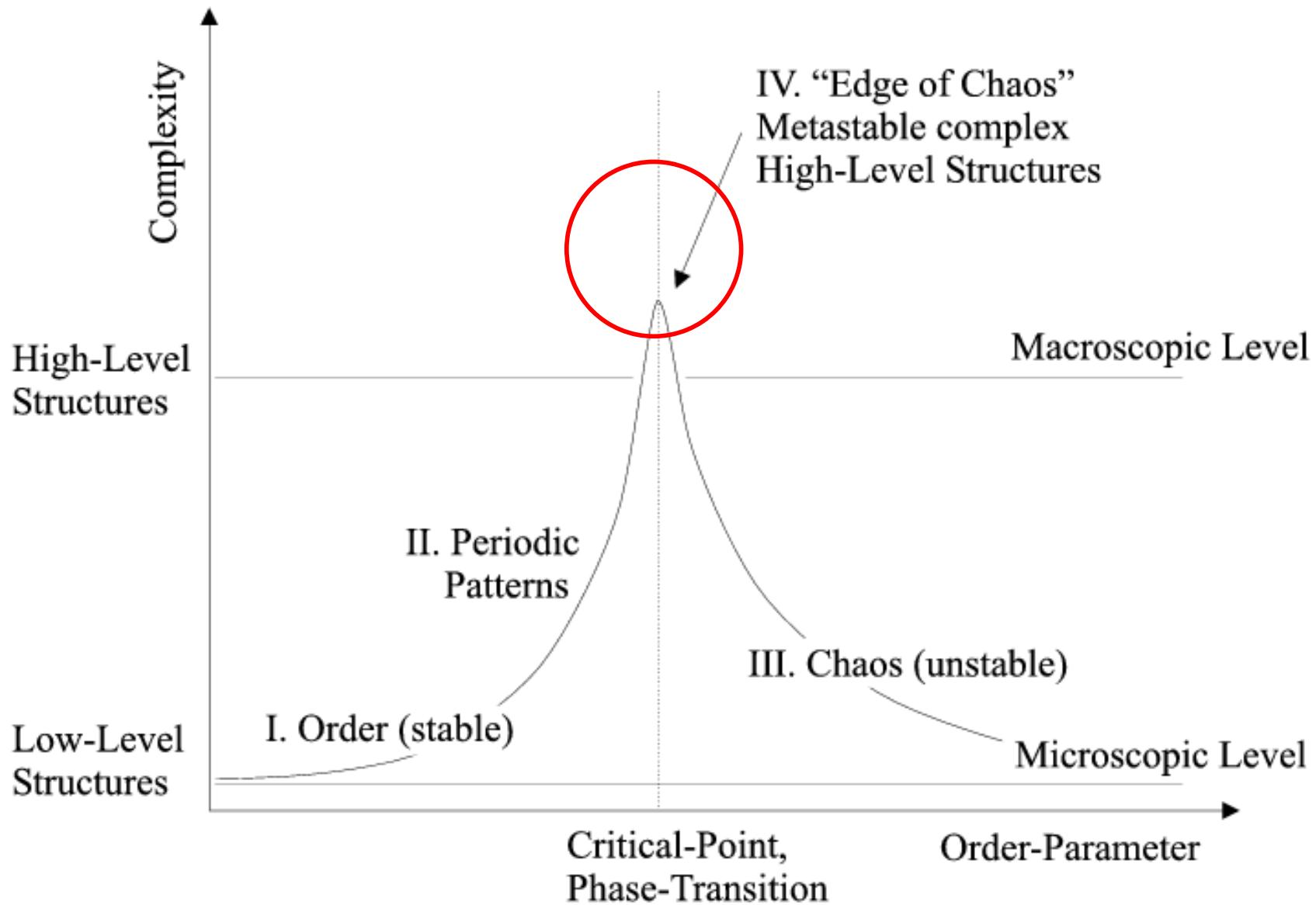


Software Development at the Edge of Chaos

Kamil Sebastian Mijacz

Edge of Chaos



about me

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Software Architect British Council

** lat w technologii .NET, web, js

"były" uczestnik Białostockiej Grupy <placeholder>

JavaScript Developer PB: DevOps aka GIT

znam Karola

prywatnie żyje





At the edge of chaos,
unexpected outcomes occur.
The risk to survival is severe.

