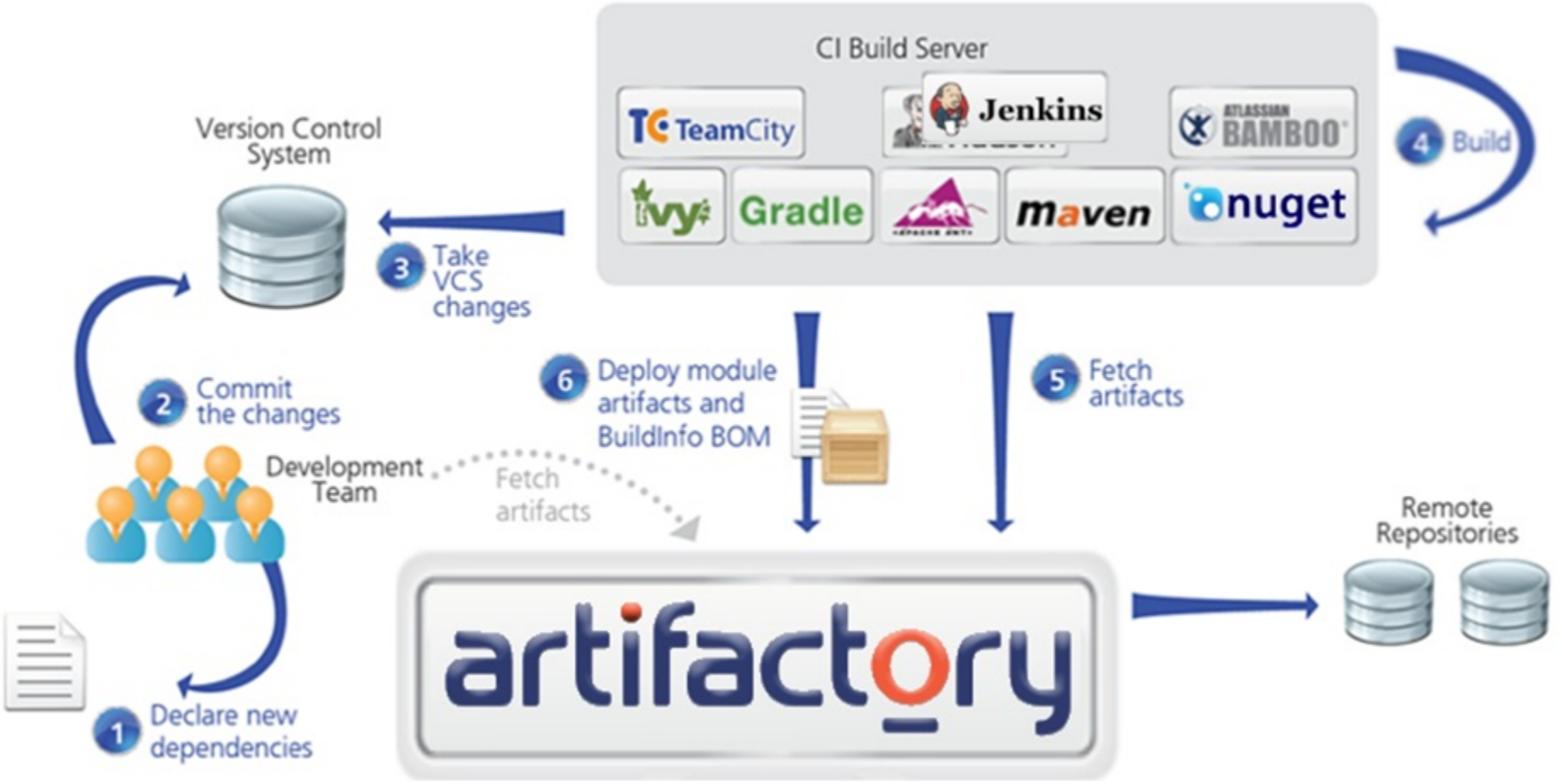
How Everything Fits Together



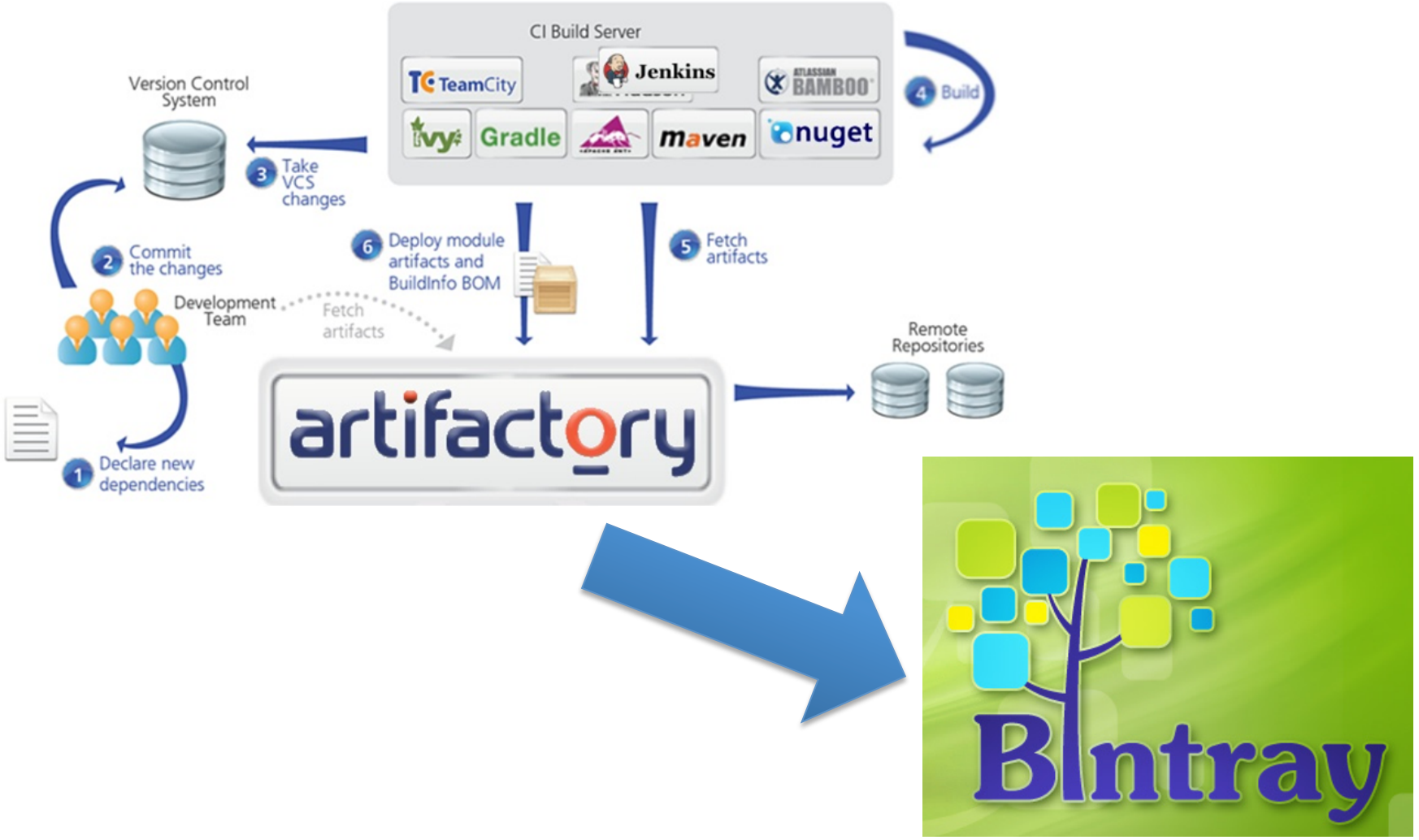
How Everything Fits Together



How Everything Fits Together



How Everything Fits Together



Perfect…

You Liked it, didn’t you?

Things to Consider

Lock-in?

Technology Specific?

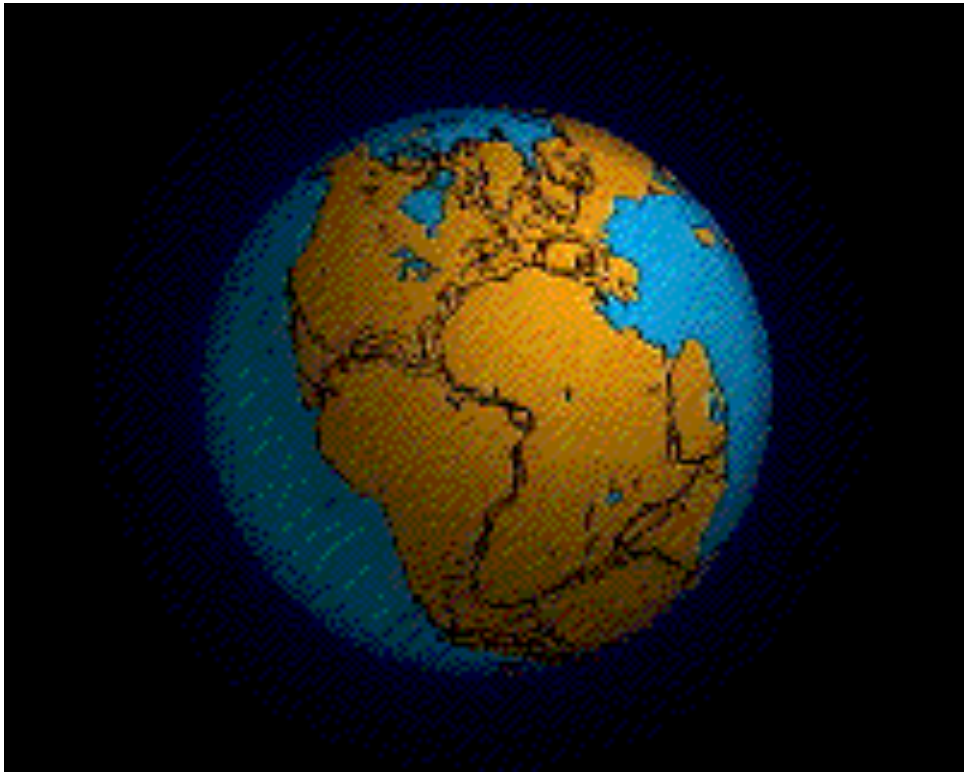
Features to Look For

- ✓ Not only Maven
- ✓ Not only Java
- ✓ Broad CI tools matrix
  - ✓ Build tools
  - ✓ CI Servers
- ✓ Extensive REST support
- ✓ Easy to extend

MODULES IN… JAVA

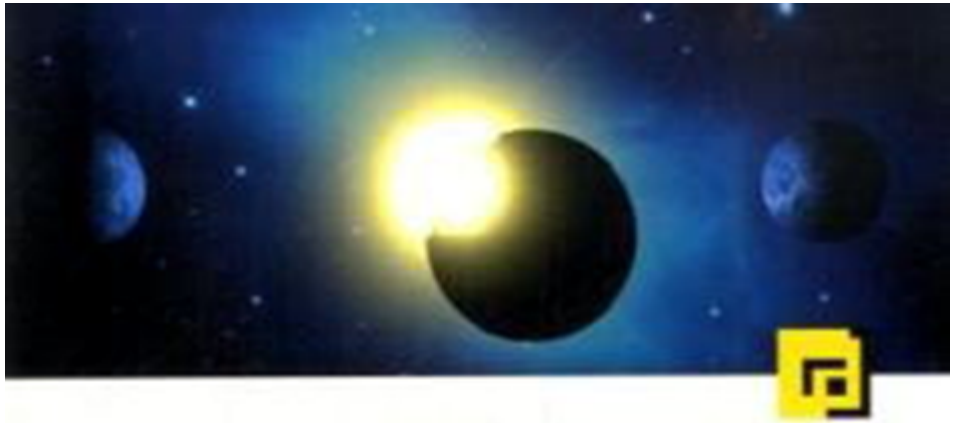
Java `package`

Fragmentation



The options are:

- OSGi
- Jigsaw
- Build systems managed
  - Maven, Gradle, Ivy



Gerd Wütherich · Nils Hartmann
Bernd Kolb · Matthias Lübken

Die OSGi Service Platform

Eine Einführung mit Eclipse Equinox

→ Mit einem Geleitwort von Peter Kriens, OSGi Technical Director

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Glad to see several tweets this AM (after checking out of twitter for a bit) on how much of a PITA OSGi is. Glad people are coming around


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#OSGi goodness: how to make simple complicated and complicated impossible. Thanks, guys!


