### Building the Stonehenge

Using Gall's law

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In love with code since 2002

Entrepreneur since 2005

Researcher since 2008

Startuping since 2011

CTO @ bxblue



### Gall's Law

#### Gall's Law

11

A complex system
that works is
invariably found to
have **evolved** from a
simple system that
worked.

11

#### How complex systems evolve?



#### How complex systems evolve?



#### Gall's Law

11

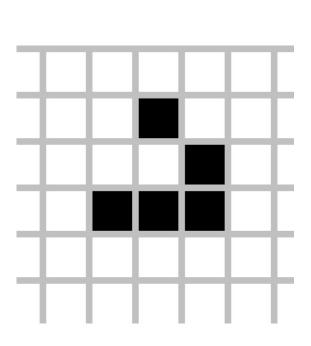
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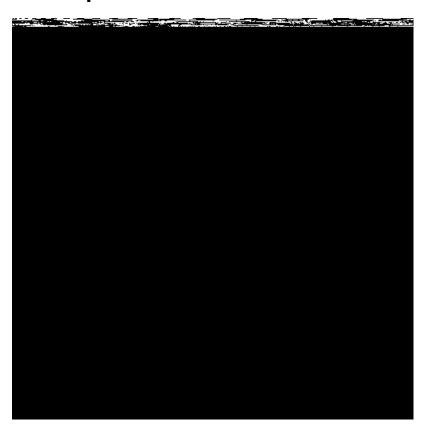
11

#### Game of Life

- 1. Any living cell with 2 or 3 neighbors survives
- 2. Any dead cell with 3 living neighbors comes to life
- 3. Any remaining living cell dies

#### Simple rules can lead to complex behaviors





#### Gall's Law

Continuing

11

A simple system may or may not work.

11

#### What "works" means?



# What's "working"

What a working software does?

A software that
works, is a
software that
fulfil its purpose

#### What's Purpose

For what?

For what purpose?

- Business ←
- Politics
- Learning

## Whos is the Client?

Who we need this?

Who needs it?

- The User ←
- The Sponsor
- The Company
- The Team

#### Gall's Law

Continuing

A complex system designed from scratch never works and cannot be patched up to make it work. You have to start over with a working simple system.