Michael Crichton

Complex software problem

Software Architecture support

Tech debt

Loading... Please Wait
Fight tech debt 

... with dependency/code analysis

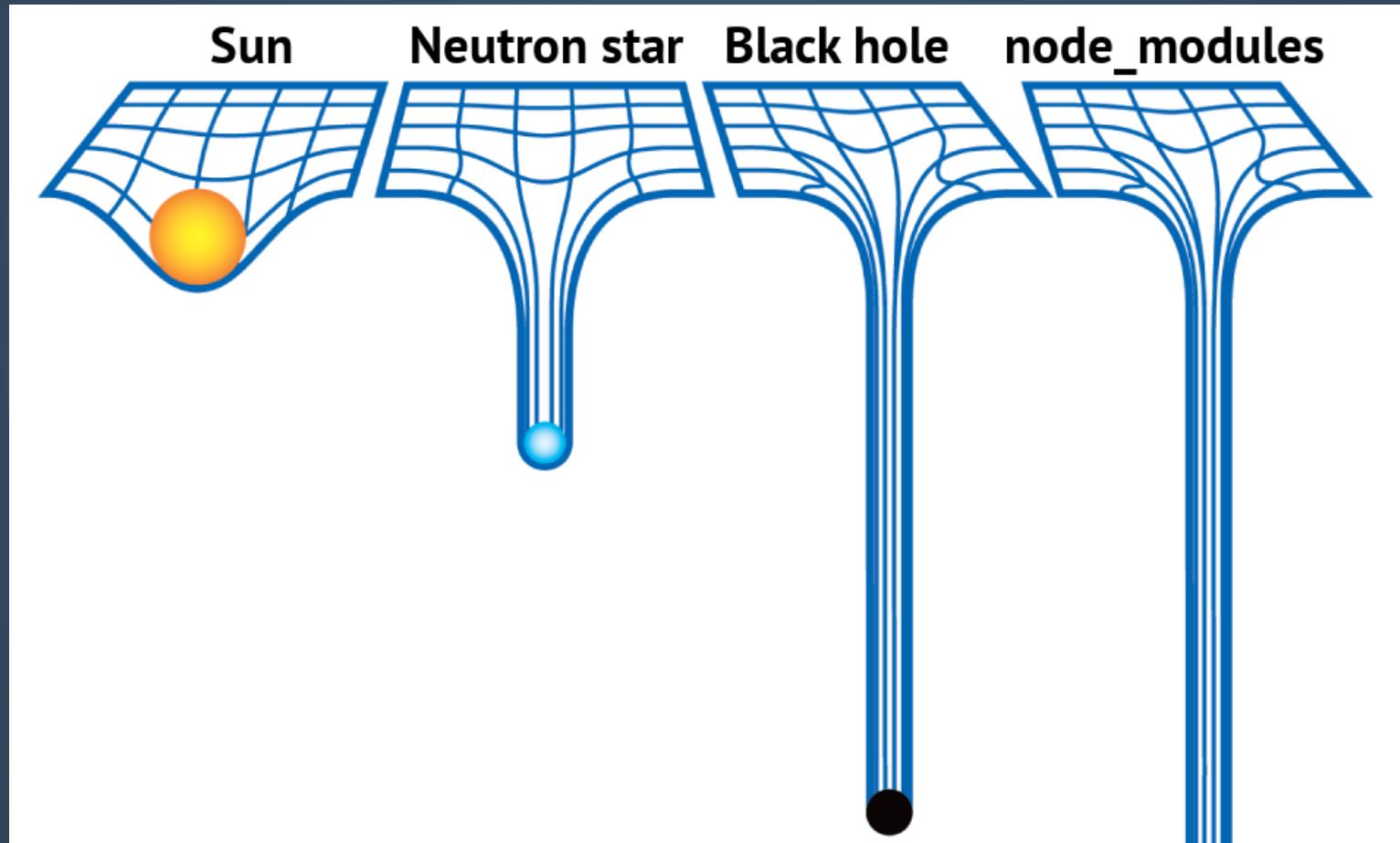
Complex Software

Complex software problem

1. software is complex by def
2. interrelated requirements to combine
3. teams need to find an effective way to work ...
4. with customers

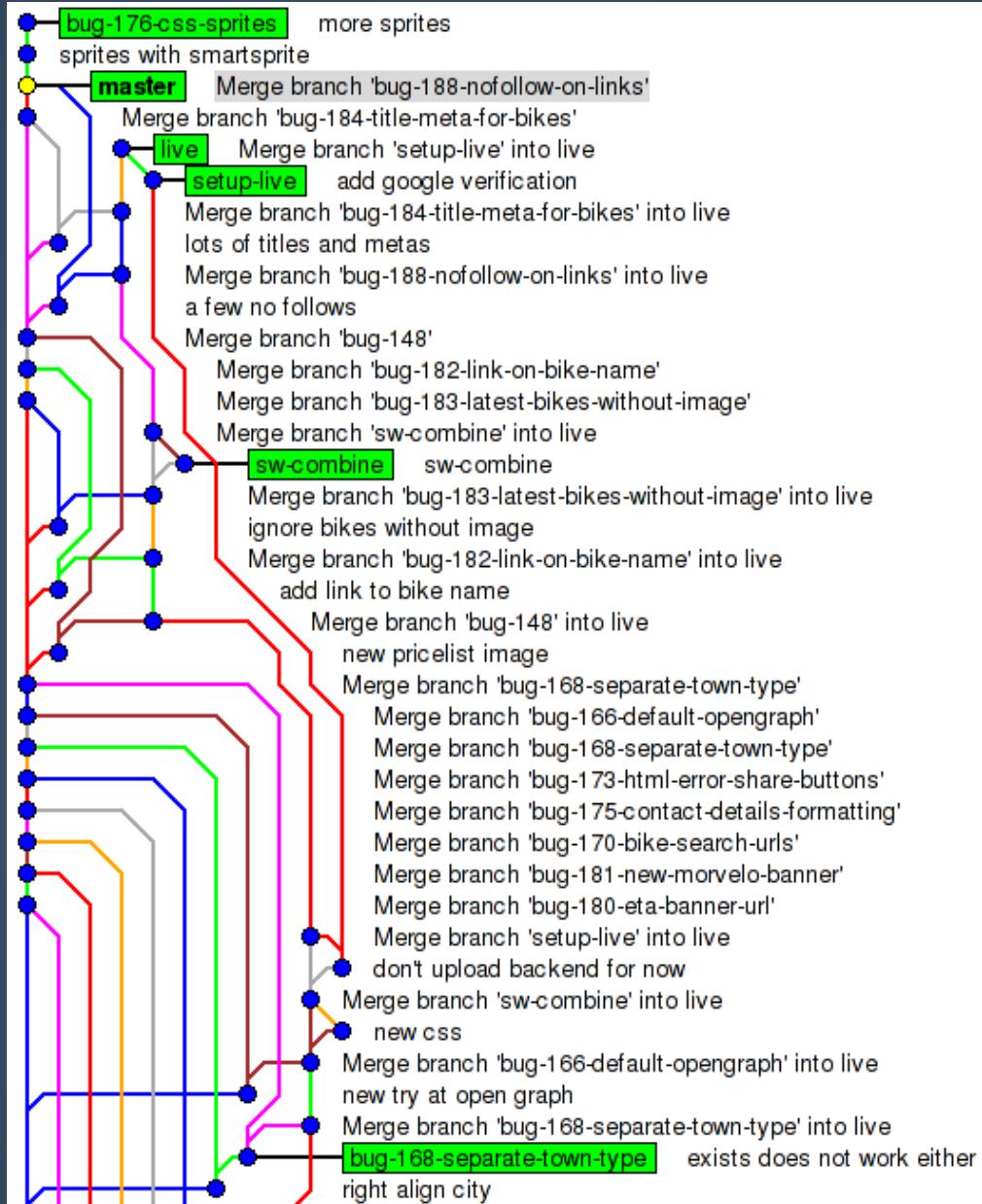


node modules



large source code

- accumulate a very very long history
- inconsistent merge strategies
- very large files
- complex directory structures
- node_modules
- merge content changes (not code)
- ...



framework

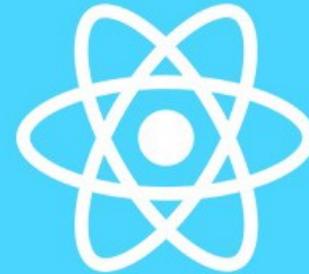
"bend the knee"

dependency

1. complex code
2. rules
3. "one size fits all" myth
4. a lot of abstractions
5. compatibility



which one?