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#OSGi goodness: how to make simple complicated and complicated impossible. Thanks, guys!
Yoav Landman
@yoavlandman
Follow
Like EJB2, OSGi is going to make place for a better alternative, leaving behind scarred developers to maintain those legacy enterprise apps

Project Jigsaw

First promise: Java 7 (2008)
Current promise: Java 9 (2015)

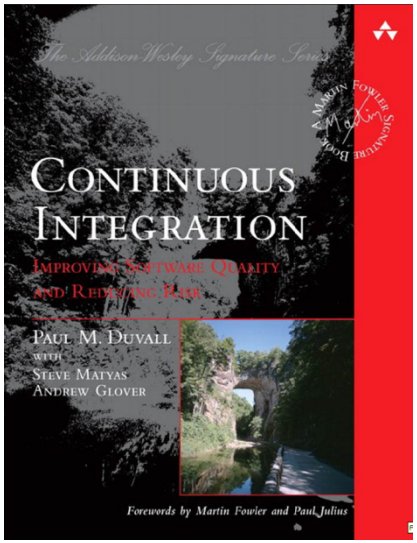
Project Jigsaw

First promise: Java 7 (2008)
Current promise: Java 9 (2015)

Nuff said.

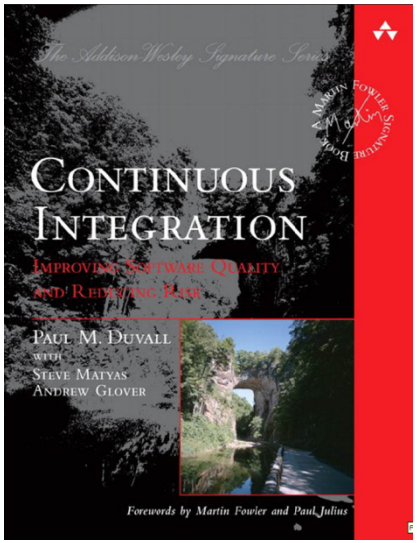
Back to plain old

Modular Build in Java



Modular Build in Java

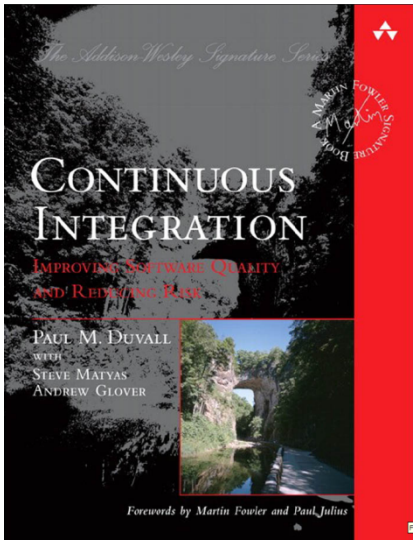
maven



Modular Build in Java

maven

gradle

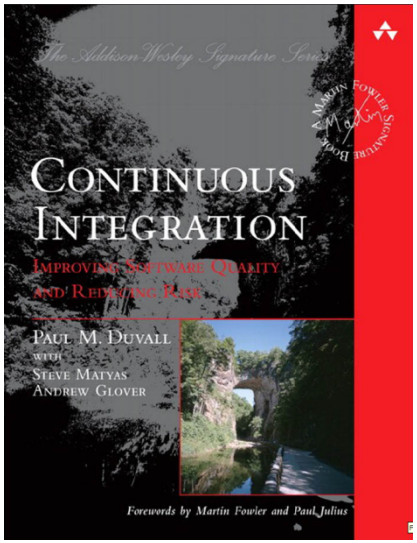


Modular Build in Java

maven

gradle

ivy



Modular Build in Java

maven

gradle

ivy

Jenkins

Modular Build in Java

maven

gradle

ivy

Jenkins

TeamCity

Modular Build in Java

maven

gradle

ivy

Jenkins

TeamCity

Atlassian Bamboo

Modular Build in Java

maven gradle ivy	Jenkins TeamCity Atlassian Bamboo
artifactory	

Modular Build in Java

maven gradle ivy	Jenkins TeamCity Atlassian Bamboo
artifactory Nexus	

Modular Build in Java

maven gradle ivy	Jenkins TeamCity Atlassian Bamboo
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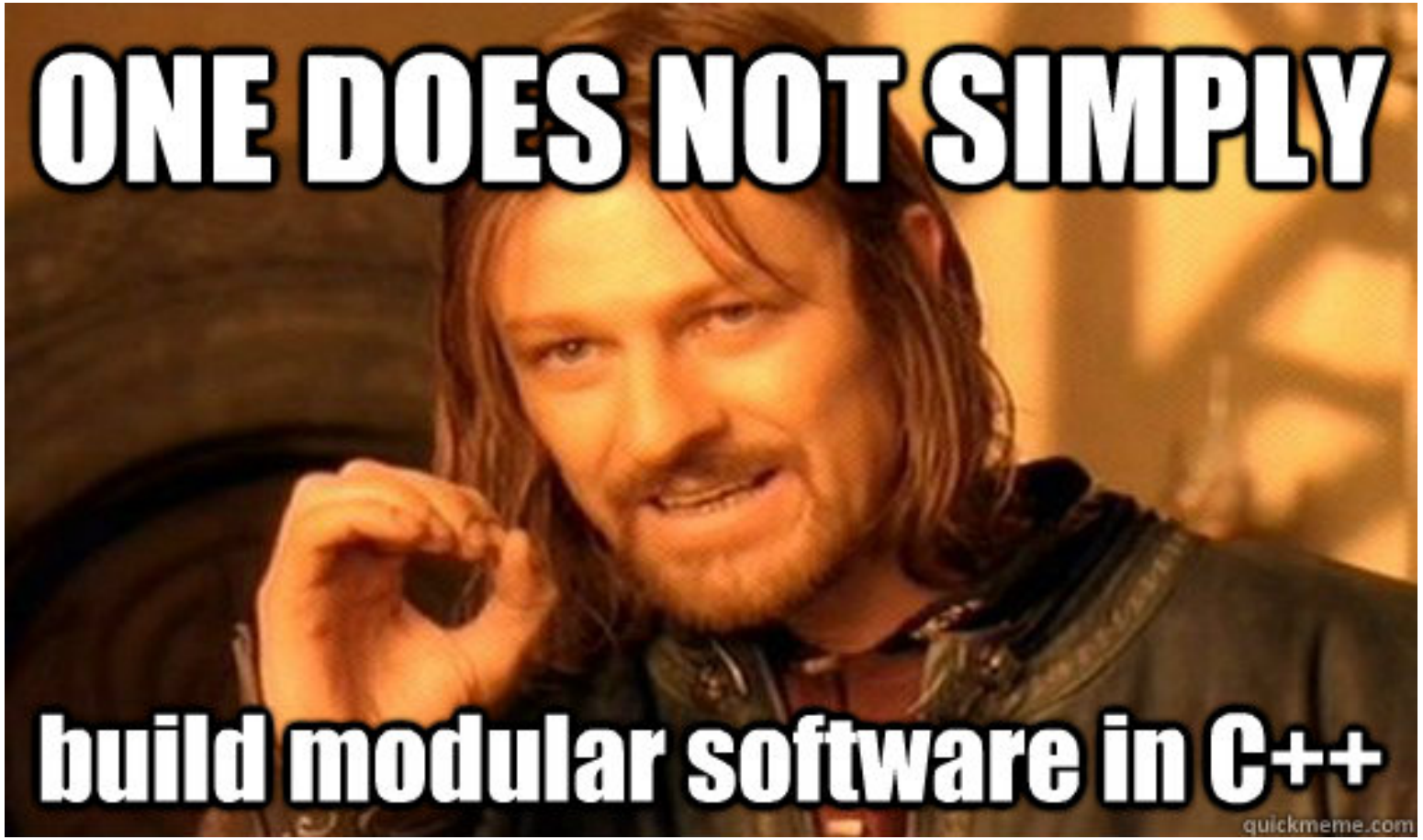
MODULES IN… C++


