

QCon London

7.th International
Software Development

Conference 2013

Training : March 4 - 5 // Conference : March 6 - 8



Managing Modular Software

for your NuGet, C++ and Java
Development



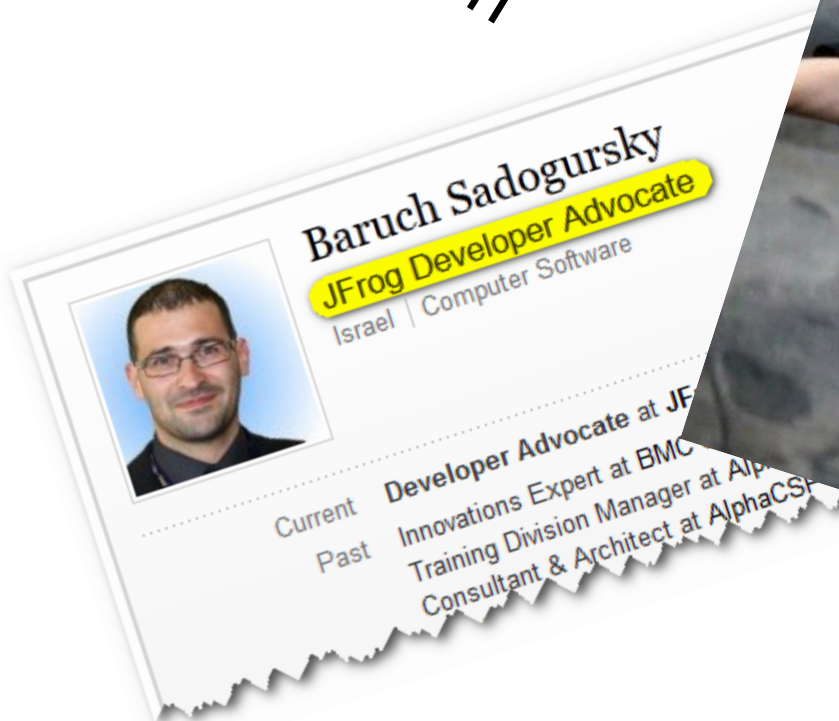
Agenda

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

Who's talking?

github.com/jbaruch

@jbaruch



WTF IS MODULE?

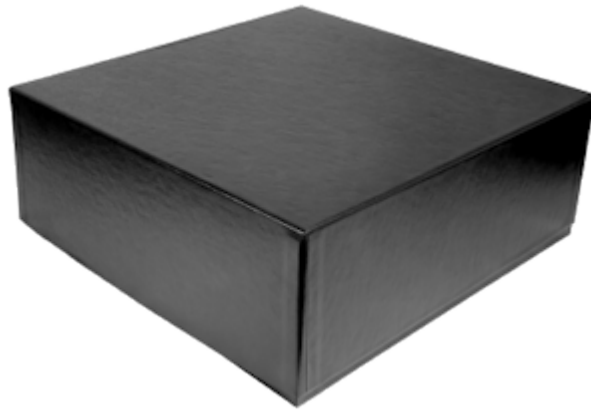
Module

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

$$\begin{array}{c} \text{Data} \\ + \\ \text{Metadata} \\ = \\ \text{Module} \end{array}$$

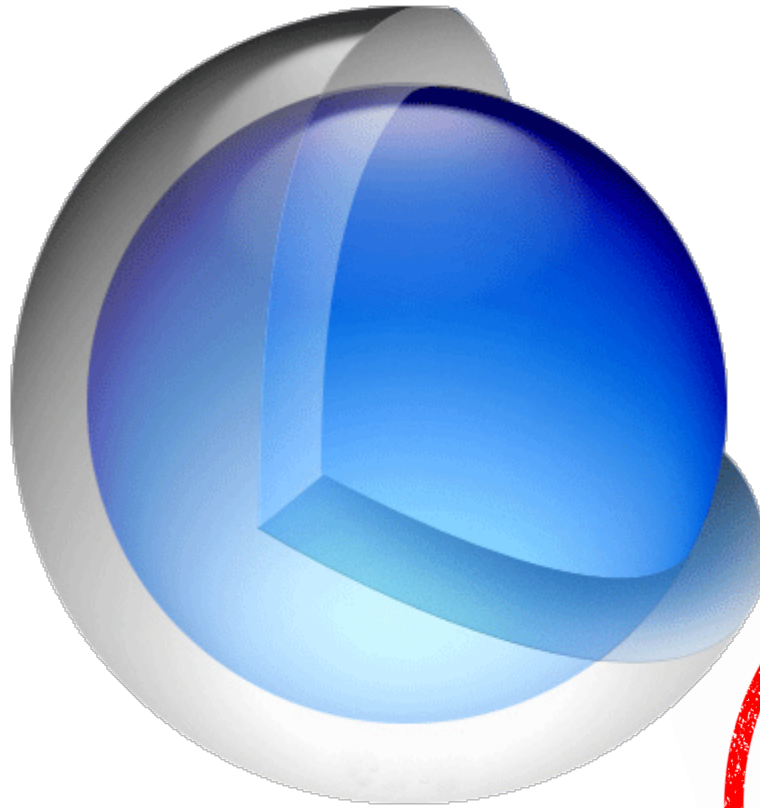
Unit of code



Encapsulated



Encapsulated



Discrete

Discrete



Discrete

A red, circular stamp with a distressed, ink-like texture. The words "Smart" and "Slide!" are written in a bold, sans-serif font, slanted upwards from left to right. The stamp is positioned in the center-left of the slide.A black, rectangular stamp with a distressed, ink-like texture. The word "Very" is written in a bold, sans-serif font, slanted upwards from left to right. The stamp is positioned in the bottom-right corner, partially overlapping the red stamp.

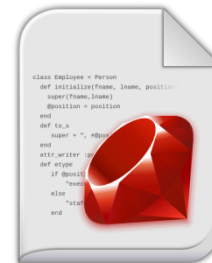
Reusable

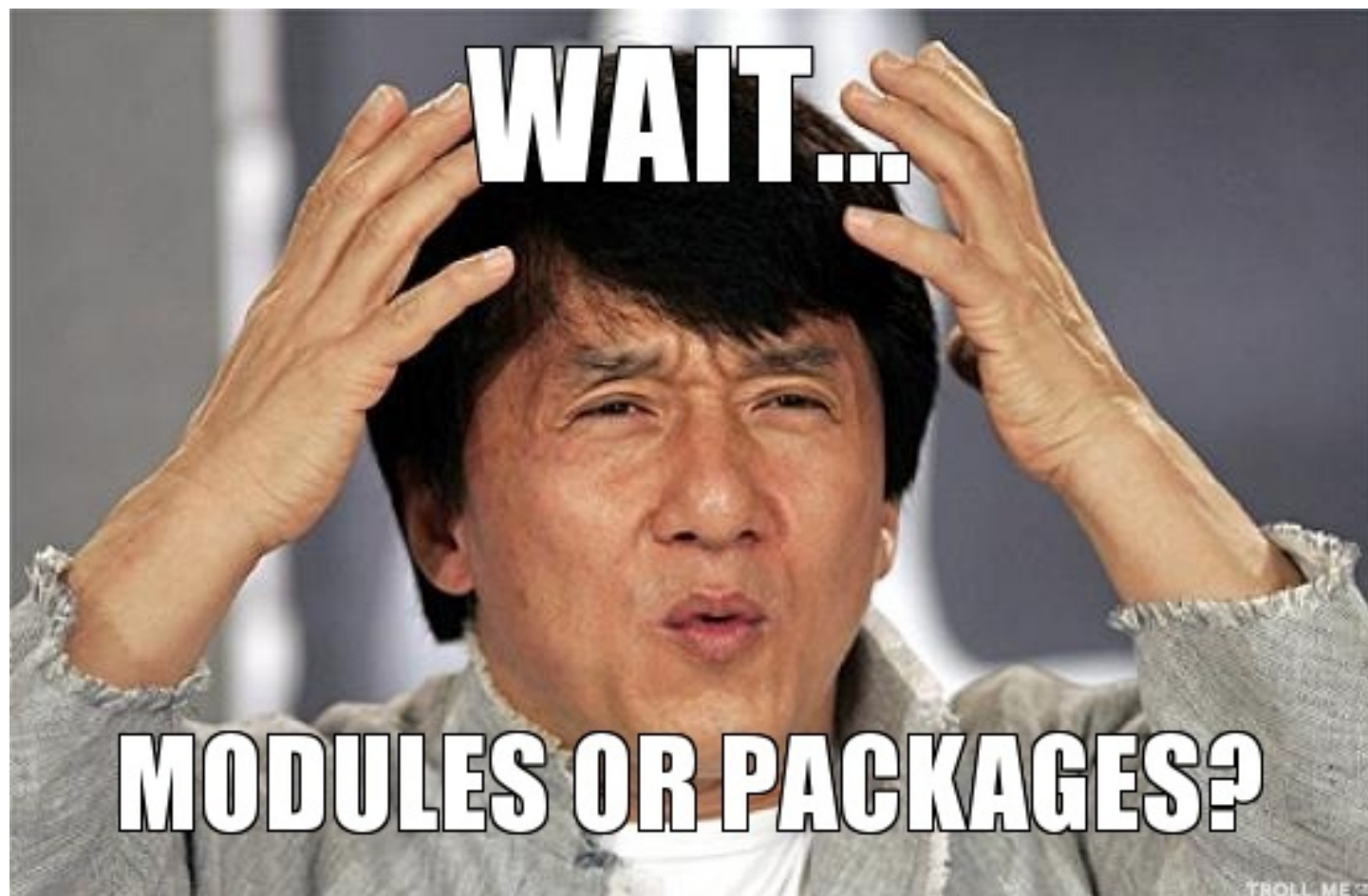


Exposed via APIs



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

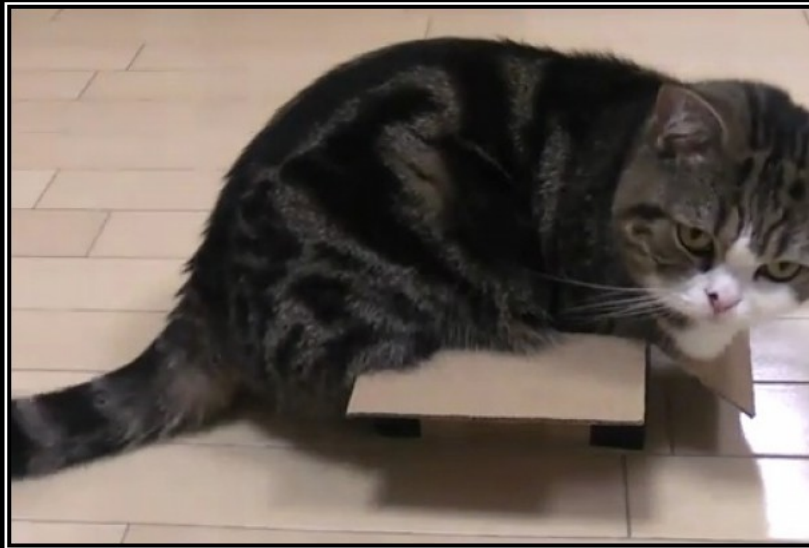
Modules or Packages?