JAVASCRIPT

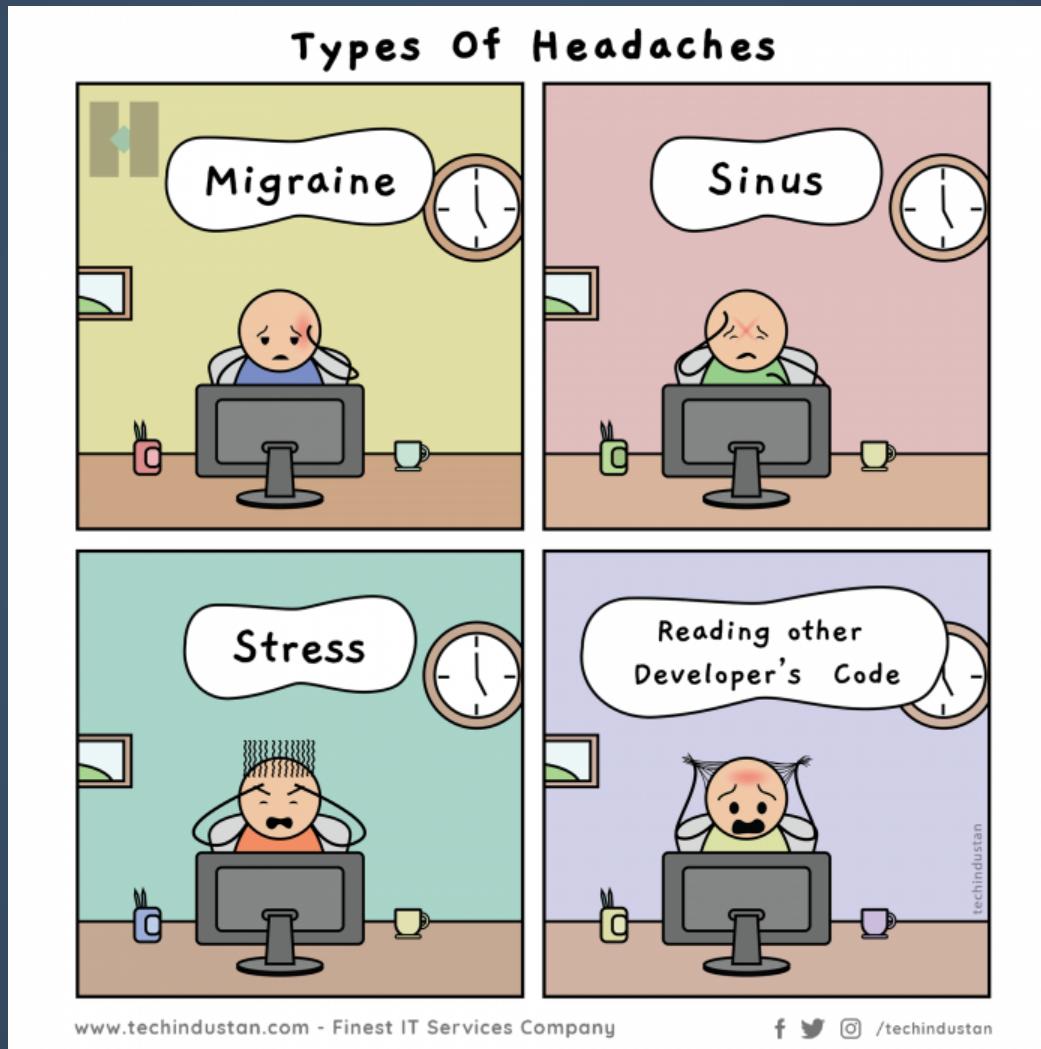


imgflip.com

technological information overload

Information

Problem



```
/**  
 * Invoke this method to explicitly process change detection and its side-effects.  
 *  
 * In development mode, `tick()` also performs a second change detection cycle to ensure that no  
 * further changes are detected. If additional changes are picked up during this second cycle,  
 * bindings in the app have side-effects that .  single change detection  
 * pass.  
 * In this case, Angular throws an error, since  can only have one change  
 * detection pass during which all change detection must complete.  
 */  
  
tick(): void {  
    NG_DEV_MODE && this.warnIfDestroyed();  
  
    if (this._runningTick) {  
        const errorMessage = (typeof ngDevMode === 'undefined' || ngDevMode) ?  
            'ApplicationRef.tick is called recursively' :  
            '';  
        throw new RuntimeError(RuntimeErrorCode.RECURSIVE_APPLICATION_REF_TICK, errorMessage);  
    }  
  
    try {  
        this._runningTick = true;  
        for (let view of this._views) {  
            view.detectChanges();  
        }  
        if (typeof ngDevMode === 'undefined' || ngDevMode) {  
            for (let view of this._views) {  
                view.checkNoChanges();  
            }  
        }  
    } catch (e) {  
        // Attention: Don't rethrow as it could cancel subscriptions to Observables!  
        this._zone.runOutsideAngular(() => this._exceptionHandler.handleError(e));  
    } finally {  
        this._runningTick = false;  
    }  
}
```

```
1 export enum OrderStatus {
2     PENDING = 'PENDING', ACCEPTED = 'ACCEPTED', REJECTED = 'REJECTED'
3 }
4
5 export interface IOrderProps {
6     productId: string
7     status: OrderStatus
8 }
9
10 export class Order {
11
12     constructor(private readonly props: IOrderProps, private readonly _id: string = Order.genId())
13
14     get id(): string {
15         return this._id
16     }
17
18     get productId(): string {
19         return this.props.productId
20     }
21
22     get status(): OrderStatus {
23         return this.props.status
24     }
25
26     public accept() {
27         if (this.props.status !== OrderStatus.PENDING) {
28             throw new Error('could not reject processed order')
29         }
30         this.props.status = OrderStatus.ACCEPTED
31     }
32
33     public reject() {
34         if (this.props.status !== OrderStatus.PENDING) {
35             throw new Error('could not reject processed order')
36         }
37         this.props.status = OrderStatus.REJECTED