ONE DOES NOT SIMPLY
build modular software in C++
quickmeme.com

A Tour of C++

By Bjarne Stroustrup

Jan 18, 2002

2.4 Modular Programming

Over the years, the emphasis in the design of programs has shifted from the

This chapter is from the book

C++ Programming Language, The:

C++ provides a mechanism for grouping related data, functions, and so on, into separate namespaces. For example, the user interface of a `Stack` module could be declared and used like this:

```
namespace Stack{      // interface
  void push(char);
  char pop();
}
```

2.4.1 Separate Compilation

C++ supports C's notion of separate compilation. This can be used to organize a program into a set of semi-independent fragments.

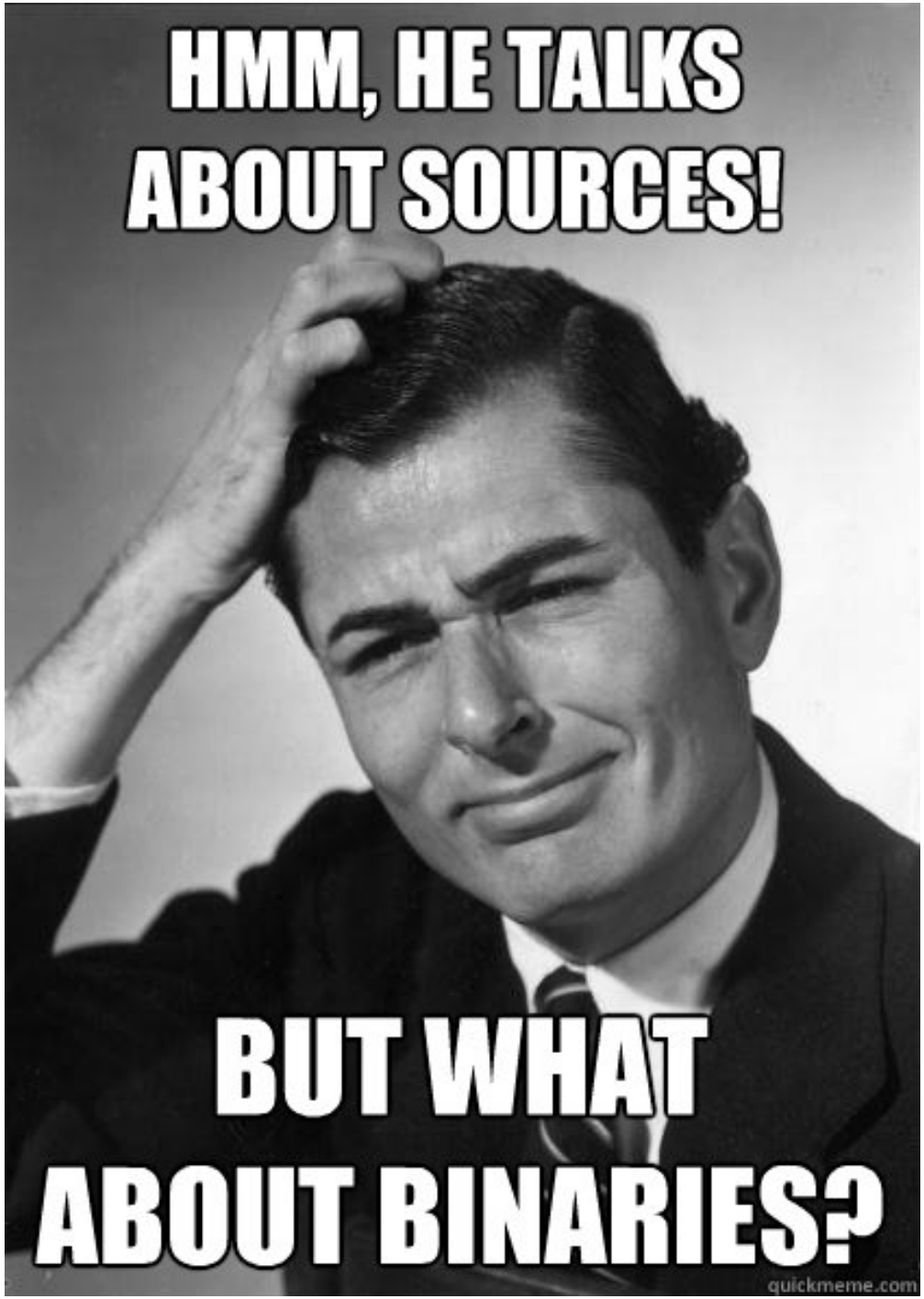
Typically, we place the declarations that specify the interface to a module in a file with a name indicating its intended use. Thus,

```
namespace Stack{        // interface
  void push(char);
  char pop();
}
```

would be placed in a file `stack.h`, and users will include that file, called a *header file*, like this:

```
#include "stack.h"      // get the interface
```

1. Extract interfaces
   to namespaces
2. Put them in .h files
3. Compile separately
4. Use by 'include'
   keyword
5. ?????
6. PROFIT