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



413

Request Entity Too Large

Modular Security Control



Multi-Team Agility



Code Sharing



Forcing API



Module \Rightarrow 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

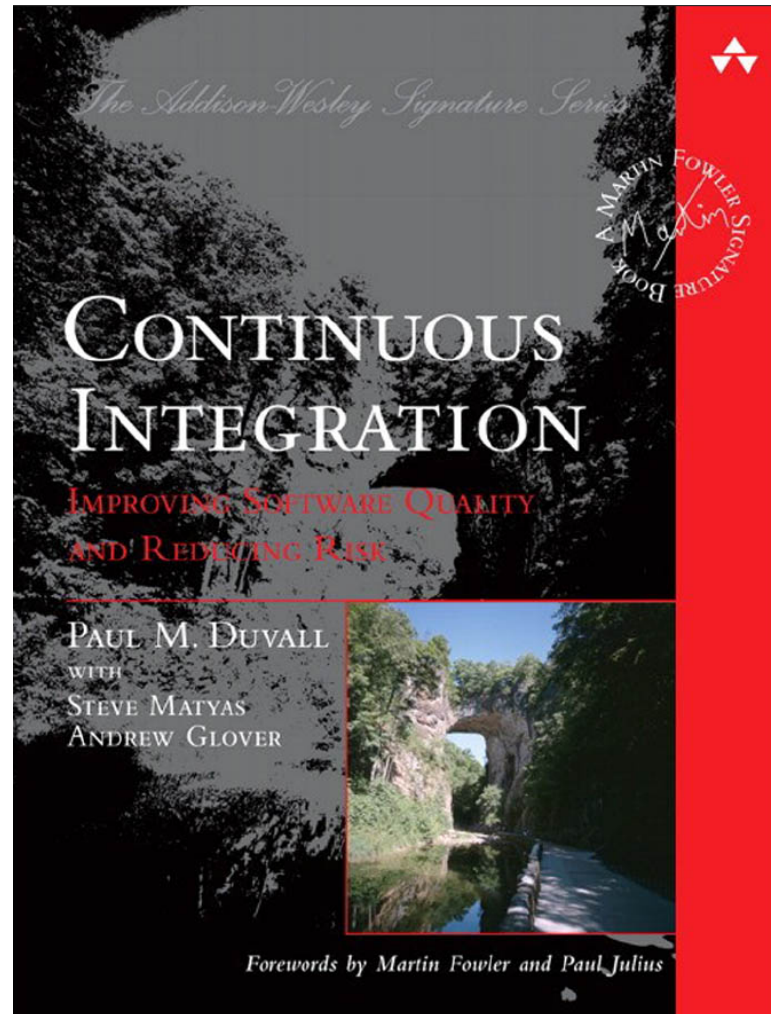
Recipe

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

Recipe

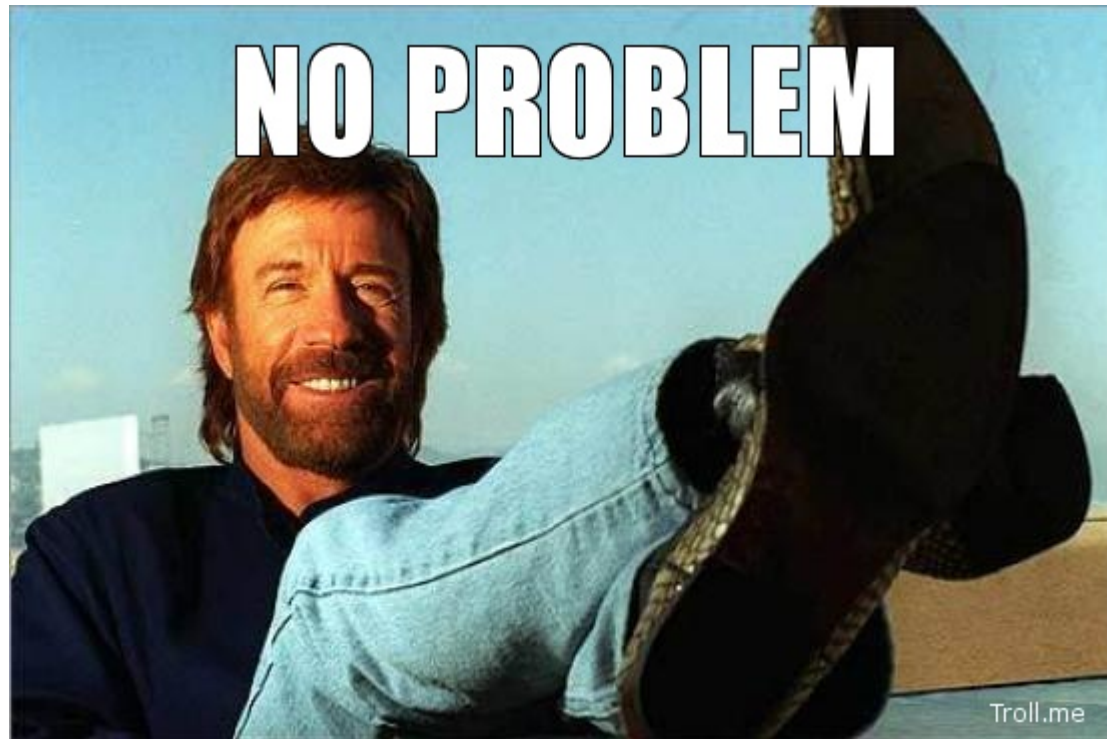
1. Take sources – OK
2. Bring dependencies – where from?
3. Build binaries – OK
4. ... - now what?

CI Servers and Modules

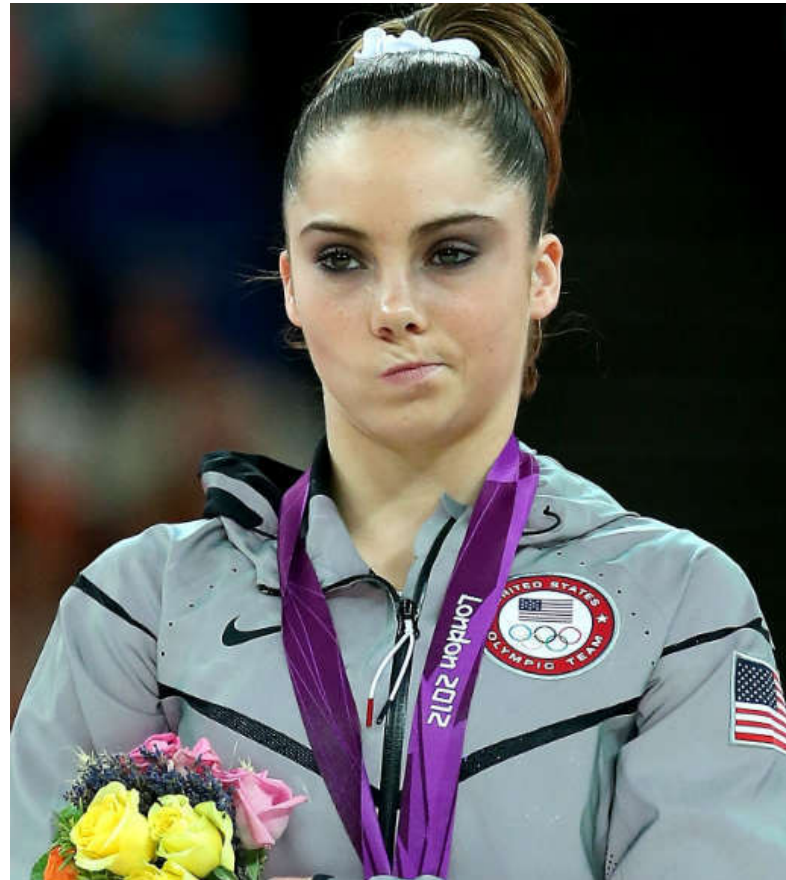


CI servers run build tools.

CI servers run build tools.



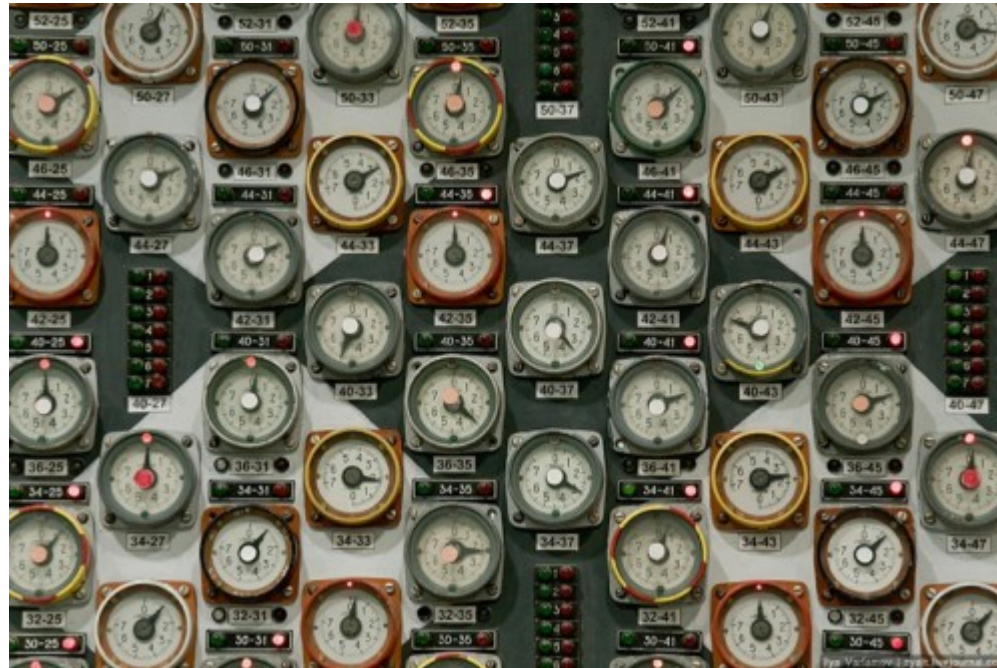
We can do better!



Cascading Builds



Per module results



Wait, while on the CI Servers...