```



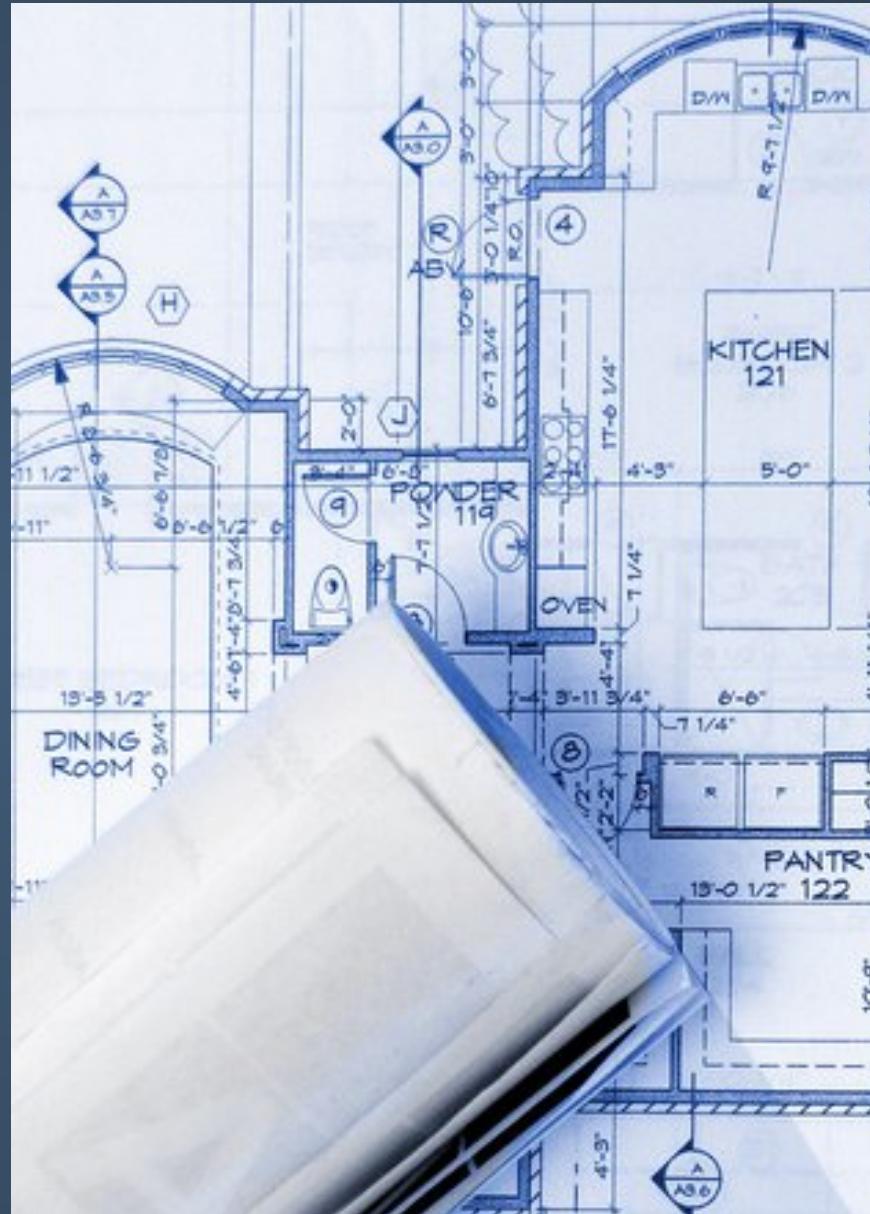
which one is better
to read?

Software Architecture



Software Architecture

... is not
about
structure



Software Architecture

... is about
capturing
decisions

🔗 Summary

Issue

We need to choose programming languages for our applications, and a back-end programming language.

Decision

We are choosing TypeScript for the front-end.

We are choosing Rust for the back-end.

Status

Decided. We are open to new alternatives as they arise.

Details

Assumptions

The front-end applications are typical:

- Typical users and interactions

TITLE

Short present tense imperative phrase, less than 50 characters, like a git commit message.

Status

Proposed, accepted, rejected, deprecated, superseded, etc.

Summary

In the context of (use case)
facing (concern)
we decided for (option)
to achieve (quality)
accepting (downside).

Context

Describe the context and problem statement in free form, using two to three sentences.
You may want to articulate the problem in the form of a question.
What is the issue that we're seeing that is motivating this decision or change.
This is the story explaining the problem we are looking to resolve.
Explains the forces at play (technical, political, social, project).

Options

[option 1]

[example | description | pointer to more information | ...]

Good, because [argument a]
Good, because [argument b]
Bad, because [argument c]
...

Decision

What is the change that we're actually proposing or doing.
Explains how the decision will solve the problem.

Consequences

Explains the results of the decision over the long term.
Did it work, not work, was changed, upgraded, etc.

Deciders: [list everyone involved in the decision]

Date: [YYYY-MM-DD when the decision was made]

ADR

Architecture Decision Record

>>

Architecture Decision Log

...

Architecturally- Significant Requirement

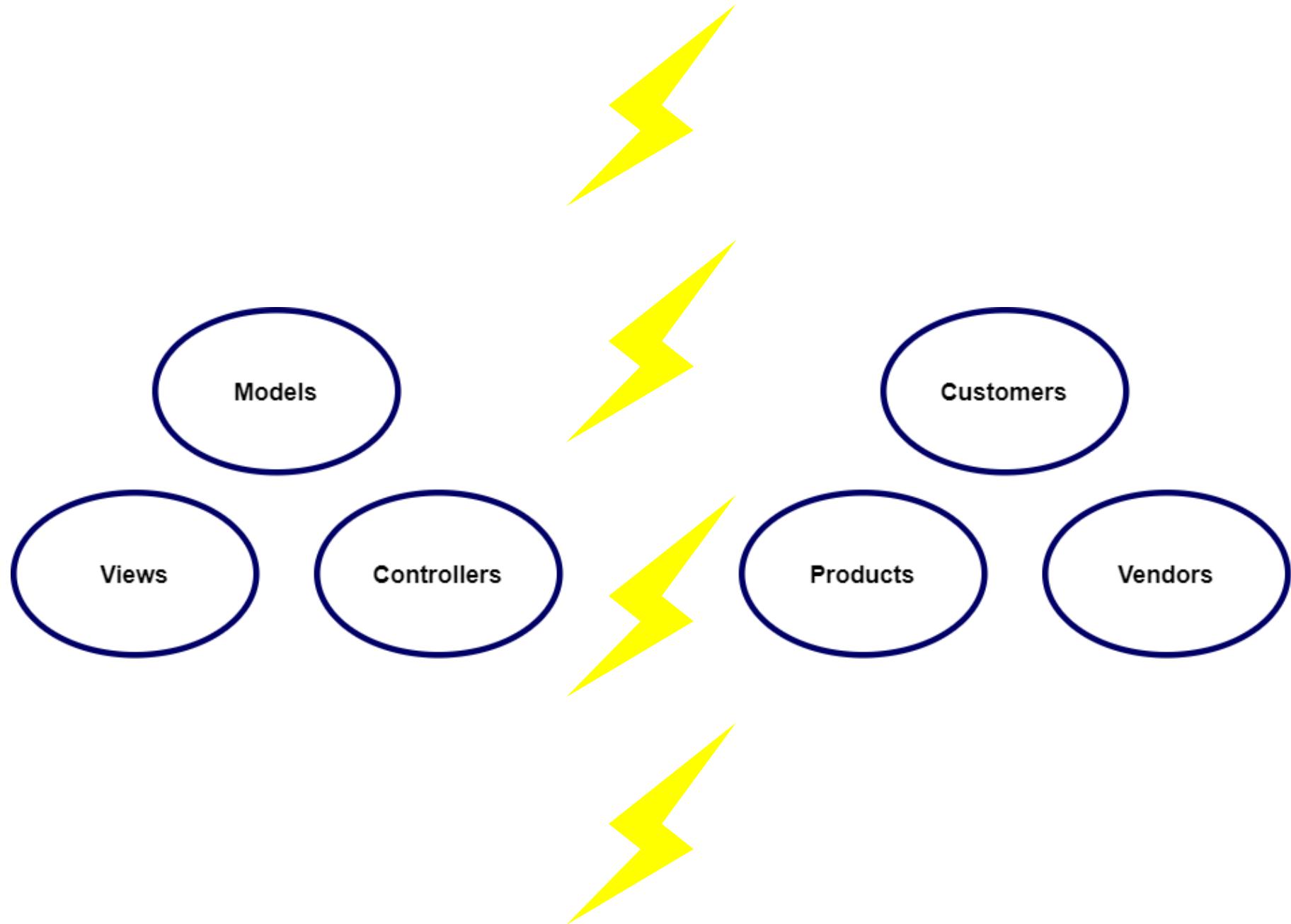
...