11



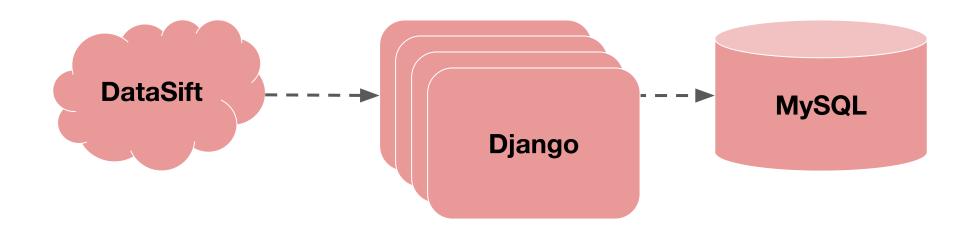
## Qual Canal ②



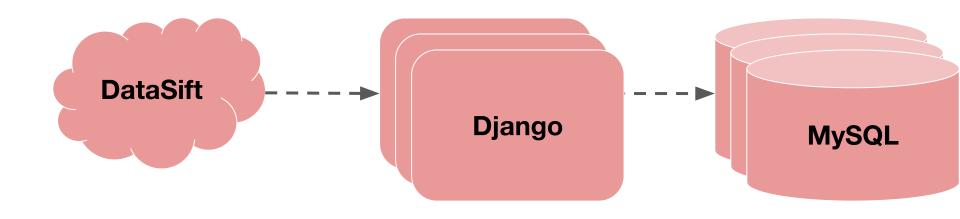
AVG 1k Tweets/day
Peak 1k Tweets/hour



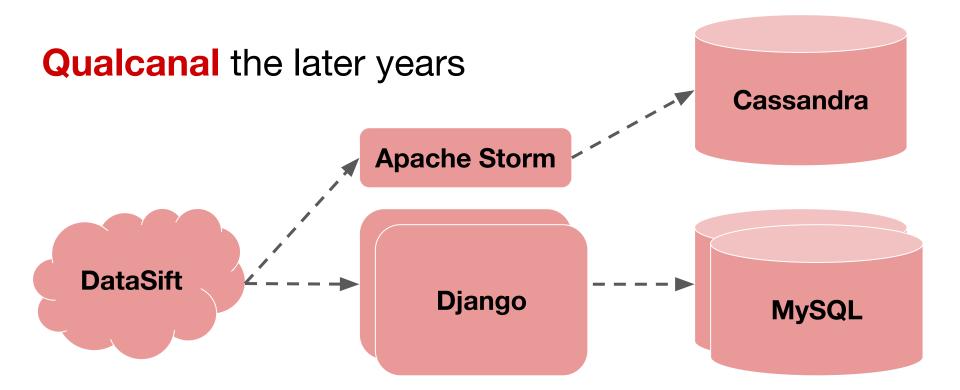
AVG 10k Twets/day Peak 5k Tweets/hour



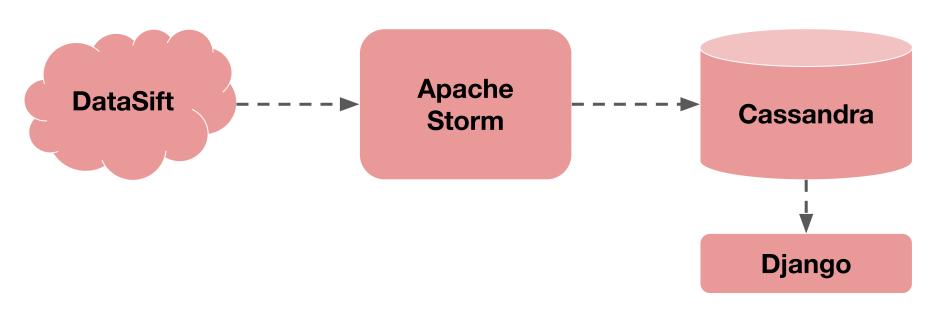
AVG 50k Twets/day Peak 5k Tweets/minute



AVG 100k Twets/day Peak 15k Tweets/minute



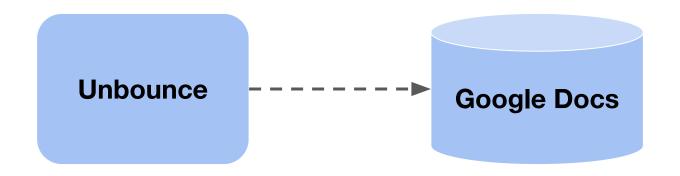
#### **Qualcanal** the later years



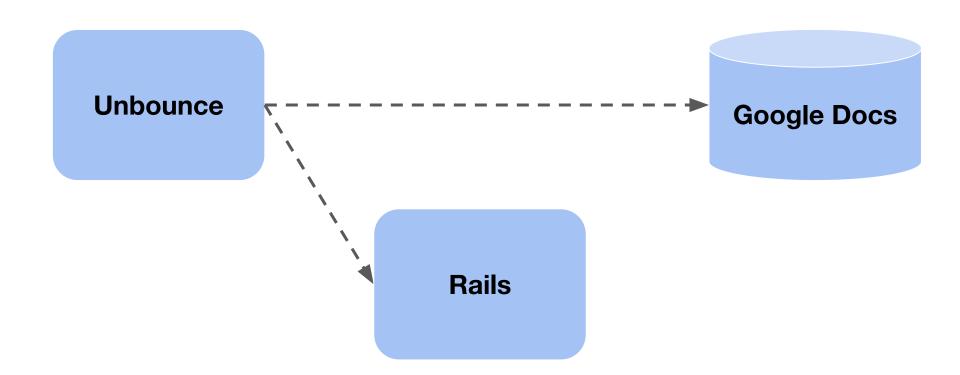
AVG 1M Twets/day
Peak 50k Tweets/minute

## bxblue

#### bxblue the first years

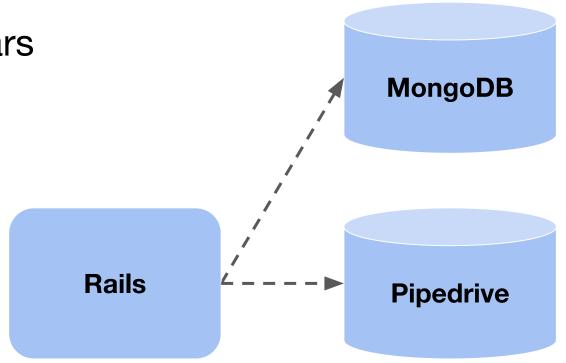


#### bxblue the first years

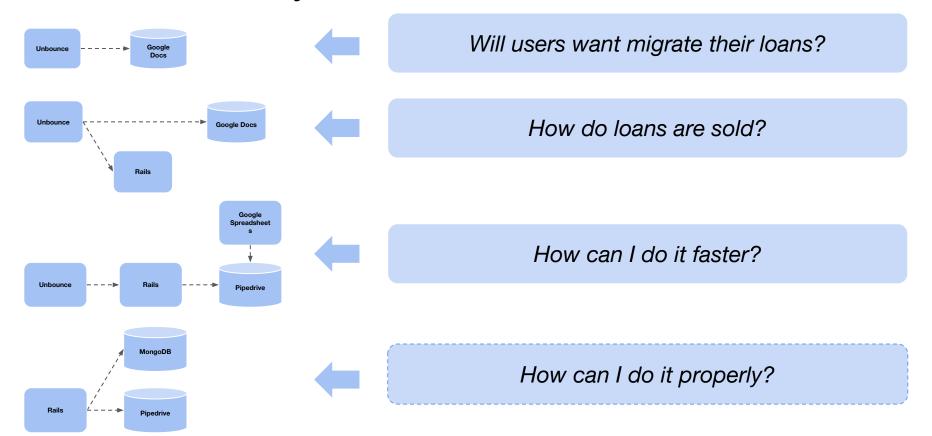