HMM, HE TALKS
ABOUT SOURCES!
BUT WHAT
ABOUT BINARIES?
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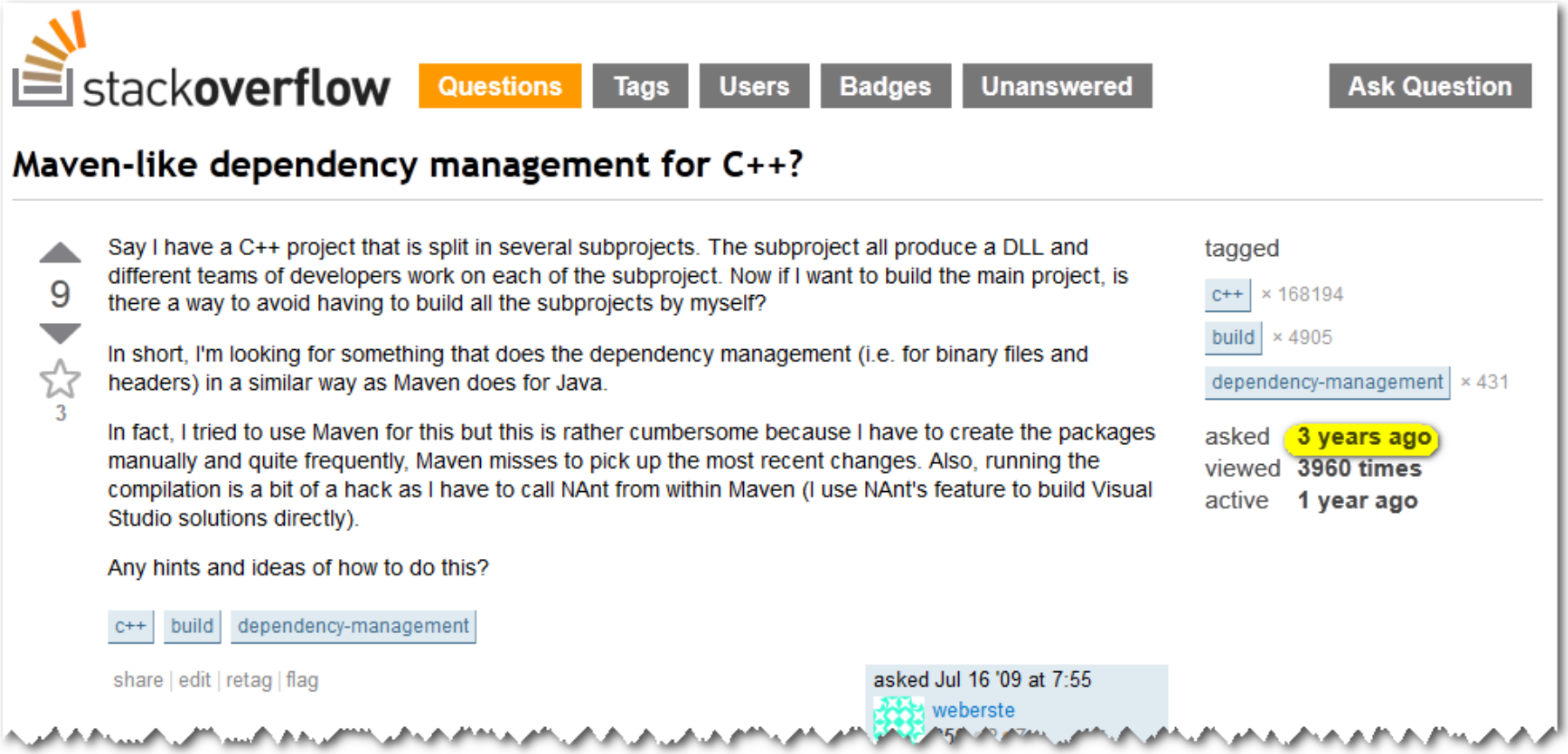
Module Binaries

Library	OS	File type
Static	Win	*.lib
	*nix	*.a
Dynamic	Win	*.dll
	*nix	*.so

Managing Dependencies in C++



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Maven-like dependency management for C++?

9

3

Say I have a C++ project that is split in several subprojects. The subproject all produce a DLL and different teams of developers work on each of the subproject. Now if I want to build the main project, is there a way to avoid having to build all the subprojects by myself?

In short, I'm looking for something that does the dependency management (i.e. for binary files and headers) in a similar way as Maven does for Java.

In fact, I tried to use Maven for this but this is rather cumbersome because I have to create the packages manually and quite frequently, Maven misses to pick up the most recent changes. Also, running the compilation is a bit of a hack as I have to call NAnt from within Maven (I use NAnt's feature to build Visual Studio solutions directly).

Any hints and ideas of how to do this?

c++ build dependency-management

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asked Jul 16 '09 at 7:55
weberste

tagged
c++ × 168194
build × 4905
dependency-management × 431

asked 3 years ago
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Managing Dependencies in C++

Make?

1

Make and GCC are a great combo for really good dependency checking.

GCC can generate 'make' dependency files automatically (-MD commandline switch), so as to be able to rebuild all sourcefiles that depend upon a given header, for example.

I have some simple rules that I cut-n-paste into my makefiles:

```
# compile c files
%.o:    %.c
    ${CC} ${CFLAGS} -c $< -MD -MF $(<:%.c=%.dep) -o $@

# compile c++ files
%.opp:  %.cpp
    ${CPP} ${CPPFLAGS} -c $< -MD -MF $(<:%.cpp=%.dep) -o $@
```

Now if your object files are declared in say an OBJ_C and an OBJ_CPP list:

```
.PHONY: cleandep
cleandep:
    rm -f $(OBJ_C:%.o=%.dep) $(OBJ_CPP:%.opp=%.dep)
```

Make?