Architecture Knowledge Management

Software Architecture

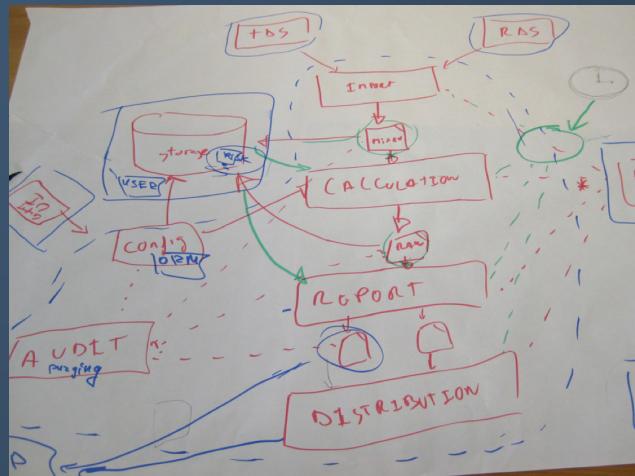
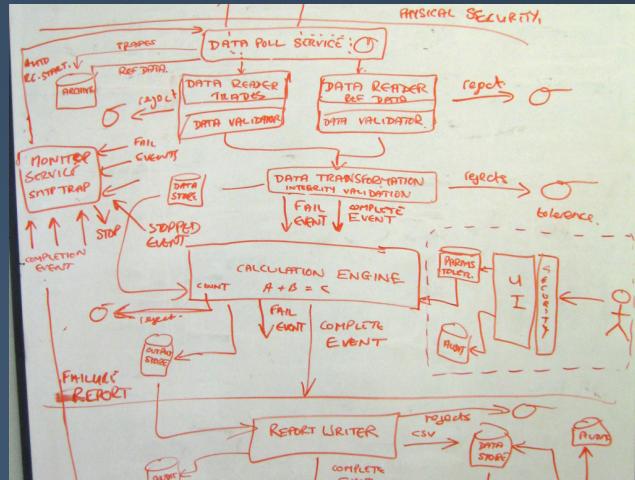
... should
be
screaming