The image is a screenshot of the Wikipedia page for "Single Source of Truth". The page layout includes a left sidebar with navigation links, a top navigation bar with tabs for "Article", "Talk", "Read", "Edit", and "View history", and a search bar. The main content area features the article title "Single Source of Truth" in a yellow box, followed by the subtitle "From Wikipedia, the free encyclopedia". A red callout box with the text "Actual term!" points to the title. Below the title, there is a warning box with an icon of an open book and a question mark, stating: "This article **does not cite any references or sources**. Please help [improve this article](#) by [adding citations to reliable sources](#). Unsourced material may be challenged and [removed](#). (December 2009)". The main text of the article begins with "In [Information Systems](#) design and theory, as instantiated at the *Enterprise Level*, **Single Source Of Truth** (SSOT) refers to the practice of structuring information models and associated schemata such that every data element is stored exactly once (e.g., in no more than a single row of a single table). Any possible linkages to this data element (possibly in other areas of the relational schema or even in distant [federated databases](#)) are by reference only. Thus, when any such data element is updated, this

WIKIPEDIA
The Free Encyclopedia

Create account  Log in

Article [Talk](#) [Read](#) [Edit](#) [View history](#)

Single Source of Truth

From Wikipedia, the free encyclopedia

 This article **does not cite any references or sources**. Please help [improve this article](#) by [adding citations to reliable sources](#). Unsourced material may be challenged and [removed](#). (December 2009)

In [Information Systems](#) design and theory, as instantiated at the *Enterprise Level*, **Single Source Of Truth** (SSOT) refers to the practice of structuring information models and associated schemata such that every data element is stored exactly once (e.g., in no more than a single row of a single table). Any possible linkages to this data element (possibly in other areas of the relational schema or even in distant [federated databases](#)) are by reference only. Thus, when any such data element is updated, this

Main page
Contents
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Random article
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Community portal

BINARY REPOSITORY AND...

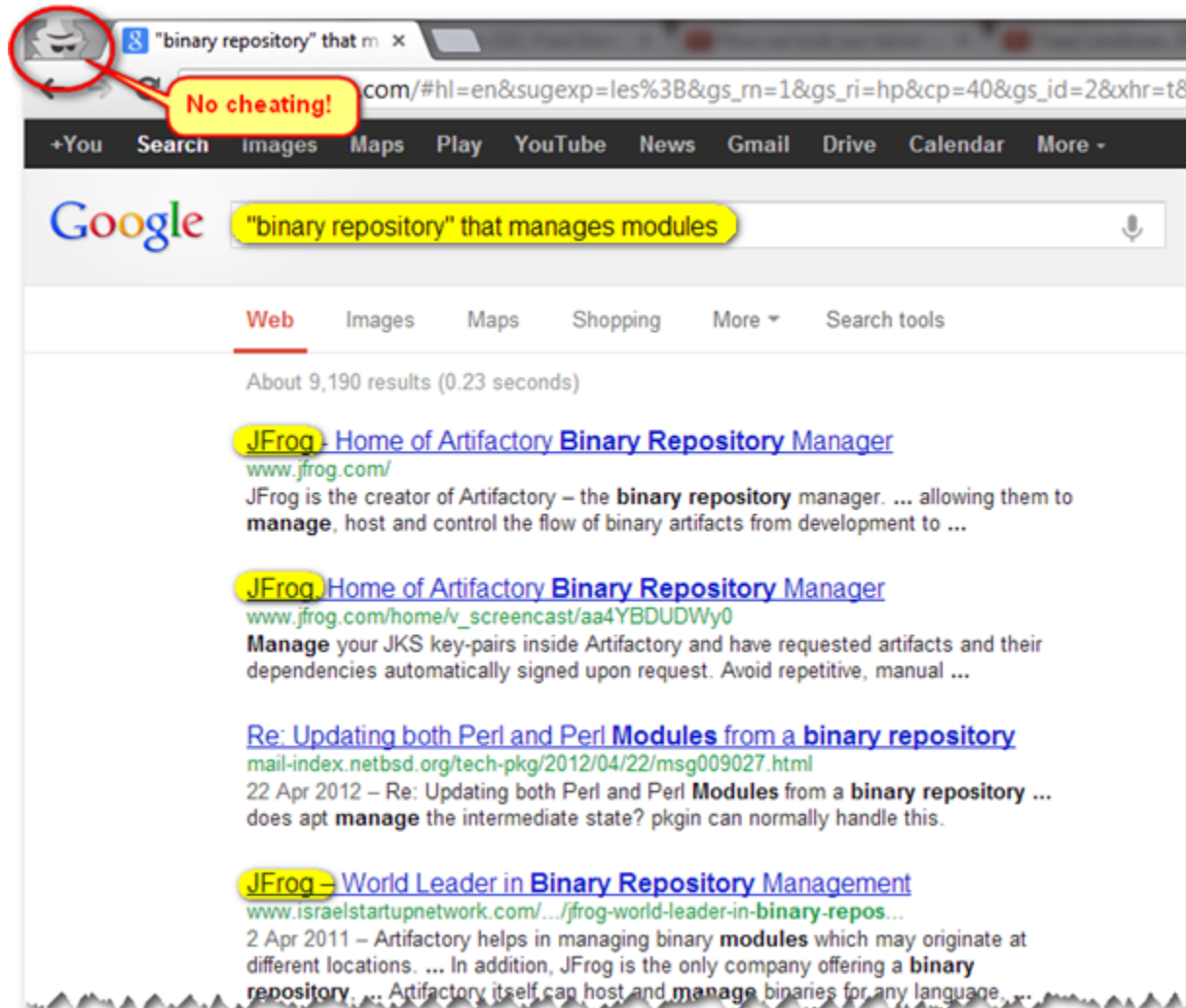
What is Binary Repository



Said who?



Binary Repository Experts

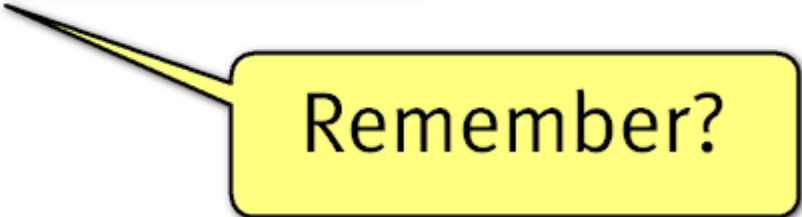


Binary Repository as Modules Source

RECIPE

1. Take sources – OK

2. Bring dependencies – where from?



Remember?

Binary Repository as Modules Source



Hint!

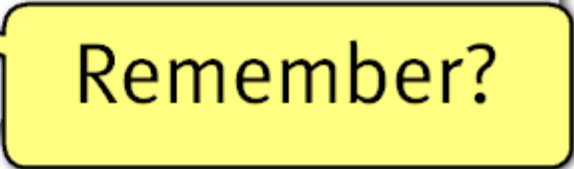
Binary Repository as Modules Source



Binary Repository as Deployment Target

RECIPE

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

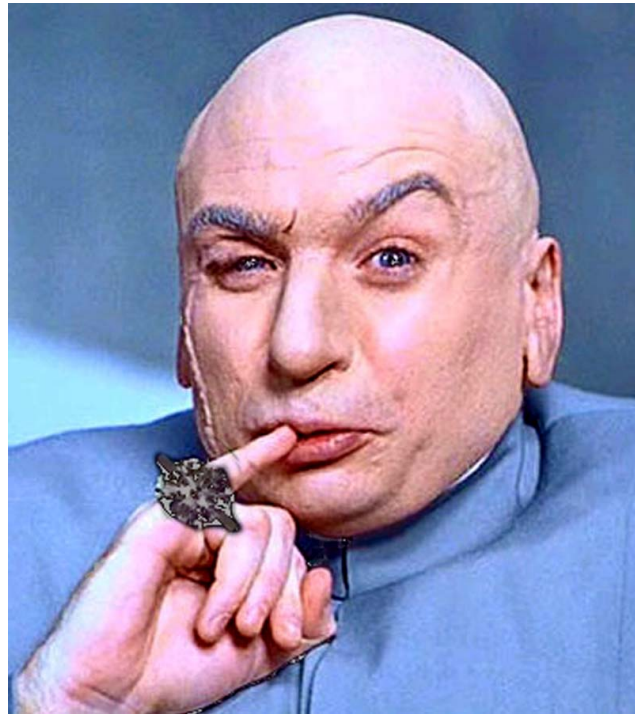


Remember?

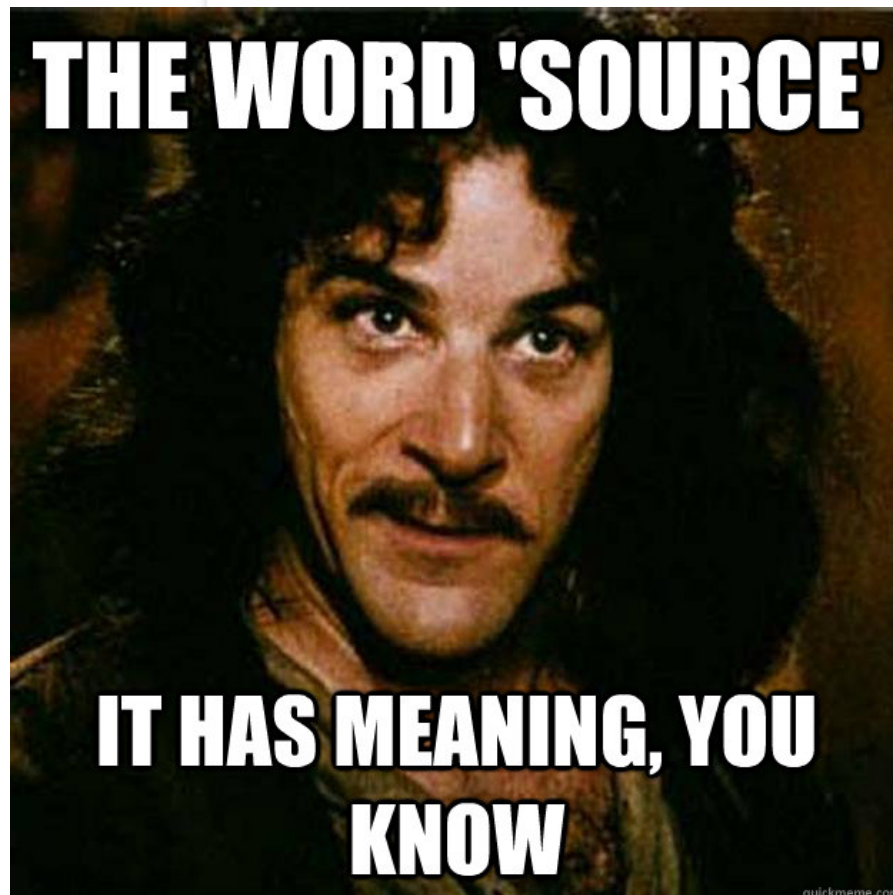
Binary Repository as Deployment Target



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



WAIT A MINUTE,
WHAT'S WRONG WITH MY
SOURCE CONTROL SYSTEM?!



