TIM OXLEY

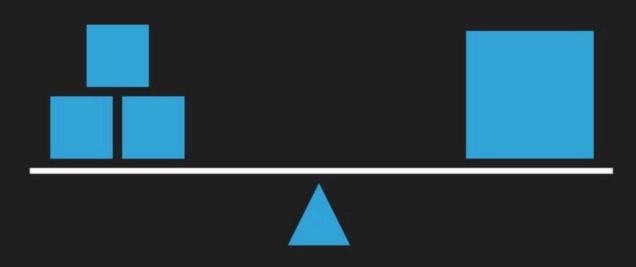
MODULAR VS MONOLITH

GOOD MORNING!



TIM OXLEY

@secoif github.com/timoxley



MODULAR VS MONOLITH

ME IN 2012: 6

ME IN 2012:

"BUILD LIBRARIES INSTEAD"



BUILDING A LIBRARY

- Reusable!
- More Robust!
- Higher Quality Code!
- Better Documentation!
- Better Tests!
- Open Source!

ME IN 2012:

"LIBRARY-FIRST DEVELOPMENT" 📮

ME IN 2015: "YES BUT, THERE ARE SOME MAJOR CAVEATS..."

RABBIT HOLES EVERYWHERE

LIBRARIES ARE A LOT OF WORK

NOTHING FOR FREE

MOST OF THE TIME: YAGNI III



gunshowcomic.com

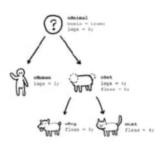
WHAT PROBLEM AM I TRYING TO SOLVE? IS THIS THE SIMPLEST THING THAT WILL WORK?

NOT EVERYTHING NEEDS A MILITARY-GRADE SOLUTION

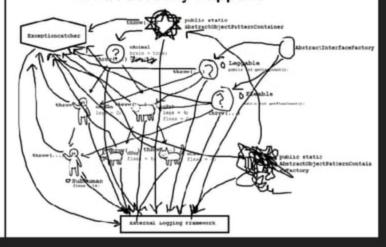
ENGINEERS HAVE A STRONG URGE TO OVER-ENGINEER

ENGINEERS OFTEN BUILD THINGS WE WANT, RATHER THAN THINGS WE NEED

What OOP users claim



What actually happens

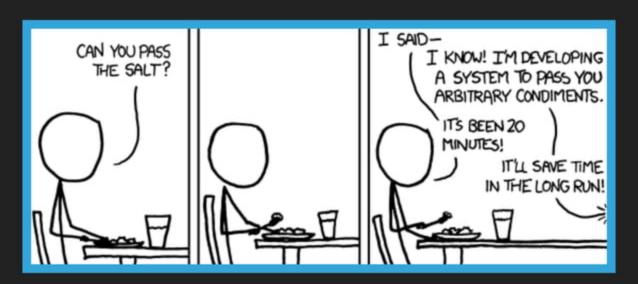


ENGINEERS OFTEN SPEND HOURS TO SAVE MINUTES

OVER-ENGINEERING: THE ADDING OF UNNECESSARY COMPLEXITY 2

COMPLEXITY KILLS PROJECTS

OVER-ENGINEERING IS MORE COMMON THAN UNDER-ENGINEERING



OVER-ENGINEERING IS MORE COSTLY THAN UNDER-ENGINEERING

DEFER **DECISIONS**



THE WRONG STRUCTURE CAN BE MORE COSTLY THAN NO STRUCTURE AT ALL

STRUCTURE CAN BE MORE EASILY EXTRACTED FROM LOOSE STRUCTURE.

INCORRECT & COMPLEX STRUCTURE NEEDS TO BE TORN DOWN BEFORE BUILDING NEW STRUCTURE

ASSUME YOUR FIRST ATTEMPT WILL BE BAD ...