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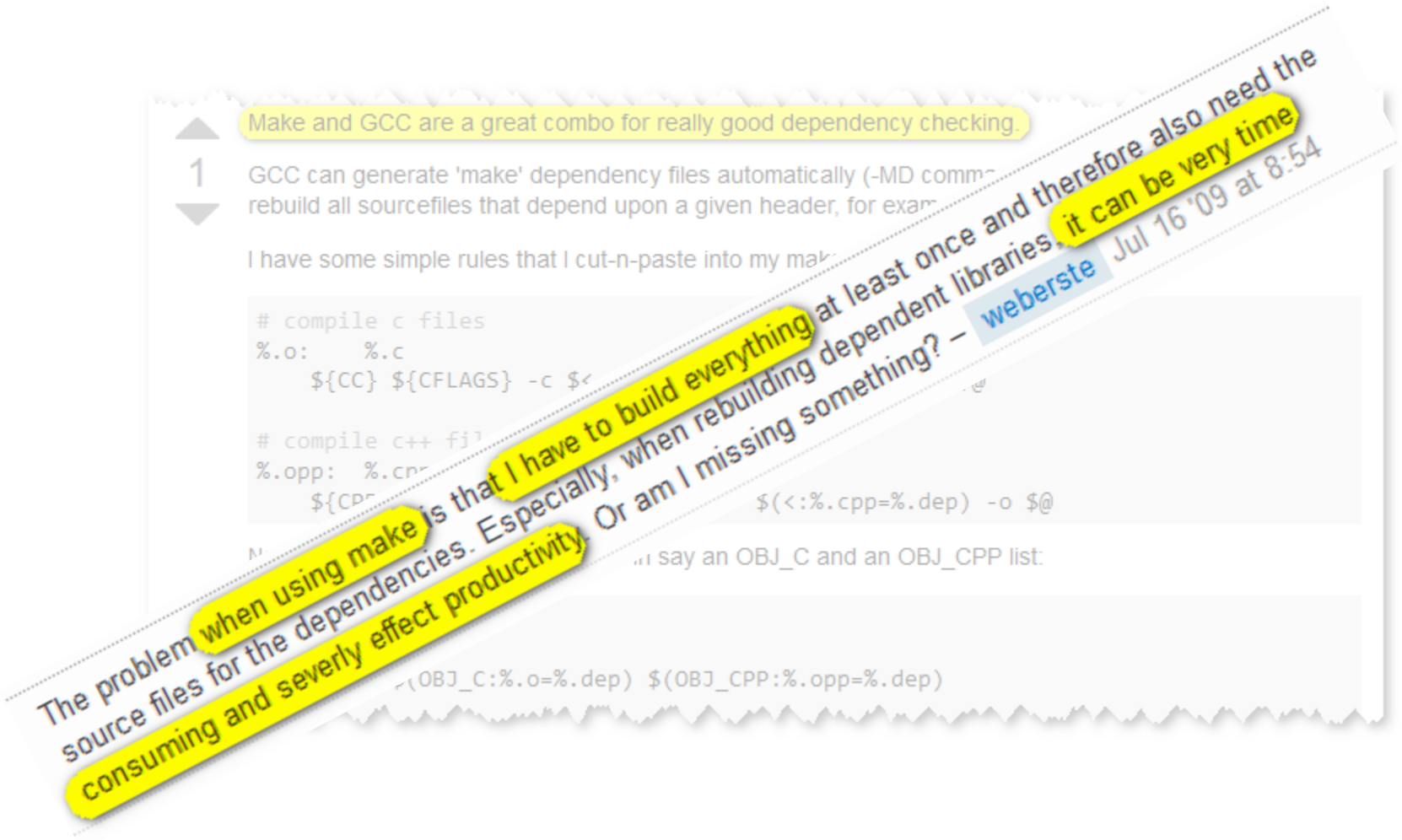
```

make is actually what everybody wants to avoid/replace by looking at build -automation- systems – chila
Mar 26 at 18:15

Make?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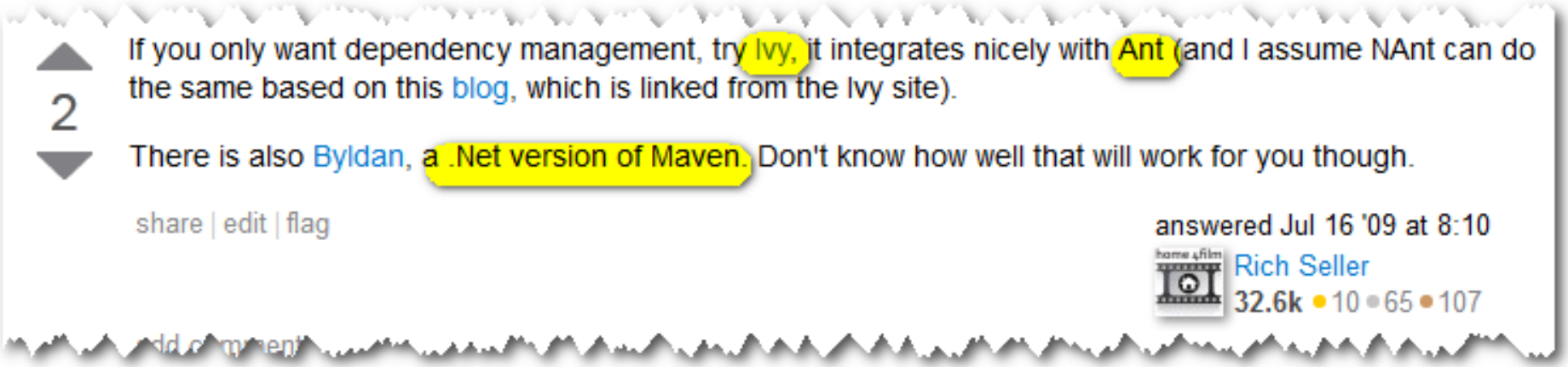
say an OBJ_C and an OBJ_CPP list:
(OBJ_C:%.o=%.dep) $(OBJ_CPP:%.opp=%.dep)
The problem when using make is that I have to build everything at least once and therefore also need the source files for the dependencies. Especially, when rebuilding dependent libraries, it can be very time consuming and severly effect productivity. Or am I missing something? – weberste Jul 16 '09 at 8:54

CMake?


3
I would suggest using CMake. It is a multi-platform make file generator (generates Visual Studio or Eclipse CDT projects as well).
http://www.cmake.org/
I did really good experience with it. The best thing I like about it was the ability to produce generic project structure. So you can generically include sub-projects look-up for unit tests etc. without changing the script every time.
They have also lots of modules on how to find pre-installed build libraries, required for the project (like Boost, QT etc.)