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



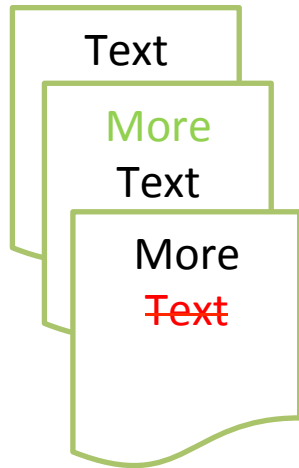
MyPoem.txt
(rev. 03)

Versioning By Content



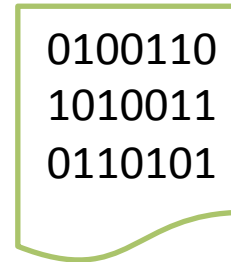
MyPoem.txt
(HEAD)

Mismatch

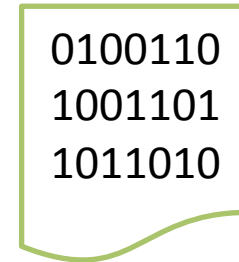


MyPoem.txt

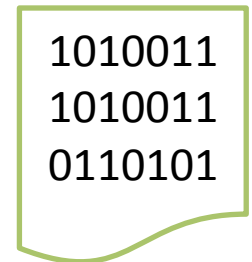
VS.



MyBook-1.0.zip



MyBook-1.1.zip



MyBook-2.0.zip



SOMEONE WILL STAND UP...



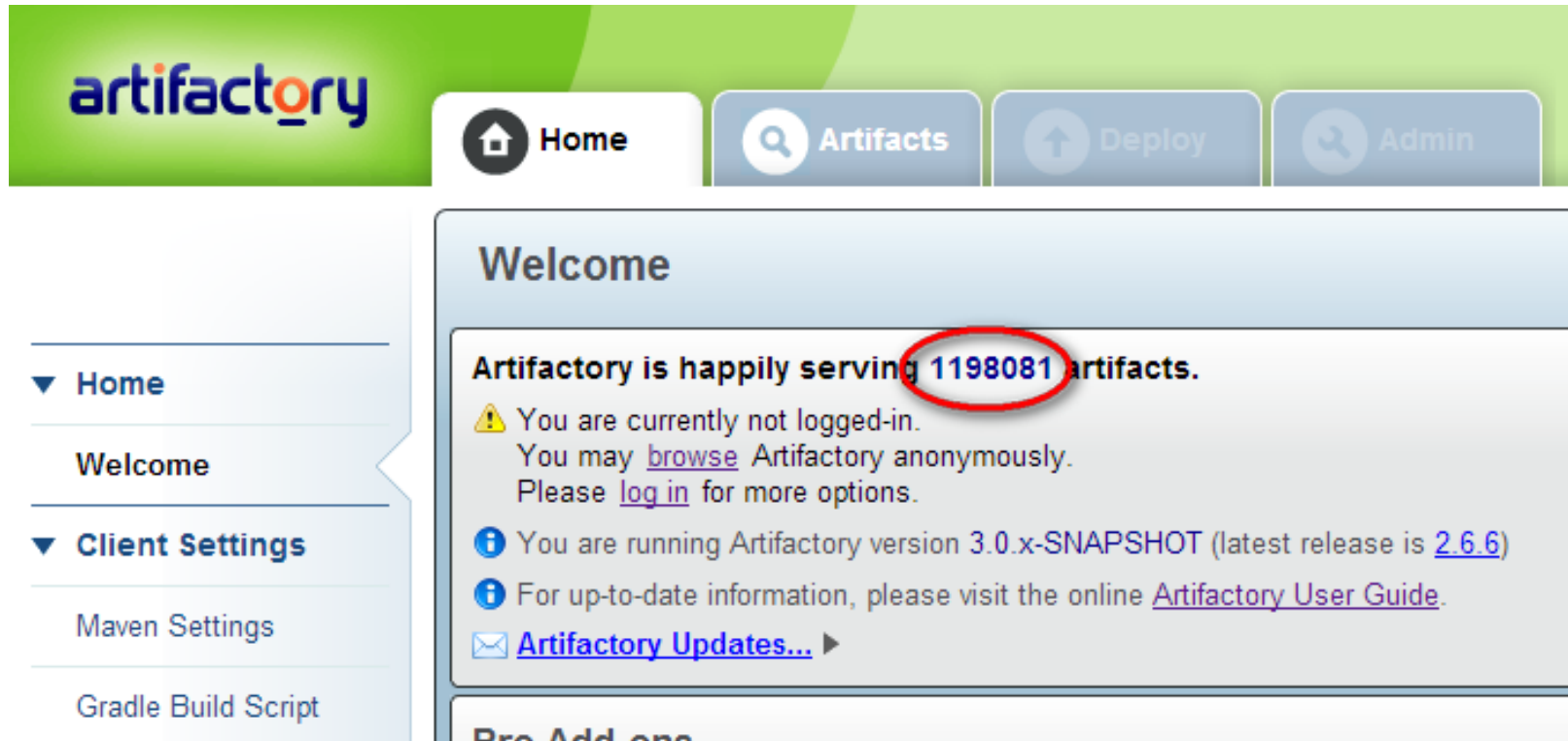
SOMEONE WILL STAND UP...



**AND SAY THAT GIT
DOESN'T STORE DIFFS!**



R U SURE U WANT 2 CLONE IT ALL?



The screenshot shows the Artifactory web interface. The top navigation bar includes the Artifactory logo and buttons for Home, Artifacts, Deploy, and Admin. The left sidebar contains a menu with Home, Client Settings, Maven Settings, and Gradle Build Script. The main content area displays a 'Welcome' message and a status report. The status report states: 'Artifactory is happily serving 1198081 artifacts.' The number '1198081' is circled in red. Below this, there are three informational messages: a warning about not being logged in, a note about the current version (3.0.x-SNAPSHOT) and the latest release (2.6.6), and a link to the online Artifactory User Guide. At the bottom, there is a link to 'Artifactory Updates...' with a right-pointing arrow.

artifactory

Home Artifacts Deploy Admin

Welcome

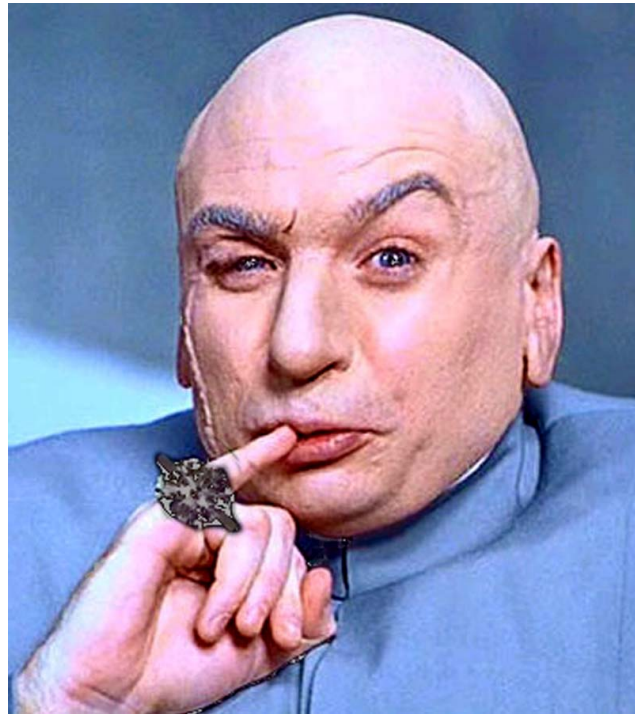
Artifactory is happily serving 1198081 artifacts.

- ⚠ You are currently not logged-in.
You may [browse](#) Artifactory anonymously.
Please [log in](#) for more options.
- ℹ You are running Artifactory version 3.0.x-SNAPSHOT (latest release is [2.6.6](#))
- ℹ For up-to-date information, please visit the online [Artifactory User Guide](#).

✉ [Artifactory Updates...](#) ▶

Pro Add ons

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



It's Fine if it knows how to:

It's Fine if it knows how to:

Optimize storage size

It's Fine if it knows how to:

Proxy other repositories

Optimize storage size

It's Fine if it knows how to:

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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

