19

Lightweight Controllers

This chapter covers

How lightweight controllers can make programming easier

Decorating action results to apply common behavior

How to manage common view data without filter attributes

Using a hub and spoke architecture

Controllers are dangerous. Because, snugly nestled between the model and view, they are an easy place to put decision-making code, controllers are often mistaken to be a good place to put decision-making code. And it is quite convenient, at first. Building a select list? Do it in the action - it's two lines of code! Harnessing global data for a master page? Put that in an action filter attribute, it's right there! Orchestrating a process to find the specified order, authorize it, transimit it to the shipping service and email a receipt to the user, before redirecting the client to the confirmation page? In the controller! Wait... what?

19.2 Why lightweight controllers

It's important to focus on keeping controllers lightweight because without intentional, continuous refactoring they will become bloated. In many contexts, and especially in software design, bloat is bad. One symptom of a bloated class is that it's hard to understand exactly, precisely, only what it's doing. It's hard to understand because it's doing many things.

19.2.1 Maintainability

As code becomes hard to understand it becomes hard to change. As code becomes hard to change it becomes a minefield of errors and rework and headaches. Deep technical analysis must be rendered for each seemingly simple enhancement or bug fix, because the developer is unsure what the ramifications of her change will be.

The Single Responsibility Principle

The guiding principle behind this is the SRP. Basically, SRP states that a class should have one and only one responsibility. Another way to look at it is that a class should only have one reason to change. If you find that a class has potential to be changed for nonrelated reasons, the class is probably doing too much. A common violation of SRP is mixing data access with business logic. For example, a Customer probably shouldn’t have a Save() method.

SRP is a core concept of good object-oriented design, and its application can help your code become more maintainable. SRP is sometimes referred to as Separation of Concerns (SoC). You can read more about SRP/SoC from Bob Martin’s excellent article on the subject:

<http://www.objectmentor.com/resources/articles/srp.pdf>

Not only that, but bloat makes understanding how to make a change difficult. Without clear responsibilities, a change could potentially happen anywhere. We don't want building software to be a guessing game, where we blindly slap logic into action methods. We want to create a system where software design exists apart from controllers so that we don't struggle when working with our source code.

19.2.2 Testability

The best way to ensure it's easy to work with our source code is to practice test driven development. When we TDD, we work with our source code before it exists. And hard to test classes, including controllers, are immediately suspect as flawed. Testing friction is a clear and convincing indicator that the software's design has room for improvement. Simple, lightweight controllers are easy to test.

19.2.3 Focusing on the Controller's Responsibility

A quick way to lighten the controller's load is to simply remove responsibilities from it. Consider the following burdened action, shown in listing 19.1

Listing 19.1 A heavyweight controller

public RedirectToRouteResult Ship(int orderId)

{

User user = \_userSession.GetCurrentUser();

Order order = \_repository.GetById(orderId);

if (order.IsAuthorized)

{

ShippingStatus status = \_shippingService.Ship(order);

if (!string.IsNullOrEmpty(user.EmailAddress))

{

Message message = \_messageBuilder

.BuildShippedMessage(order, user);

\_emailSender.Send(message);

}

if (status.Successful)

{

return RedirectToAction("Shipped", "Order", new {orderId});

}

}

return RedirectToAction("NotShipped", "Order", new {orderId});

}

This action is doing a lot of work. You can almost count its jobs by its if statements. Beyond its appropriate role as director of the storyboard flow of the user interface, our action is deciding if the Order is appropriate for shipping and determining whether or not to send the User a notification email. Not only is it doing those things, but it's deciding how to do them - it's determining what it means for an order to be appropriate for shipping and how the User object communicates it should be sent the message.

Logic like this - domain logic, business logic - should generally not be in a user interface class like a controller. It violates the single responsibility principle, obfuscating both the true intention of the domain and actual duties of this controller: redirecting to the proper action. Testing and maintaining an application written like this is difficult.

Cyclomatic Complexity: Source Code Viscosity

Cyclomatic complexity is a metric we can use to analyze the complexity of code. The more logical paths a method or function presents, the higher its cyclomatic complexity is. In order to fully understand the implication of some procedure, each logical path must be evaluated. For example, each simple if statement presents two paths - one when the condition is true and another when it's false. Functions with high cyclomatic complexity are more difficult to test and to understand and have been correlated with increased defect rates.

<http://en.wikipedia.org/wiki/Cyclomatic_complexity>

A simple refactoring that can ease this is called Refactor Architecture By Tiers. It directs the software designer to move processing logic out of the presentation tier into the business tier (<http://www.refactoring.com/catalog/refactorArchitectureByTiers.html>). After we remove the bloat, our action is much simpler.

Listing 19.2 After Refactoring Architecture By Tiers

public RedirectToRouteResult Ship(int orderId)

{

var status = \_orderShippingService.Ship(orderId);

if (status.Successful)

{

return RedirectToAction("Shipped", "Order", new {orderId});

}

return RedirectToAction("NotShipped", "Order", new {orderId});

}

Everything having to do with actually shipping the order and sending the notification has been moved out of the controller into a new class. The controller is left with the single responsibility of deciding where to redirect the client. The new class can fetch the Order, get the User and do all the rest.