Regards,
Ovanes
share | edit | flag
Download them manually first
answered Jul 16 '09 at 10:13
ovanes
1,389 ●7 ●20
3
I used CMake a few months back and indeed, checking for pre installed libraries worked very nicely. However, other binary dependencies (i.e. the ones coming from my subprojects) could not be managed easily. Am I missing something? – weberste Jul 20 '09 at 13:06
add comment
No inter-project dependencies

Java-Like (and Java) tools?



2

If you only want dependency management, try Ivy, it integrates nicely with Ant (and I assume NAnt can do the same based on this blog, which is linked from the Ivy site).

There is also Byldan, a .Net version of Maven. Don't know how well that will work for you though.

share | edit | flag

answered Jul 16 '09 at 8:10

Rich Seller

32.6k • 10 • 65 • 107

Groovy tool!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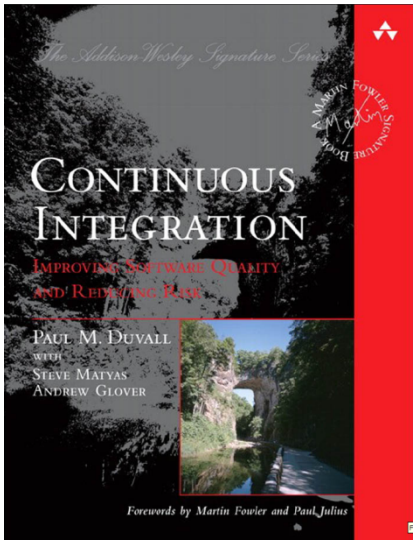
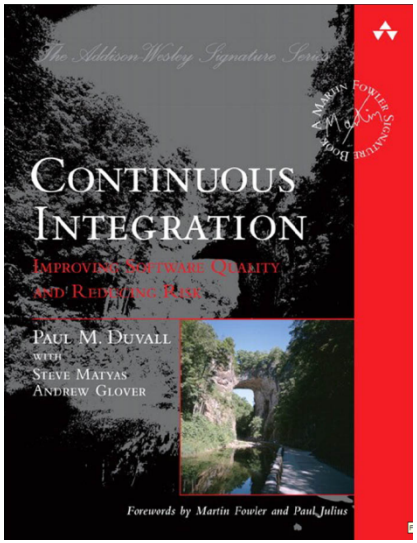
share | edit | flag
answered Jul 16 '09 at 8:10
Rich Seller
32.6k 10 65 107
Chapter 48. C++ Support
gradle

Modular Build in C++



Modular Build in C++

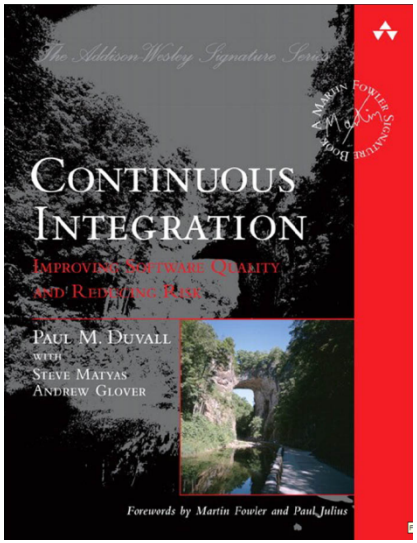