Enforce Module Security

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Proxy other repositories

Expose REST API

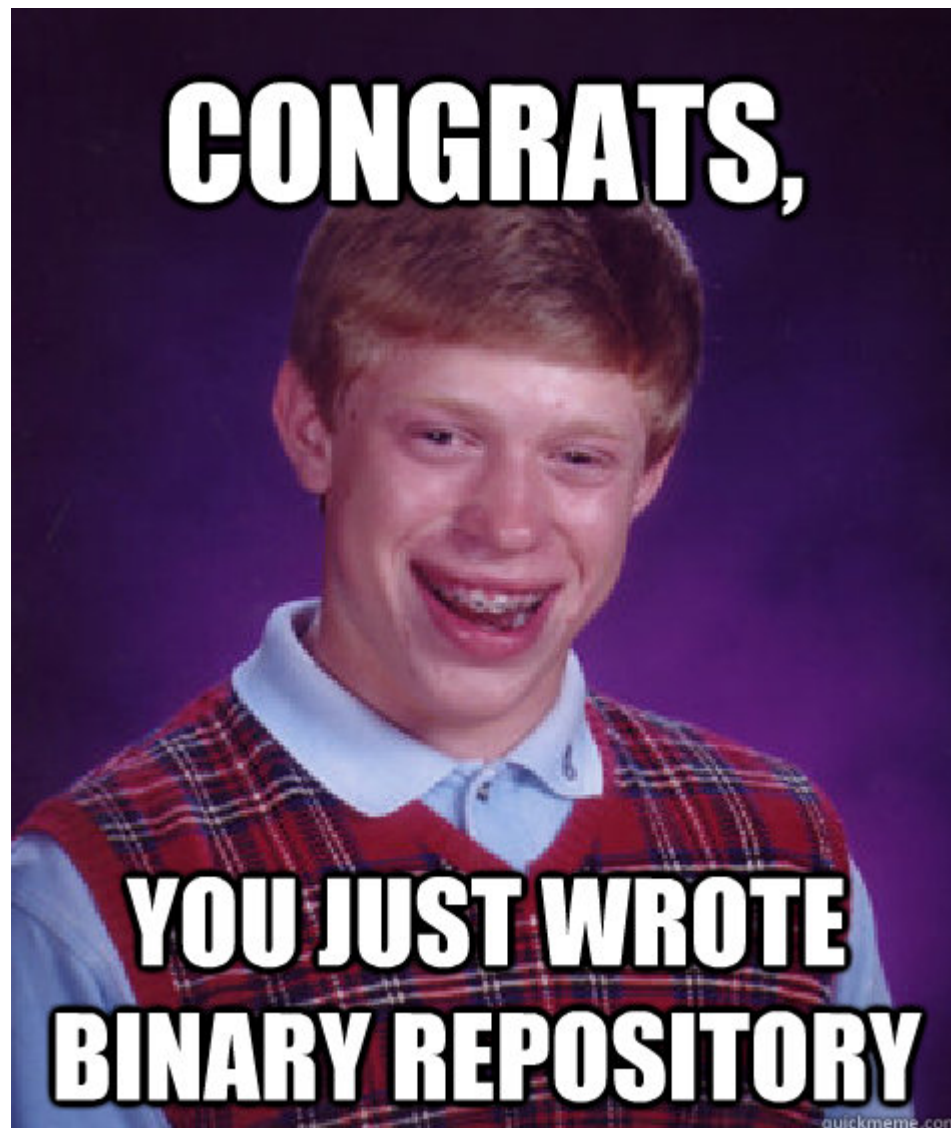
Manage artifact lifecycle

Optimize storage size

Cleanup SNAPSHOTS

Enforce Module Security

Search by name, context and content



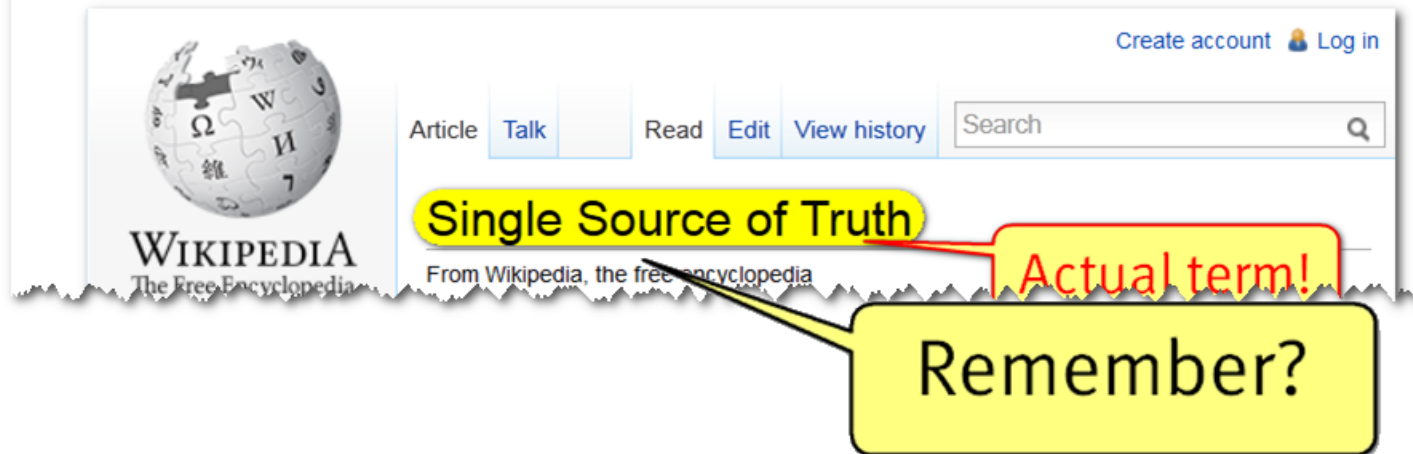
BTW, How Many Years It Took?

Binary Repository and CI/CD



CI Server is the Single Source of Truth

WAIT, WHILE WE ARE ON CI SERVERS...



Binary Repository is The Single Target of Truth



Save the Truth!



Make Strange Binary Love

Binaries + Build Info

=

2gEttler 4eVA!!11

[illegible]