MAKE DECISIONS THAT ARE EASY TO REVERSE

OPTIMISE FOR DELETION

DRAW IN PENCIL BEFORE YOU DRAW IN INK

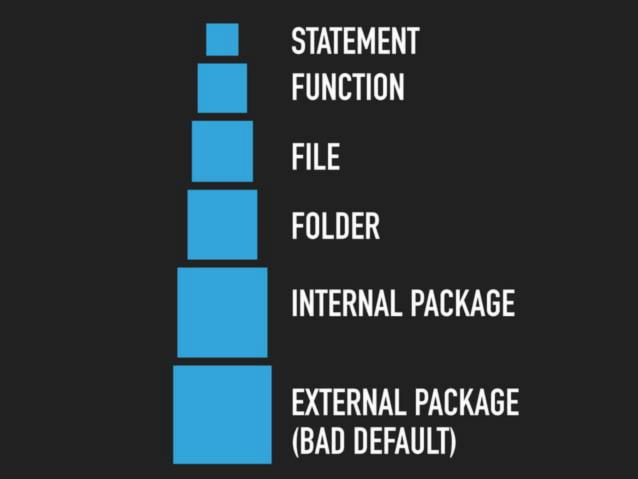
BEST WAY TO PLAN FOR INEVITABLE, UNEXPECTED CHANGES: DON'T INVEST TOO MUCH IN SOLVING TODAY'S PROBLEMS

THE PERFECT SOLUTION FOR TODAY MAY BE A TERRIBLE SOLUTION FOR TOMORROW

TREAD LIGHTLY

NODE.JS: CULTURE OF EXTREME MODULARITY

PUBLISHING TO NPM IS NOT THE ONLY WAY TO DO "MODULAR" CODE.



AVOID PREMATURE ABSTRACTION @

ABSTRACTIONS DECREASE LOCAL COMPLEXITY WHILE INCREASING GLOBAL COMPLEXITY

BUILDING THE WRONG THING FOR THE RIGHT REASONS

FLAT IS BETTER THAN NESTED

FLAT IS BETTER THAN NESTED APPLIES AT ALL LEVELS

- At the statement level: avoid nested if/else.
- At the function level: avoid unnecessary nested calls
- At the class level: avoid deeply inheritance hierarchies.
- At the file level: avoid deeply nested directories.
- At the project level: avoid deeply nested projects.

BUILD THE SIMPLEST THING THAT WORKS \nearrow

THE SIMPLEST THING IS PROBABLY FLAT



MODULAR VS MONOLITH



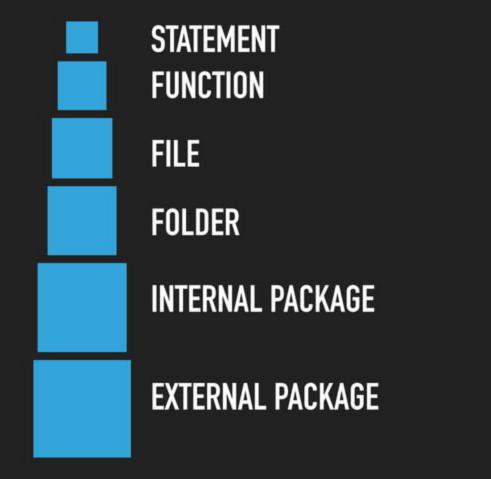
THE SWEET SPOT IS SOMEWHERE IN THE MIDDLE



A MODULITH?

MONOLITH FIRST

PROGRESSIVE MODULARISATION %



OPEN SOURCE LATER

MAKE SURE WHAT YOU'RE BUILDING ACTUALLY MAKE SENSE AND IS USEFUL IN PRODUCTION.

LESS ABANDONWARE



openopensource.org

LESS OVER-ENGINEERING ******

BUILD THE SIMPLEST THING THAT WORKS

AVOID UNNECESSARY COMPLEXITY

THANK YOU!

@secoif github.com/timoxley campjs.com



Autodes

Wayne Hodeine



IGNITE

¿Que se necesita para ser una buena desarrolladora?

Isabel Palomar



IGNITE

¿Que se necesita para ser una buena desarrolladora?

Isabel Palomar

INCREASING HUMAN PROBLEM-SOLVING CAPACITY THROUGH DESIGN

DENNIS HAMBEUKERS STRATEGIC DESIGN CONSULTANT @ZUIDERLICHT NADC19 JUNE 22ND 2019



Common Core in the Cloud



ADVANCING THE WEB WITHOUT BREAKING IT



汀步路, 小心滑倒!

Slip and fall down carefully!









神事

CHRIS HEILMANN (@CODEPO8), BEYOND TELLERAND 2015, DÜSSELDORF,

EMERGENT PATTERNS IN

DevOps

YOUR TO-DO LIST



The Pragmatic Programmer: Chapter 1

Mustafa Oğuz Duman,

B.S. @ Bilkent University

Computer Eng. Intern @ i2i Systems

July 26, 2022