### bxblue the first years Google **Spreadsheets** Rails **Unbounce Pipedrive**

#### bxblue the first years



#### bxblue the first years



# The monolith Why?



#### The monolith

Simple like that

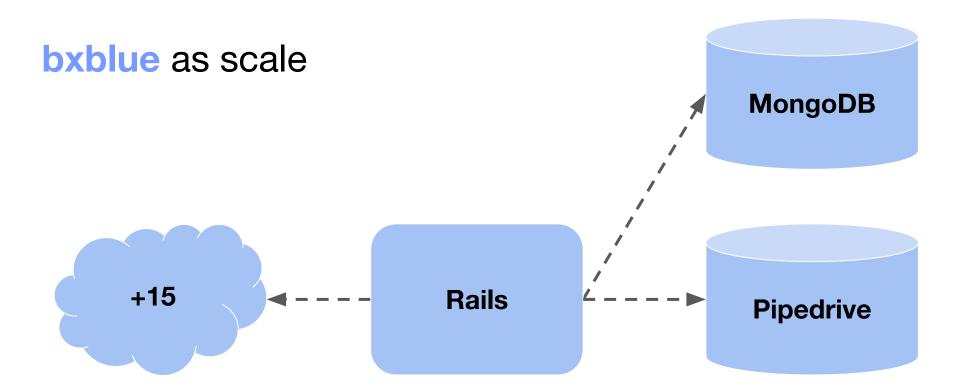
Simple to Develop Simple to Test Simple to Deploy Simple to Reuse Simple to Scale\*

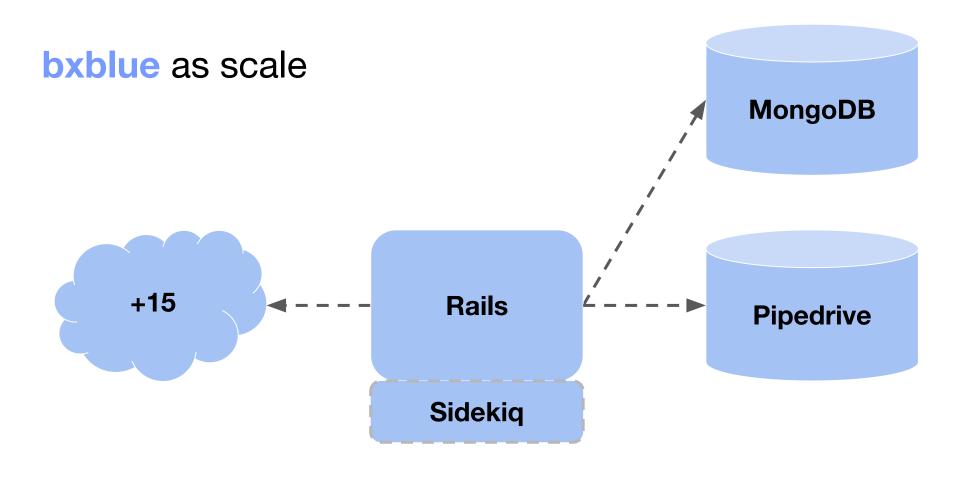
#### The monolith

Drawbacks

#### Hard to Scale:

- Tests
- Team
- Deploy
- Stack
- Changes





# Don't trust yourself

Trust the machine

#### Automate your tools

- Tests
- Code Quality
- Deploy
- Monitoring

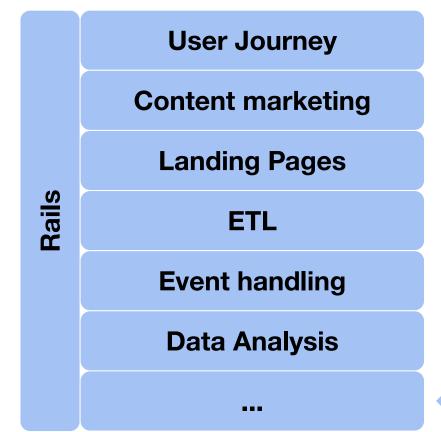
#### Automate your tasks

Tests	Code Quality	Deploy	Monitoring
Unit Tests	Coverage	CI/CD	Errors
Commons	Linter	Source Control	Servers
Integration	Code Quality	Cloud Pipeline	Logs
Speed	Security		Journey