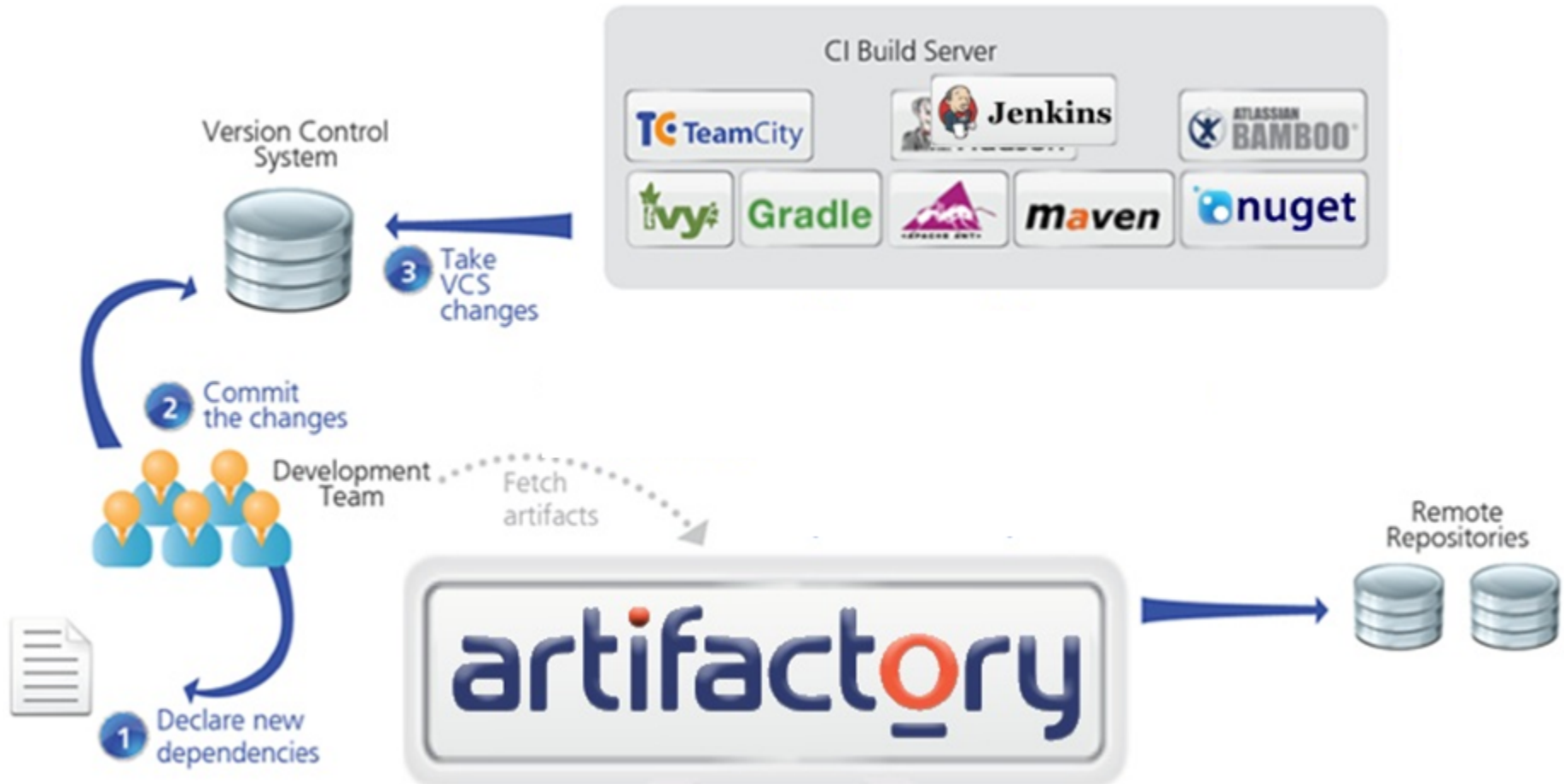
How Everything Fits Together



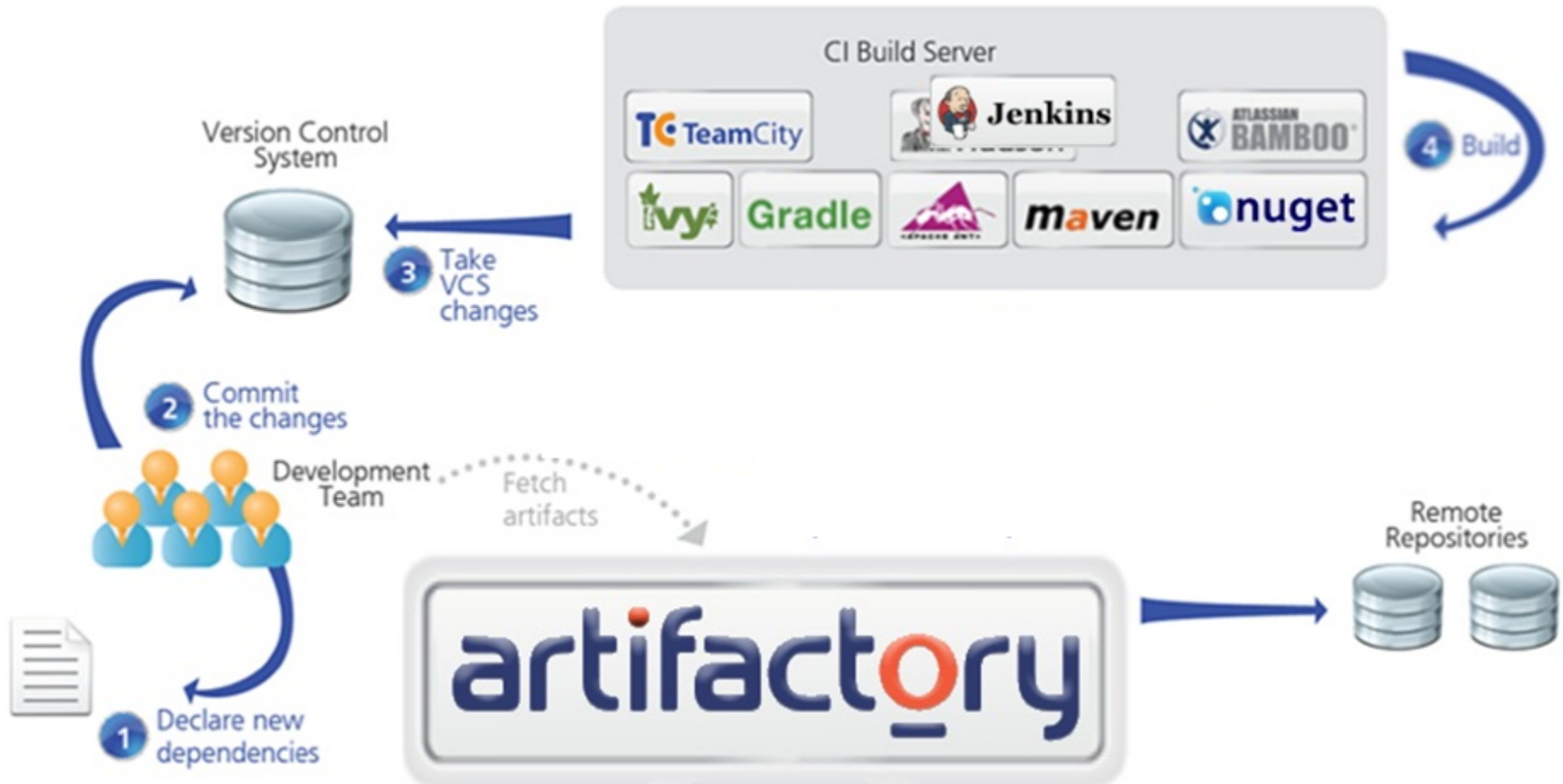
How Everything Fits Together



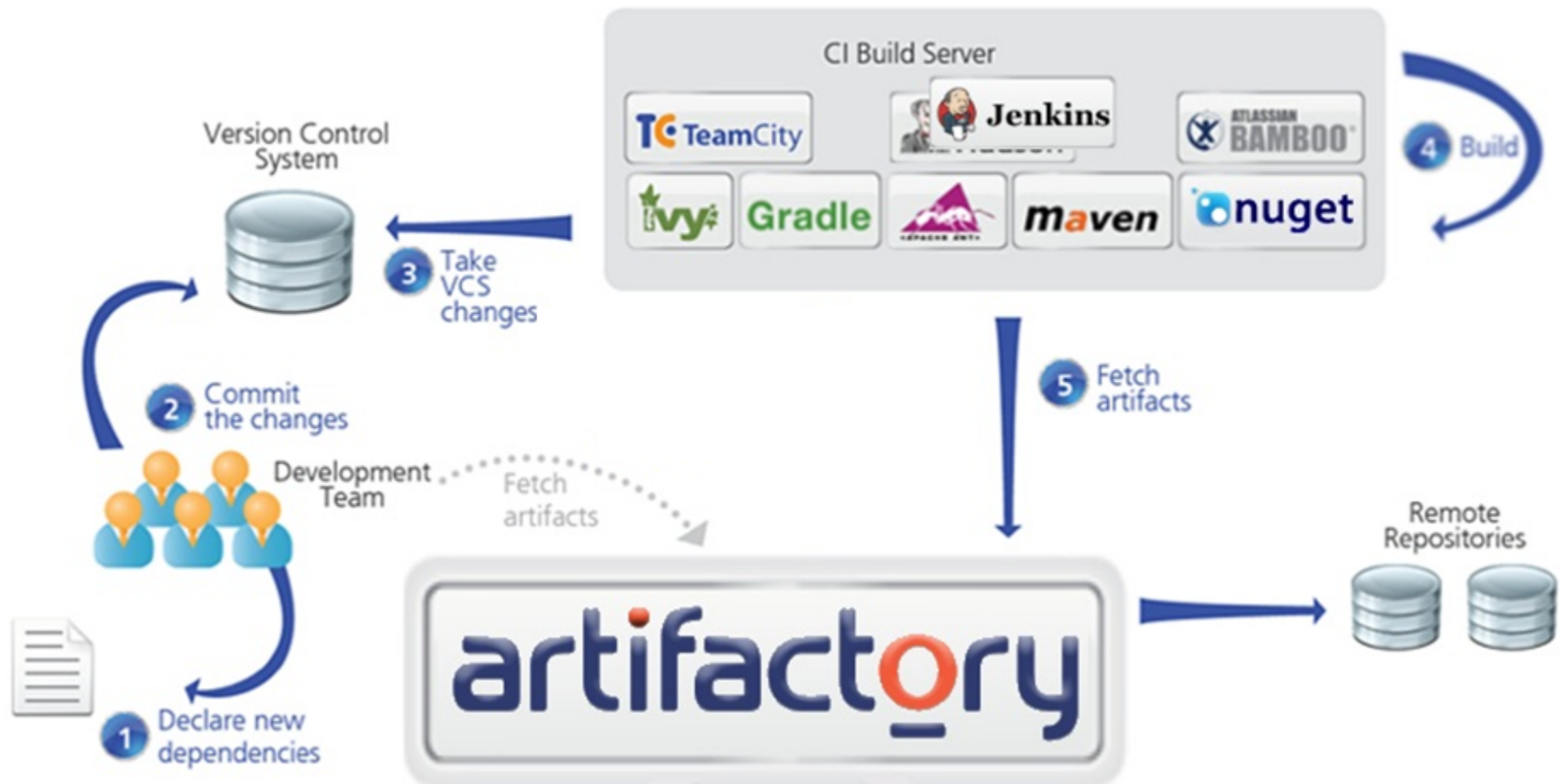
How Everything Fits Together



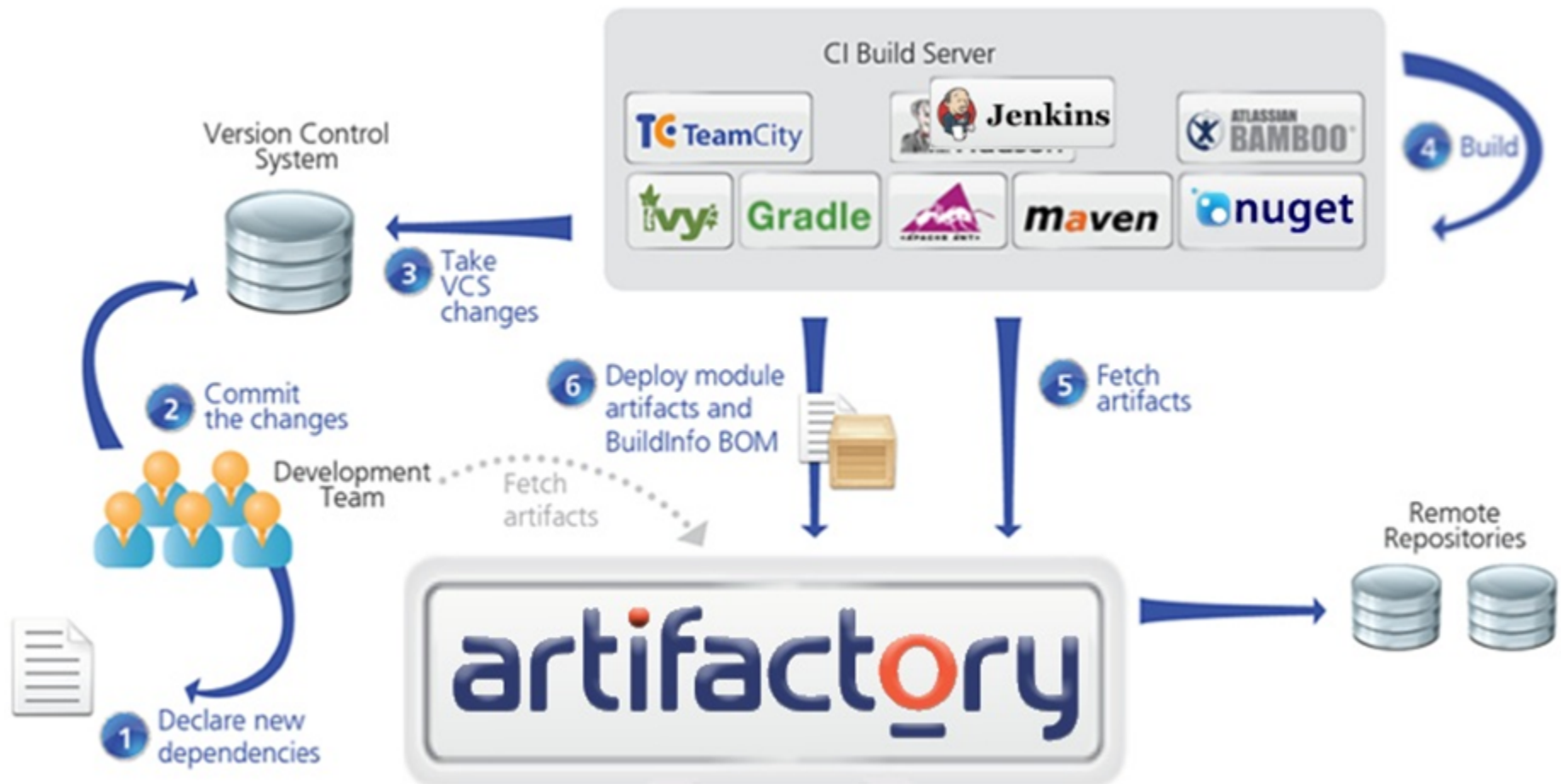
How Everything Fits Together



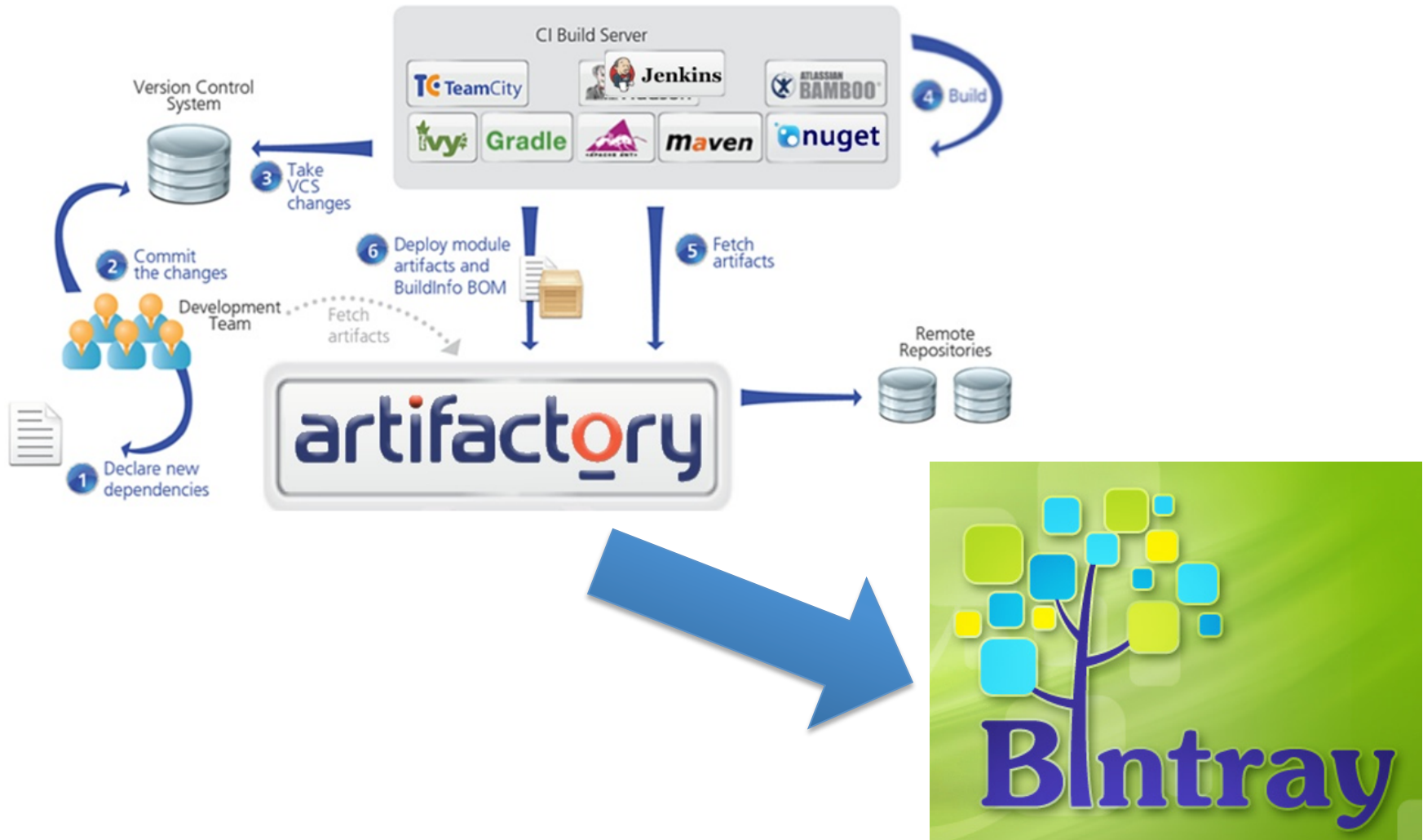
How Everything Fits Together



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



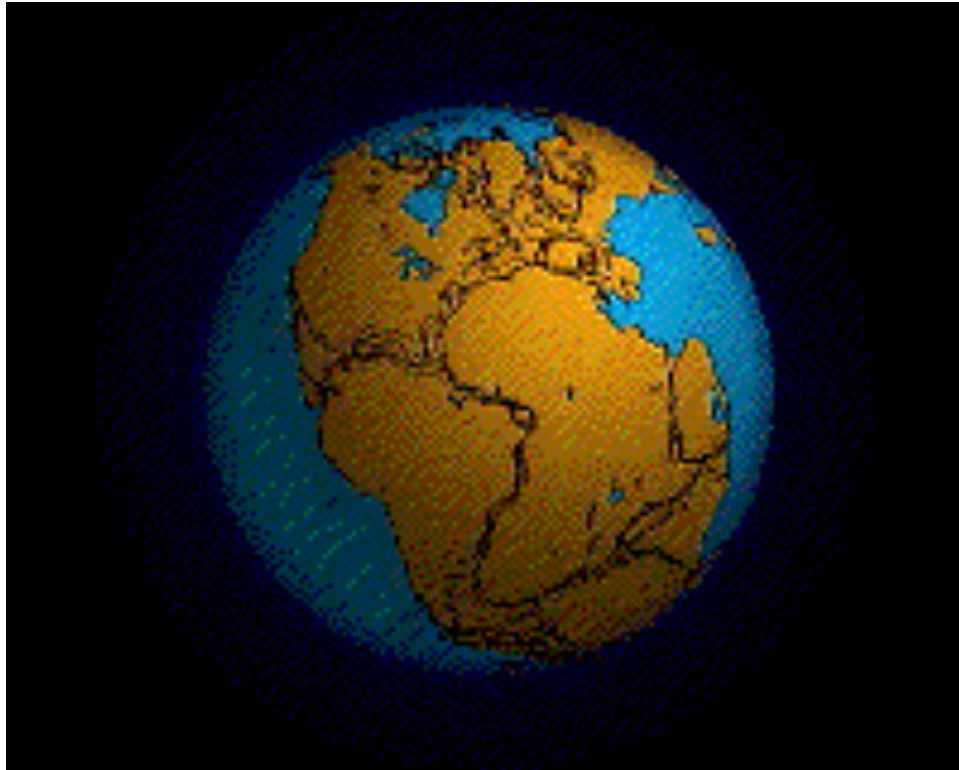
Most boring
slide so far...

MODULES IN... JAVA

Java package



Fragmentation

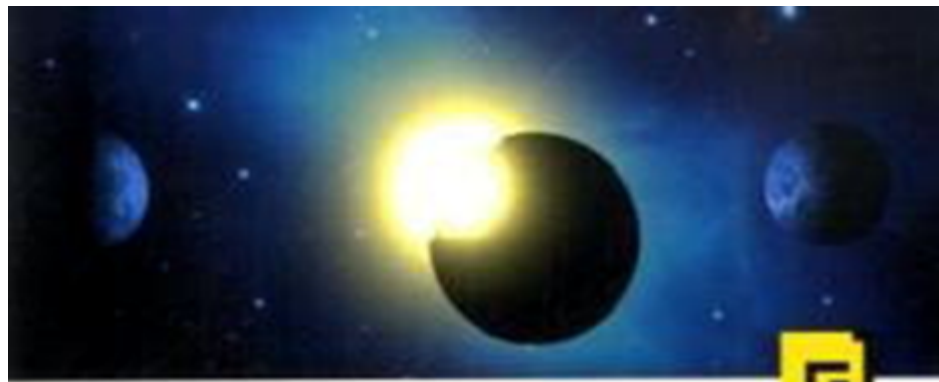


The options are:

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



Bullets?
Really?



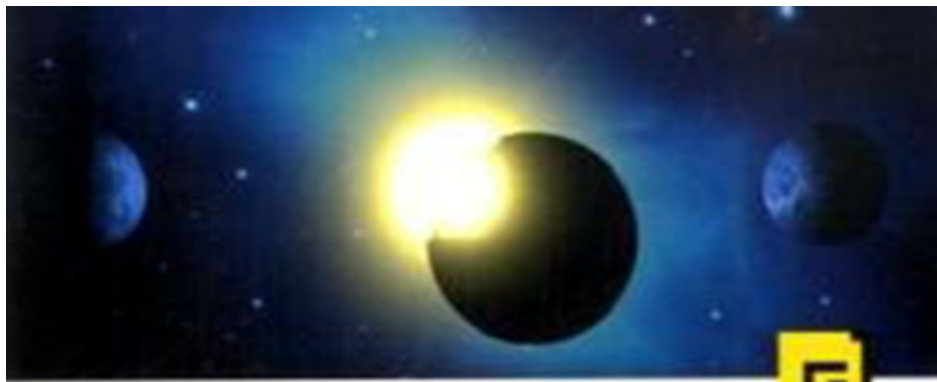
Gerd Wütherich - Nils Hartmann
Bernd Kolb - Matthias Lübken

Die OSGi Service Plattform

Eine Einführung mit Eclipse Equinox

→ Mit einem Geleitwort von Peter Kriens, OSGi Technical Director

dpunkt.verlag



Gerd Wütherich - Nils Hartm
Bernd Kolb - Mal

Die OSGi Service Plattform

Eine Einführung mit Eclipse Equinox

→ Mit einem Geleitwort von Peter Kriens, OSGi Technical Lead

dpunkt.verlag



Dan Diephouse