GNU `make'



Modular Build in C++

GNU `make'

MSBuild

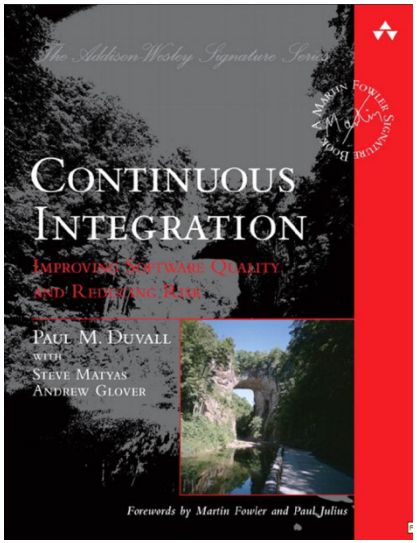


Modular Build in C++

GNU `make'

MSBuild

gradle



Modular Build in C++

GNU `make'

MSBuild

gradle

Jenkins

TeamCity

Atlassian Bamboo

Modular Build in C++

GNU `make' MSBuild gradle	Jenkins TeamCity Atlassian Bamboo
artifactory	

MODULES IN… .NET

From C++ to C#

Library	OS	File type
Static	Win	*.lib
	*nix	*.a
Dynamic	Win	*.dll
	*nix	*.so

From C++ to C#

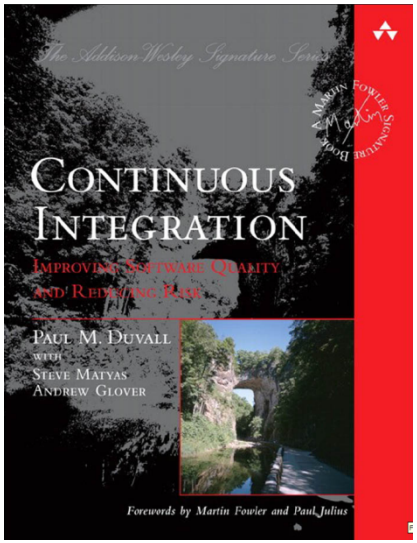
Library	Win	File type
Static	Win	*.lib
Dynamic	Win	*.dll

But is it the Only Change?

Library	Win	File type
Static	Win	*.lib
Dynamic	Win	*.dll

nuget, Baby!

Modular Build in .NET



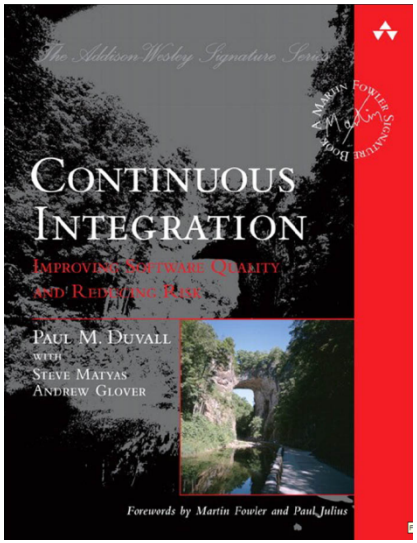
Microsoft®
.NET

Modular Build in .NET

MSBuild

+

nuget



Microsoft®
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Modular Build in .NET

MSBuild

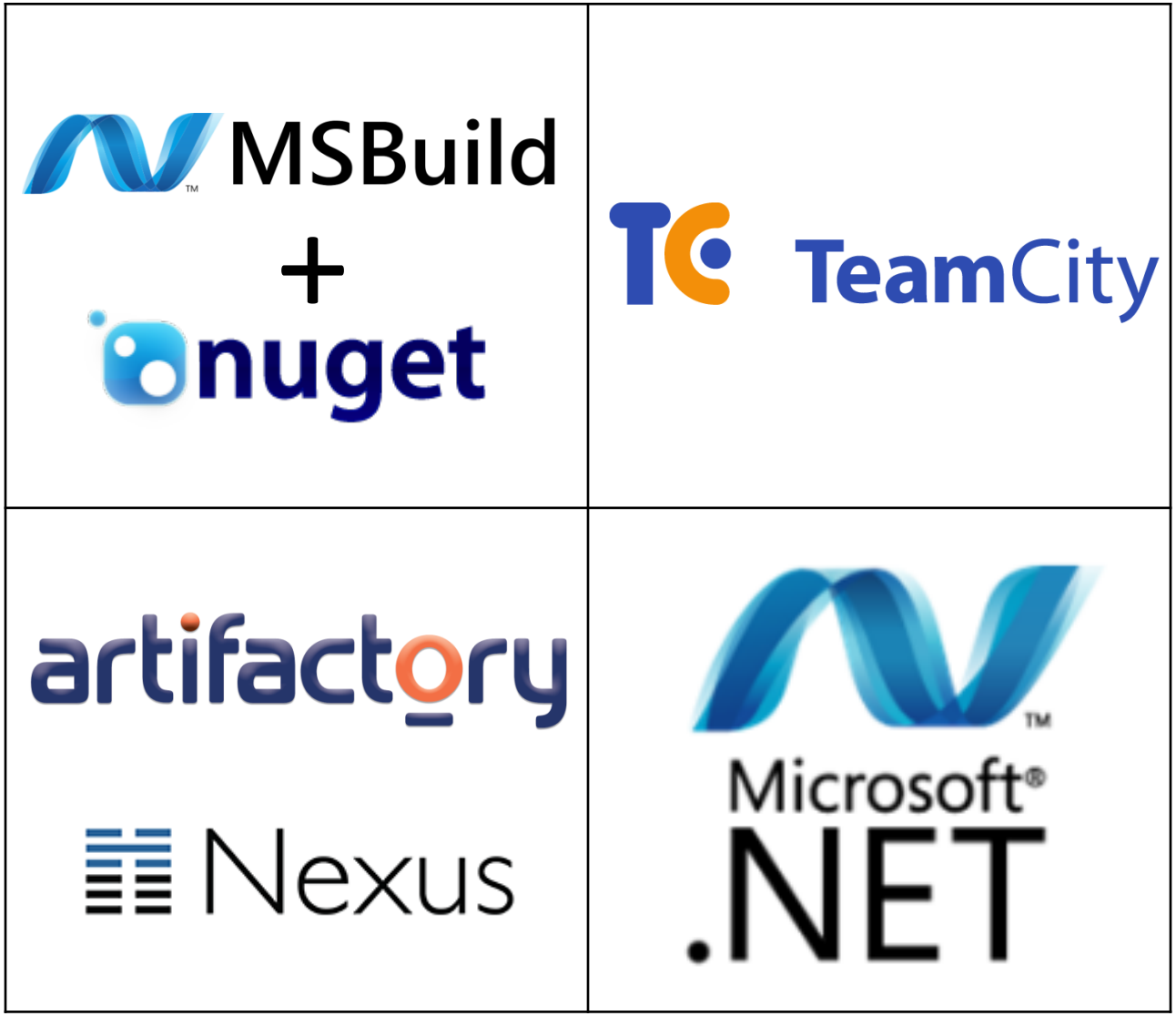
+

nuget

TeamCity

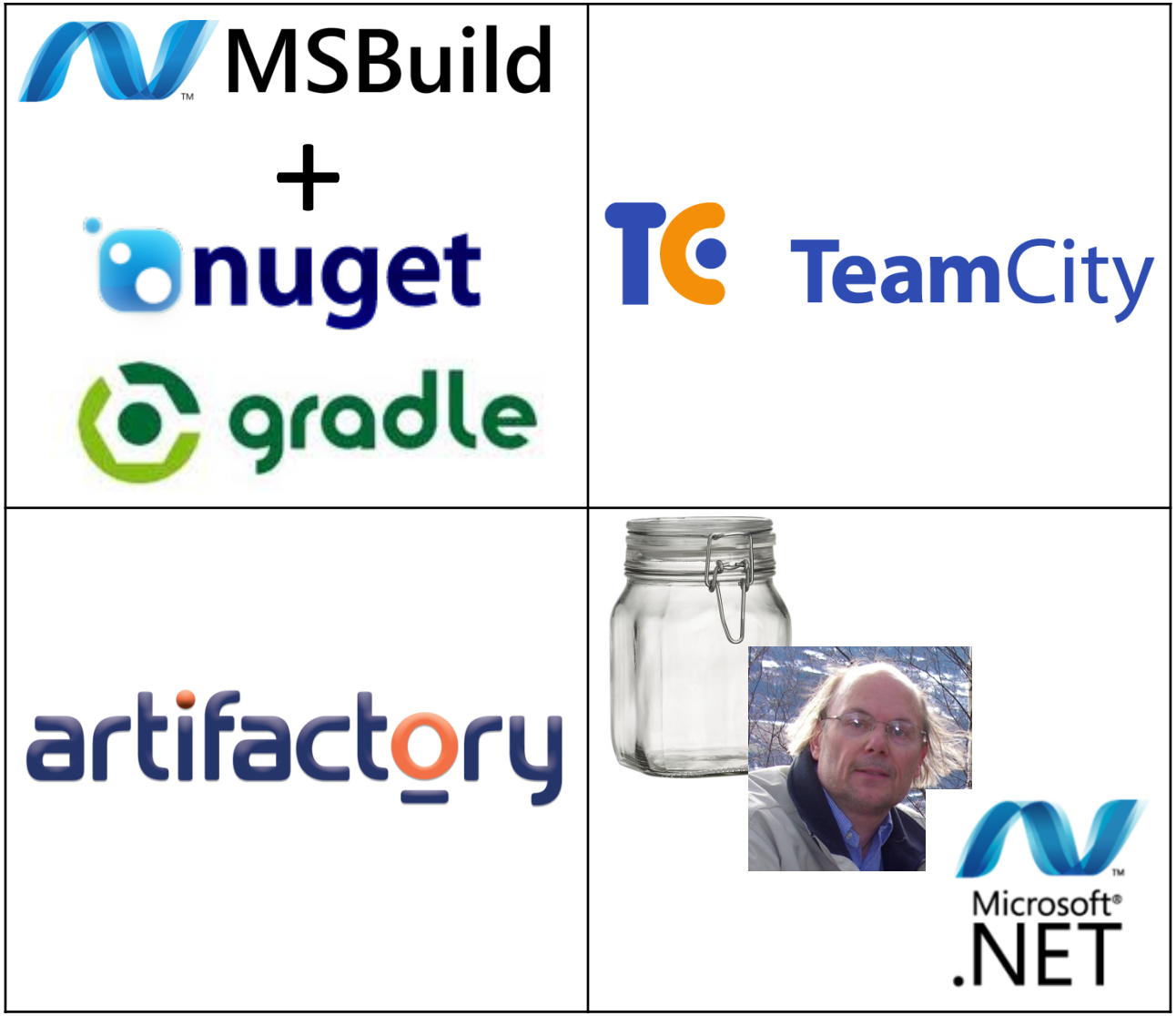
Microsoft®
.NET

Modular Build in .NET



DEMO TIME!

The Common Factor



DEVOPS REACTIONS

Bug goes unnoticed during a presentation

Submitted by Leprosy

1 week ago | 42 notes