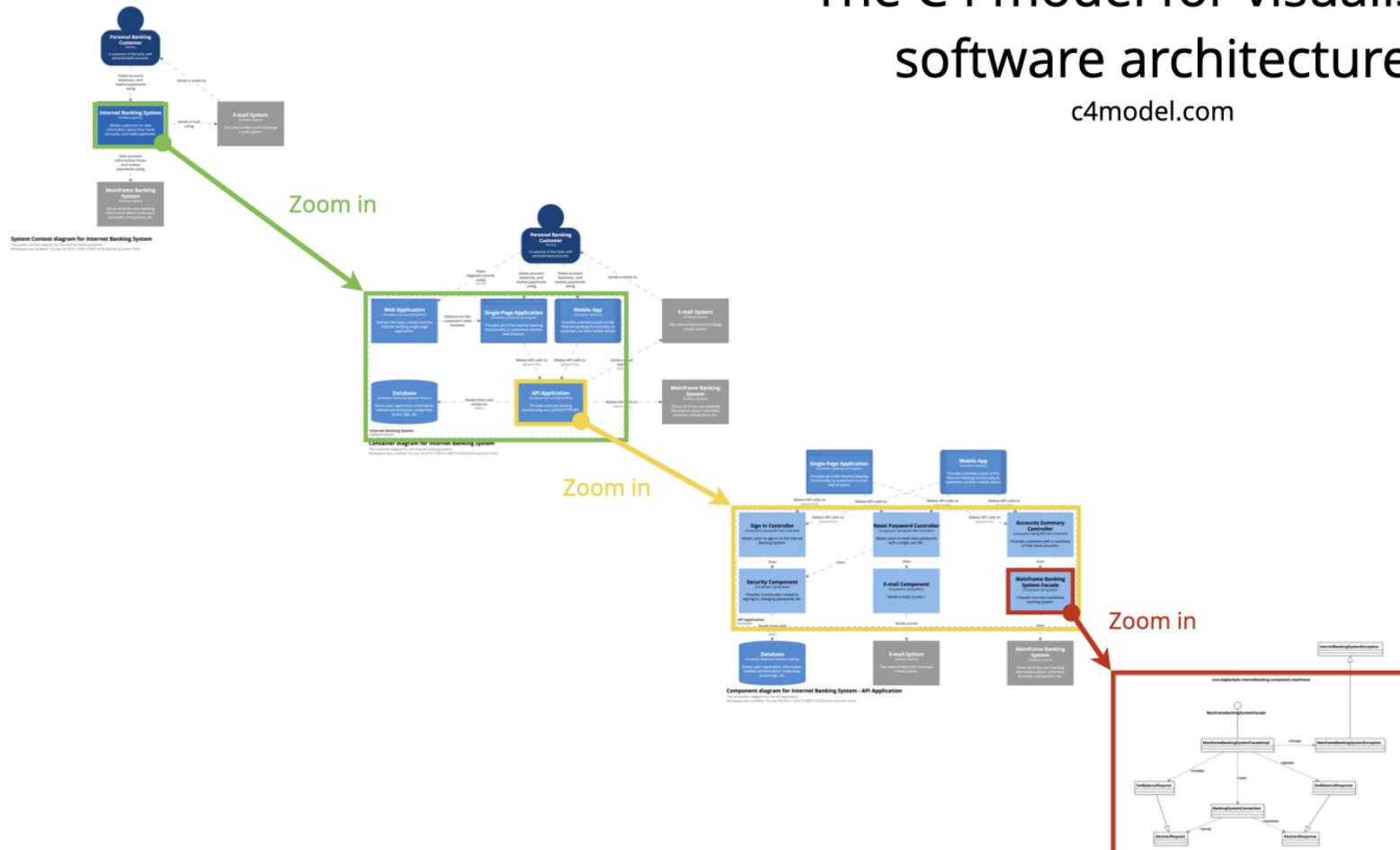
Software Architecture

... should be
documented



The C4 model for visualising software architecture

c4model.com



Level 1
Context

Level 2
Containers

Level 3
Components

Level 4
Code

Software Architecture

... should be
clean

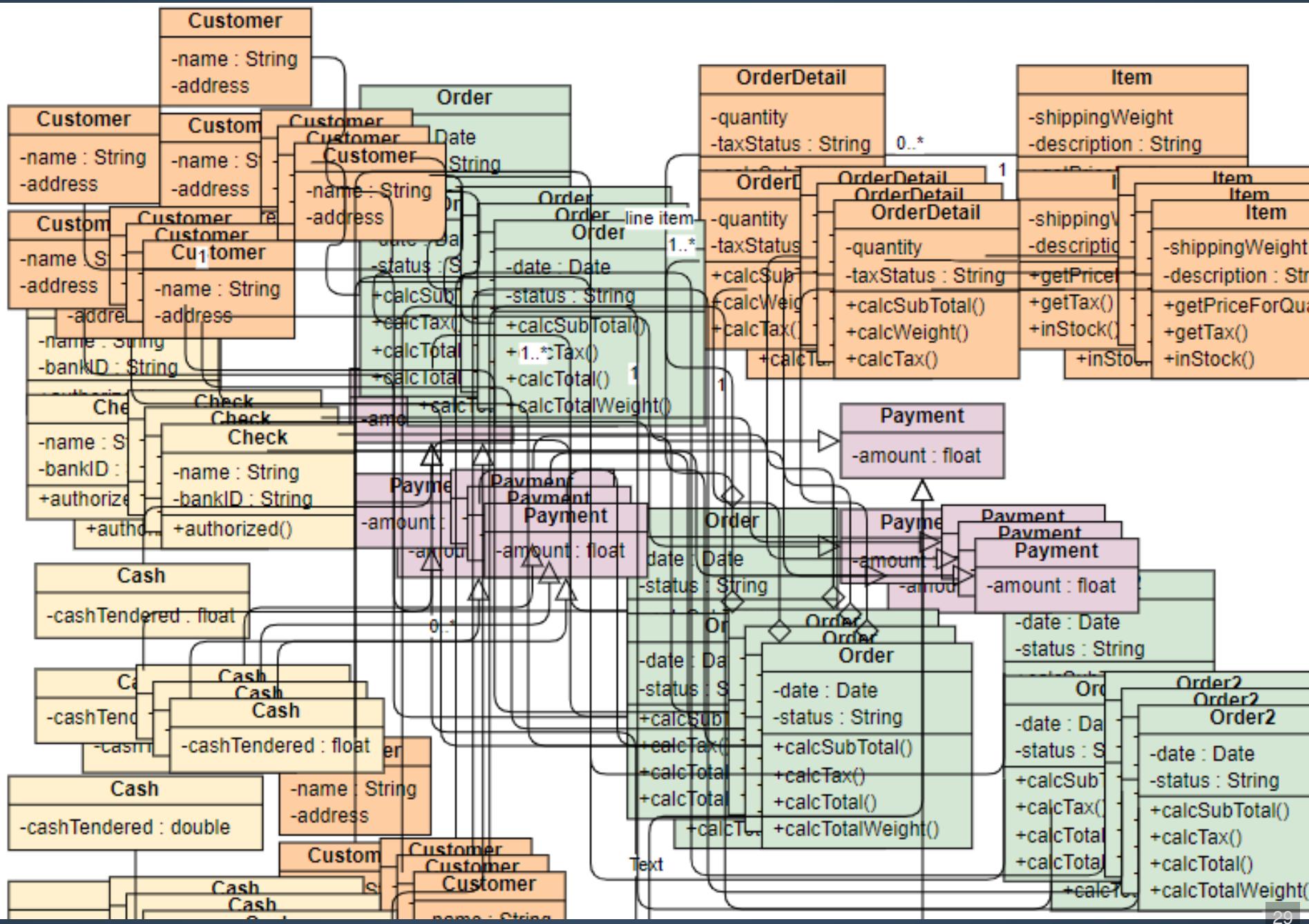


Application Layers

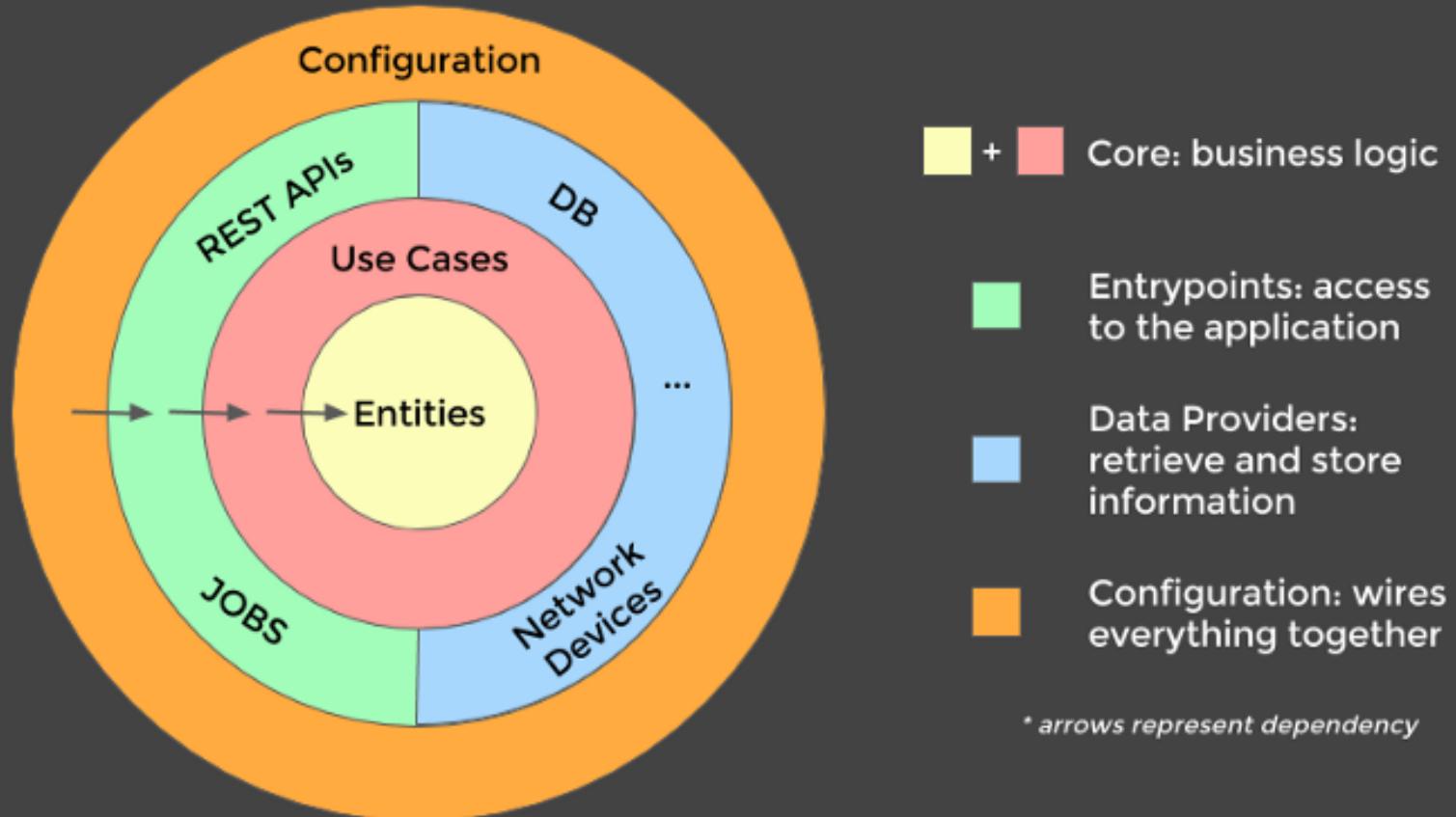
User Interface

Business Logic

Data Access



A.k.a (unclebob's style)