@dandiep

 Follow

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



pranay ahlawat
@ahlawat



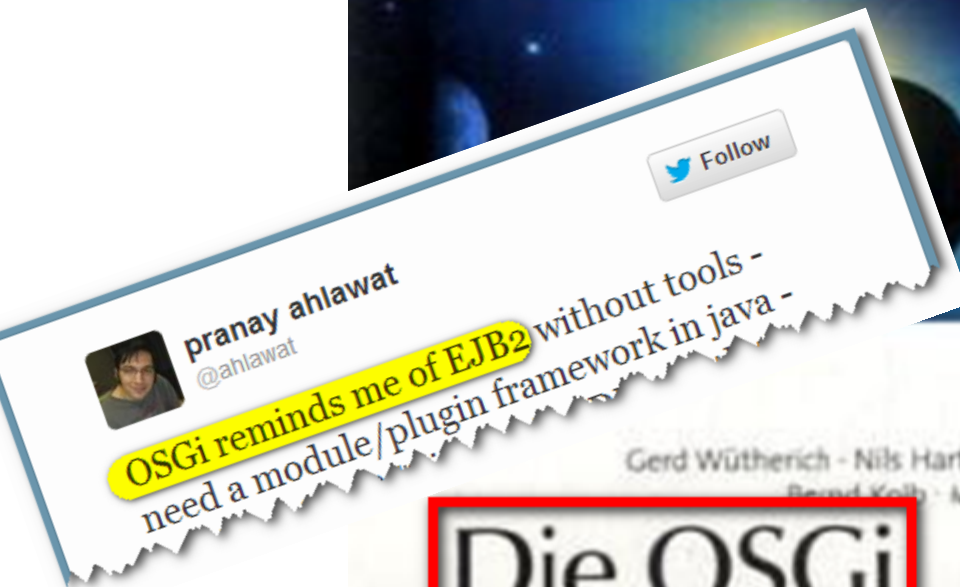
OSGi reminds me of EJB2 without tools -
need a module/plugin framework in java -



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looking at OSGi app with Blueprint spec..
and something reminds me of EJB 2.0 days
actually. It feels f*ing huge and heavy



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Daoud AM Faleh
@AntholoJ



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Die OSGi

Service Platf



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@jbaruch



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Thanks, guys!

Die OSGi

Service Platf



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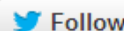
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jbaruch
@jbaruch



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



Yoav Landman
@yoavlandman



Like EJB2, OSGi is going to make place for a
better alternative, leaving behind scarred
developers to maintain those legacy
enterprise apps