But it's more than just a move. It's a semantic break that puts the onus of managing this task in the right place. This step has resulted in a clean abstraction that our controller can use to represent what it was doing before. Other logical endpoints can reuse it - other controllers or services may participate in the order shipping process. This new abstraction is clear. And our new abstraction can change internally without affecting the presentation duties of the controller. Refactoring doesn't get much simpler than this, but a simple change can result in signficantly less cyclomatic complexity and ease the testing effort and maintenance burden associated with a complex controller.

In the next sections we'll look at other ways of simplifying controllers. Complexity can easily sneak in to our controllers by way of filter attributes. Those seemingly harmless attributes can encapsulate vast amounts of data access and processing logic. We often see filter attributes used to provide common view data, but there's another technique that can provide the same functionality without a reliance on attributes.

19.3 Managing common view data

Listing 19.3 shows a controller action using an action filter attribute to add a subtitle to ViewData.

Listing 19.3

[SubtitleData] #1

public ActionResult About()

{

return View();

}

#1 Applying the attribute

Whenever the action in listing 19.3 is invoked, the action filter attribute, shown in listing 19.4, will execute.

Listing 19.4

public class SubtitleDataAttribute : ActionFilterAttribute #1

{

public override void

OnActionExecuted(ActionExecutedContext filterContext)

{

var subtitle = new SubtitleBuilder(); #2

filterContext.Controller.ViewData["subtitle"]

= subtitle.Subtitle(); #3

}

}

#1 Derived from ActionFilterAttribute

#2 Instantiating a helper class

#3 Adding to ViewData

SubtitleDataAttribute uses SubtitleBuilder to retrieve the proper subtitle, and places the subtitle in ViewData. Attributes are special classes that do not afford the developer much control. We cannot instantiate them, no can we supply them with non-constant parameters, so our action filter attribute must be responsible for instantiating any helper classes it needs (#2).

Dependencies

When a class we're writing needs help from another class, our class is dependent on that other class. We call those collaborators dependencies. Managing dependencies is a responsibility in and of itself. A class is doing too much when it is responsible for managing its dependencies along with its own behavior. One common technique to remove this burden is to provide the dependency to our class, usually by passing (or injecting) it as a constructor argument. This way callers know exactly what our class depends on. We can also provide dummy implementations of the dependency during testing. The end result is a number of classes with single, focused responsibilities. When applied correctly, this technique transforms our application from a procedural uphill walk to a tightly coreographed ballet of objects. For more information about dependencies,

Because SubtitleDataAttribute is responsible for instantiating its helpers, it has a compile-time coupling to SubtitleBuilder (evidenced by the new keyword). Another drawback to action filter attributes is the work involved in applying them. You must remember to apply them to each action on which they're needed. One solution to this could be to create a layer supertype controller (a base controller) and apply the filter attribute to that. Then all controllers that wanted the action filter's behavior could simply derive from that layer supertype. The problem with relying on inheritance to solve this problem is that it couples our controller to the base type. Because inheritance is a compiled condition, run time changes are hard. And even compile-time changes become difficult: if the layer supertype changes, all derivations must change. In cases like these we favor composition over inheritance.

By extending the default ControllerActionInvoker we can compose action filters at run time without using attributes or a layer supertype. The controller action invoker we'll use will take an array of custom action filters as a constructor parameter and apply them to the action when its invoked. We'll see it in listing 19.5.

Listing 19.5 Extending ControllerActionInvoker to provide custom action filters

public class AutoActionInvoker : ControllerActionInvoker #1

{

private readonly IAutoActionFilter[] \_filters; |#2

|#2

public AutoActionInvoker(IAutoActionFilter[] filters) |#2

{ |#2

\_filters = filters; |#2

} |#2

protected override FilterInfo GetFilters

(ControllerContext controllerContext,   
 ActionDescriptor actionDescriptor)

{

FilterInfo filters = |#3  
 base.GetFilters(controllerContext, |#3

actionDescriptor); |#3

|#3

foreach (IActionFilter filter in \_filters) |#3

{ |#3

filters.ActionFilters.Add(filter); |#3

} |#3

return filters;

}

#1 Derive from ControllerActionInvoker

#2 Array of filters is injected

#3 Use custom and default filters

Listing 19.6 Using our custom action invoker with a custom controller factory

public class ControllerFactory : DefaultControllerFactory

{

public static Func<Type, object> GetInstance = |#1

type => Activator.CreateInstance(type); |#1

protected override IController GetControllerInstance(

RequestContext requestContext, Type controllerType)

{

if (controllerType != null)

{

var controller = (Controller) GetInstance(controllerType);

controller.ActionInvoker = (IActionInvoker) |#2

GetInstance(typeof (AutoActionInvoker)); |#2

return controller;

}

return null;

}

}

19.2 Decorating action results

19.2.1 AutoMapActionResult

19.4 Leveraging an application bus for a simple hub and spoke architecture

19.5 Summary