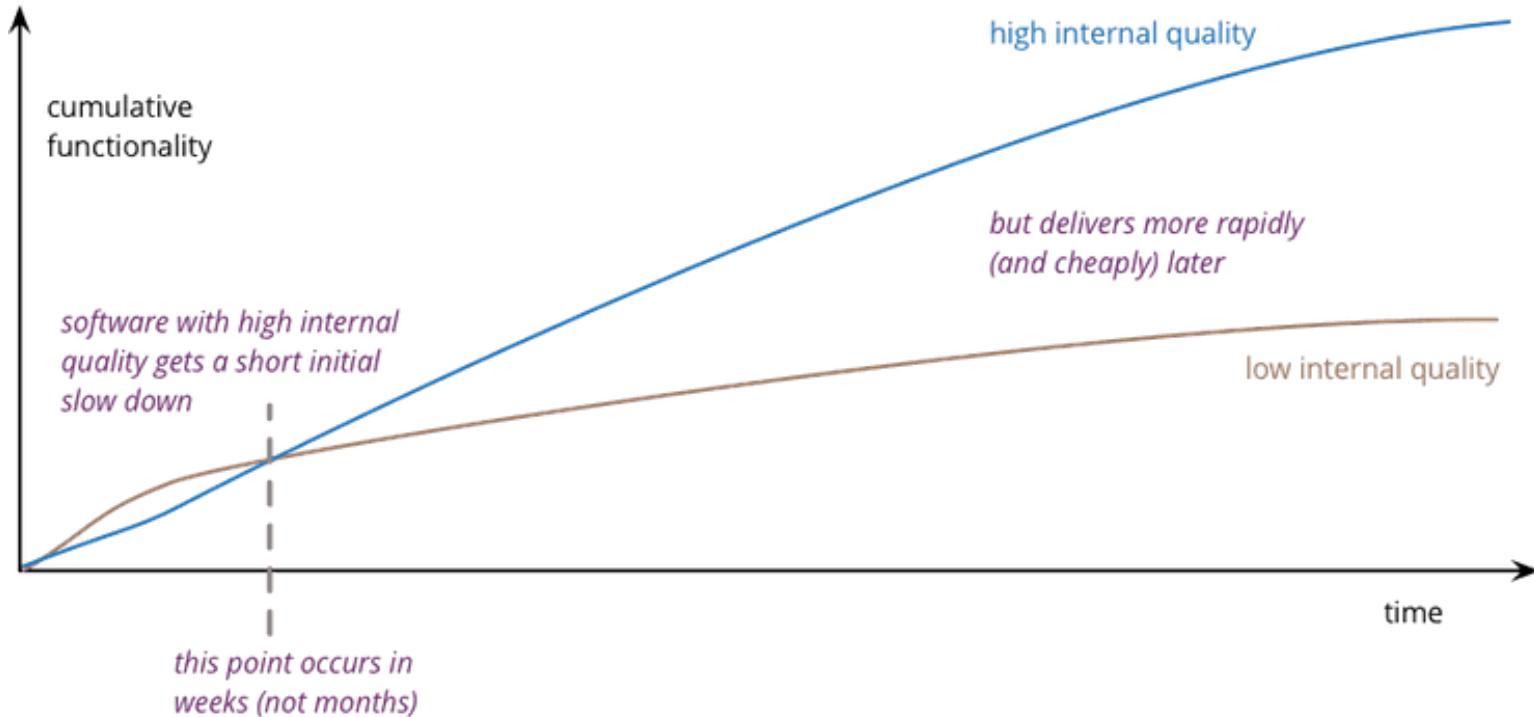


Technical debt
is metaphor

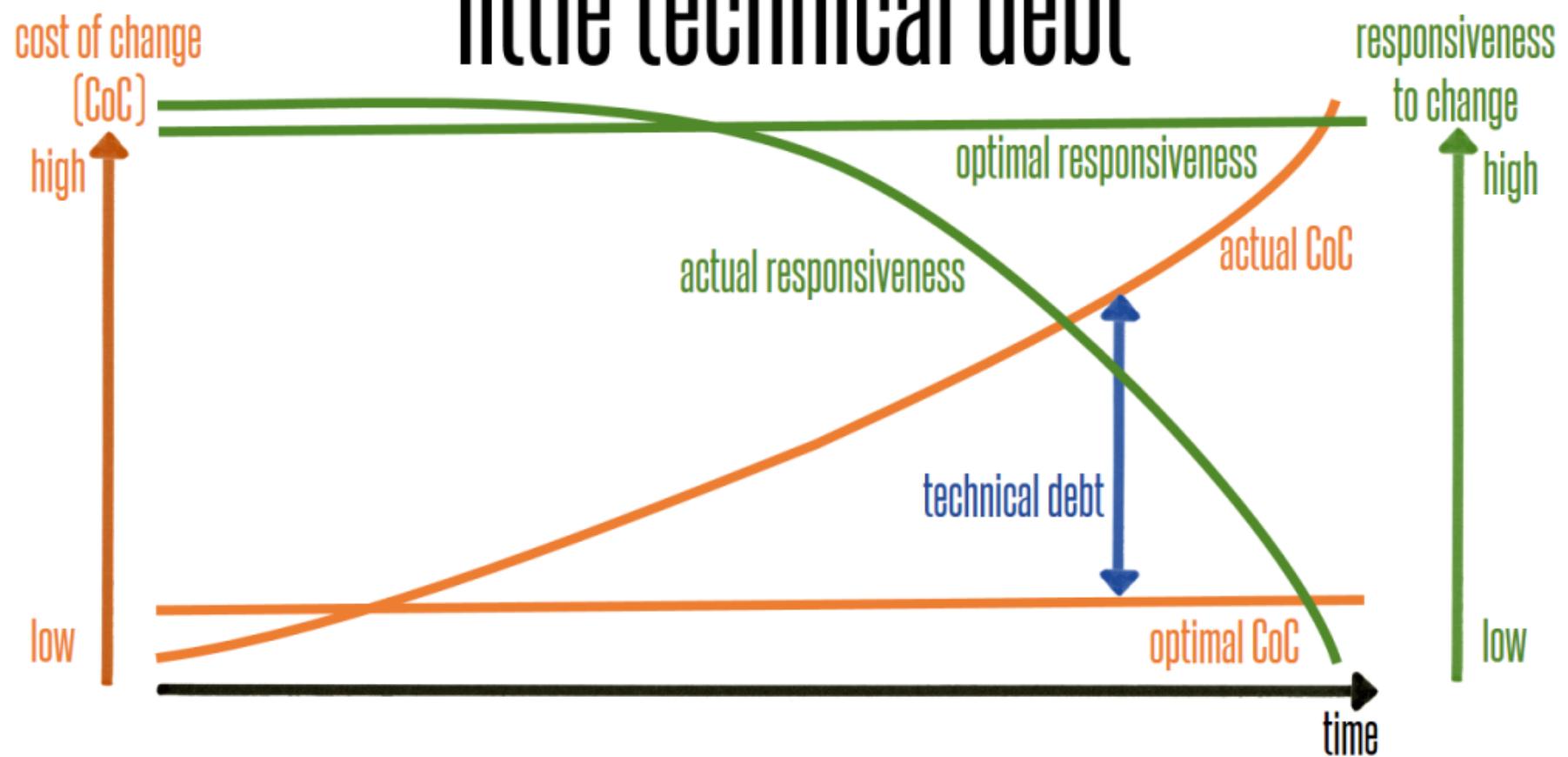
Technical debt
is making things easier and
faster loosing quality

Technical debt
is complicating
maintenance

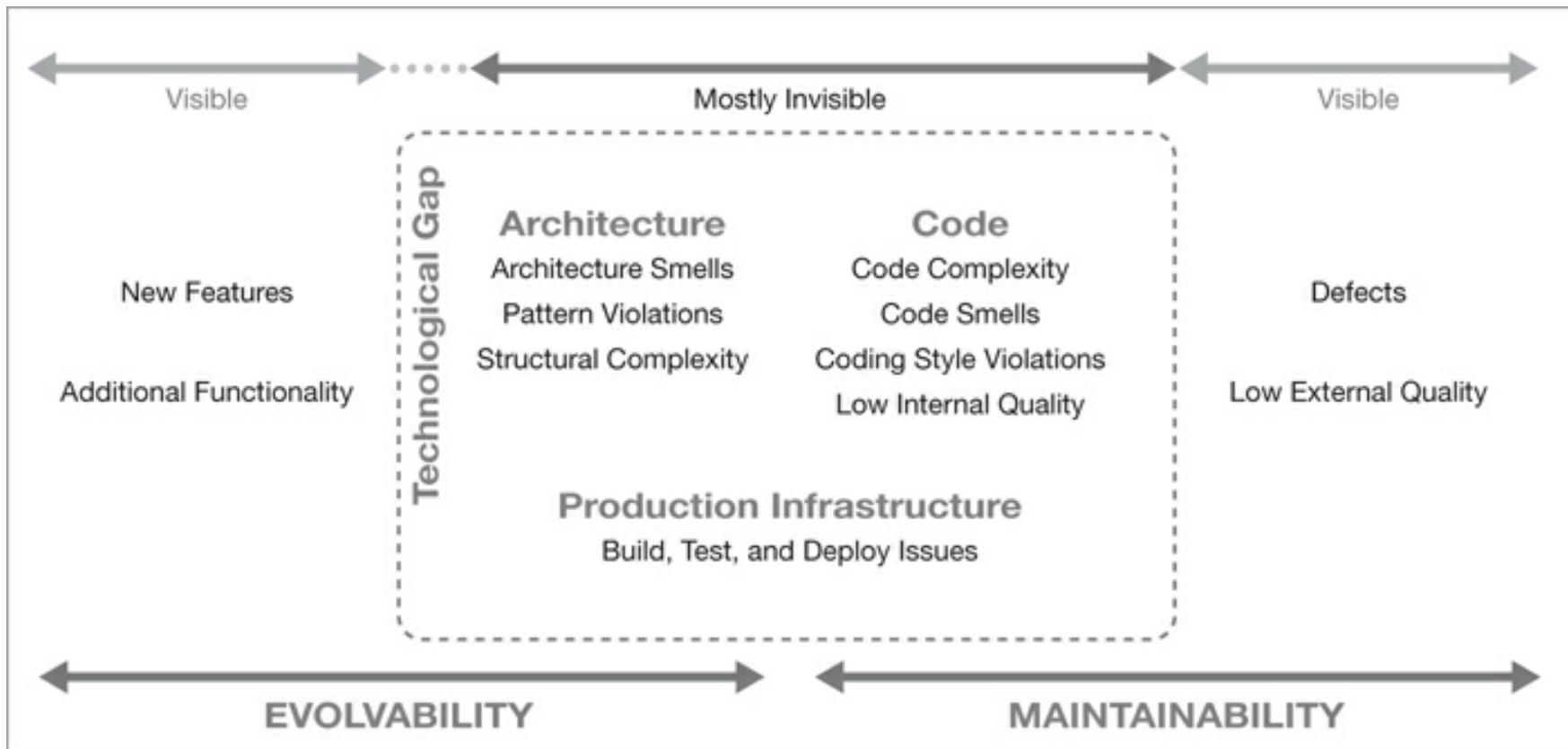
Quality investment



little technical debt



Technical debt landscape



Technical debt

what to do?

Track/Analyse	Easy
Manage	Medium
Payoff (aka. Refactor)	Hard

Summary

- Software is **Complex**
- Software Architecture can help with handling complexity
- **Software Architecture** is a **process** (continuous)
- **Tech debt** can **mess** with software
- We need to **track it** and **manage it**

Q₁₀ U₁ E₁ S₁ T₁ I₁ O₁ N₁ S₁

<https://github.com/Banndzior>
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Thank you!
kamil.mijacz@gmail.com