Die OSGi

Service Platf

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

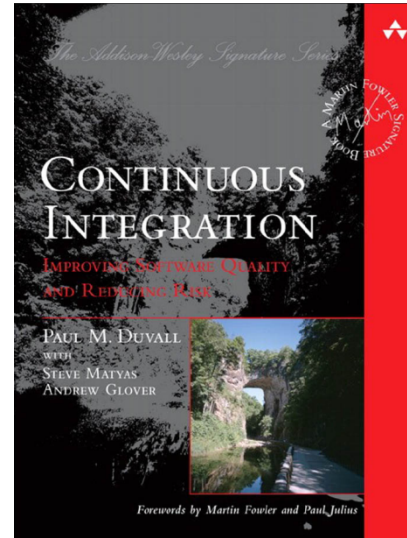


Modular Build in Java

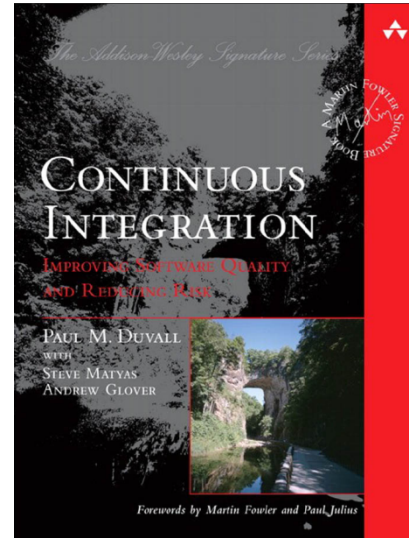


Modular Build in Java

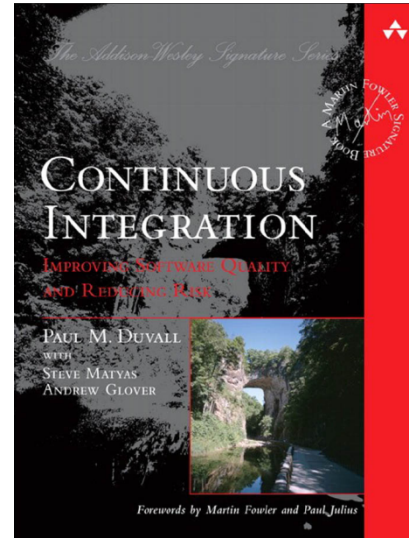
maven



Modular Build in Java



Modular Build in Java



Modular Build in Java

maven



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



Jenkins



TeamCity

Atlassian



Bamboo

artifactory



Modular Build in Java

maven



Jenkins



TeamCity

Atlassian



Bamboo

artifactory



Nexus



Modular Build in Java

maven

 **gradle**

 **ivy**



Jenkins



TeamCity

Atlassian



Bamboo

artifactory

 **Nexus**

 **archiva**



MODULES IN... C++

ONE DOES NOT SIMPLY

build modular software in C++

quickmeme.com

A Tour of C++



By Bjarne Stroustrup
Jan 18, 2002

Contents



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Discuss

< Back Page 5 of 9 Next >

2.4 Modular Programming

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

This chapter is from the book

The C++
Programmer's
Guide

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();
}
```

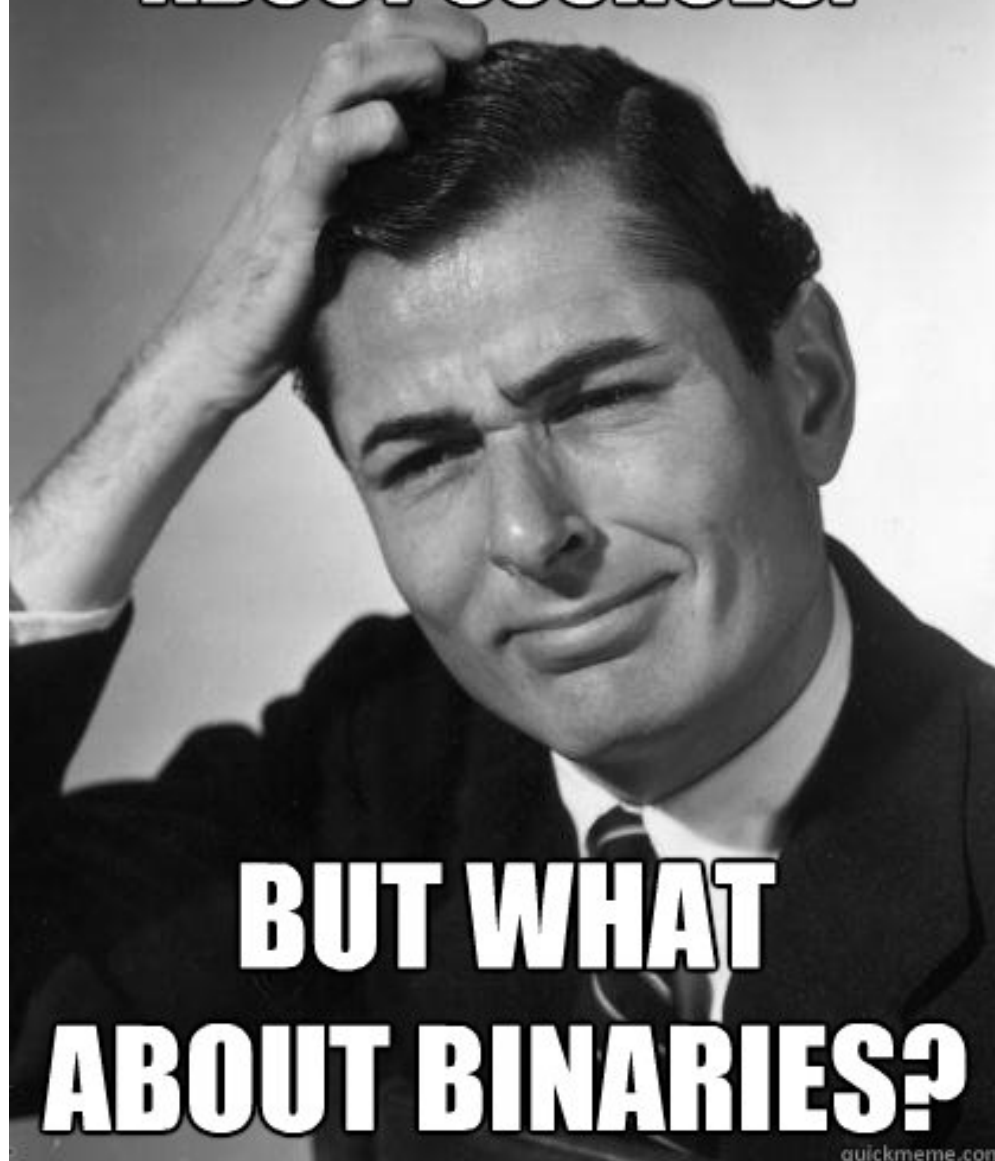
would be placed in a file `stack.h`, and users will include that file, called a *header file*, like this:

```
#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?**

Module Binaries

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




Managing Dependencies in C++

 **stackoverflow**

QuestionsTagsUsersBadgesUnanswered

Ask Question

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++builddependency-management

share | edit | retag | flag

tagged

c++ × 168194

build × 4905


dependency-management × 431

asked **3 years ago**


viewed **3960 times**

active **1 year ago**

asked Jul 16 '09 at 7:55

 **weberste**

Managing Dependencies in C++

 **stackoverflow**

QuestionsTagsUsersBadgesUnanswered

Ask Question

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 ANTs 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

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dependency-management

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Make?

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

1

▼ 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?

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

1

▼ 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  
or
```

make is actually what everybody wants to avoid/replace by looking at build -automation- systems – chila

Mar 26 at 18:15

```
%.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?

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

1

GCC can generate 'make' dependency files automatically (-MD command).
rebuild all sourcefiles that depend upon a given header, for example:

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

```
# compile c files
%.o: %.c
    ${CC} ${CFLAGS} -c $<

# compile c++ files
%.o: %.cpp
    ${CXX} ${CXXFLAGS} -c $<

# compile c++ files with dependencies
%.o: %.cpp %.d
    ${CXX} ${CXXFLAGS} -c $< -MD -MP -MF $*.d -o $@
```

say an OBJ_C and an OBJ_CPP list:

```
$(OBJ_C:%.o=%.d) $(OBJ_CPP:%.o=%.d)
```

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 severely effect productivity. Or am I missing something? – weberste Jul 16 '09 at 8:54

CMake?



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

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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?



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.

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answered Jul 16 '09 at 8:10



[Rich Seller](#)

32.6k ● 10 ● 65 ● 107

[add comment](#)

Groovy tool!

Chapter 48. C++ Support

2

If you only want dependency management, try [Byldan](#) (and I assume NAnt can do the same based on this [blog](#), which is linked to the Byldan page).

There is also [Byldan](#), a .Net version. I don't know how well that will work for you though.

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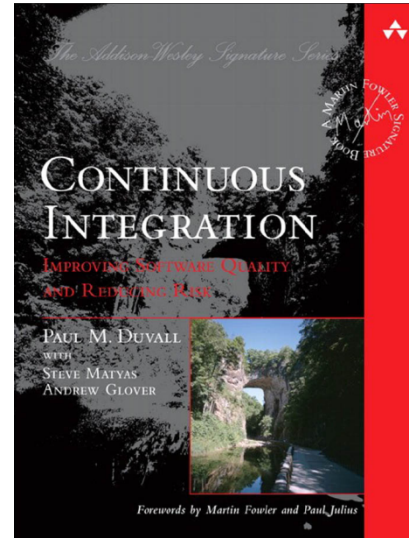
answered Jul 16 '09 at 8:10

 [Rich Seller](#)

32.6k • 10 • 65 • 107

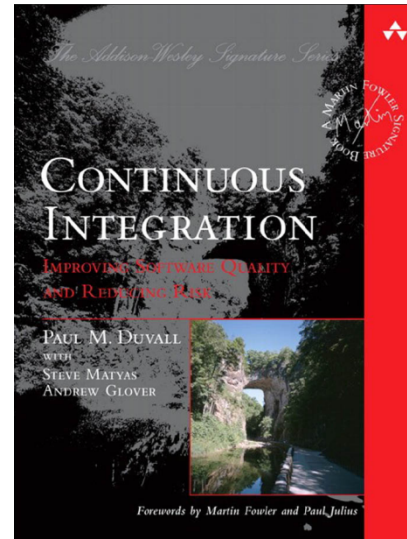
 gradle

Modular Build in C++



Modular Build in C++

GNU 'make'

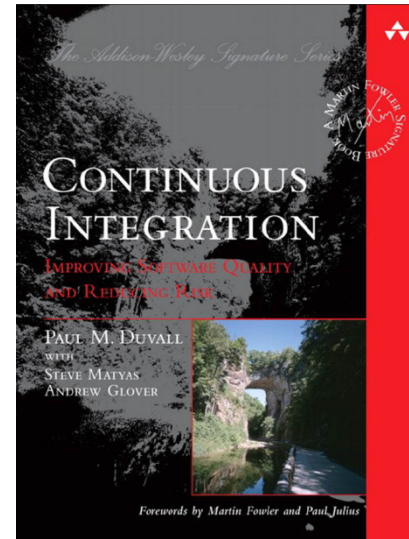


Modular Build in C++

GNU 'make'



MSBuild

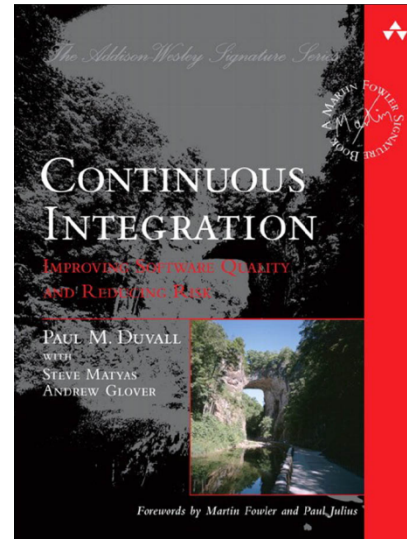


Modular Build in C++

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



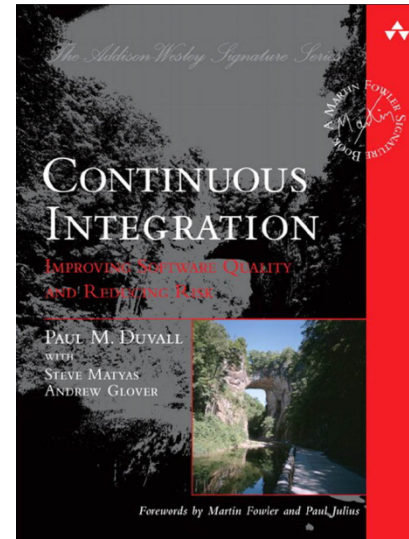
 **nuget**, Baby!



Modular Build in .NET









Modular Build in .NET



Modular Build in .NET











Modular Build in .NET

 MSBuild +  nuget	 TeamCity
 artifactory  Nexus	 Microsoft® .NET

DEMO TIME!

The Common Factor

 MSBuild +  nuget  gradle	 TeamCity
 artifactory	   Microsoft® .NET

DEVOPS REACTIONS

Bug goes unnoticed during a presentation



Submitted by Leprosy

🕒 1 week ago

❤️ 42 notes

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