#### Automate your tasks - bxblue

Tests	Code Quality	Deploy	Monitoring
rspec	simplecov	LayerCI	Sentry
factorybot	rubocop	Github	New Relic
VCR	reek	Heroku	Logentries
Knapsack	breakman		Metabase

#### bxblue as scale





# Distributed Systems

What does it mean for a system to be distributed?

They run on multiple servers.

They manage data.

#### Microservices

Miniservices as well

Simple,
self-contained,
loosely coupled,
single focused,
services

### The Citadel

I love my monolith

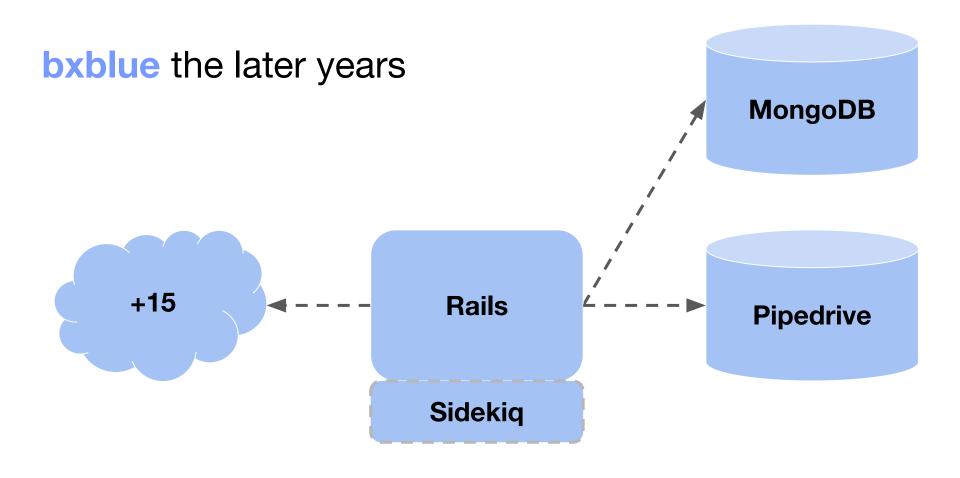
Large, self-contained, Monolith

Supported by, small single focused, problem specific, services

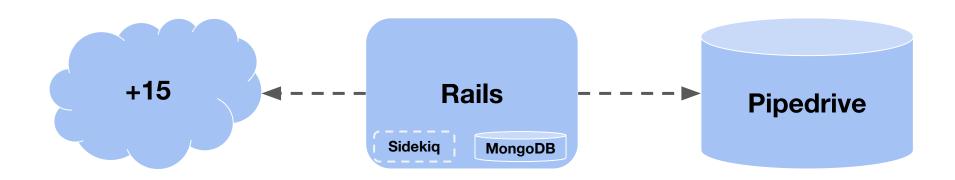
## Macroservices

More than Hungry
Microservices

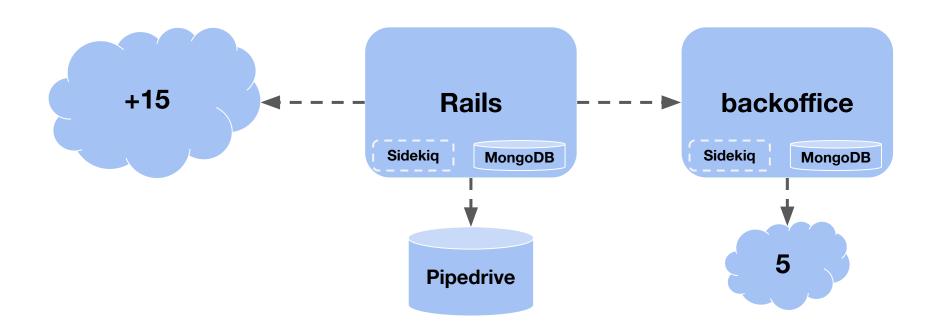
Simple,
self-contained,
context-focused,
multi-purpose
services

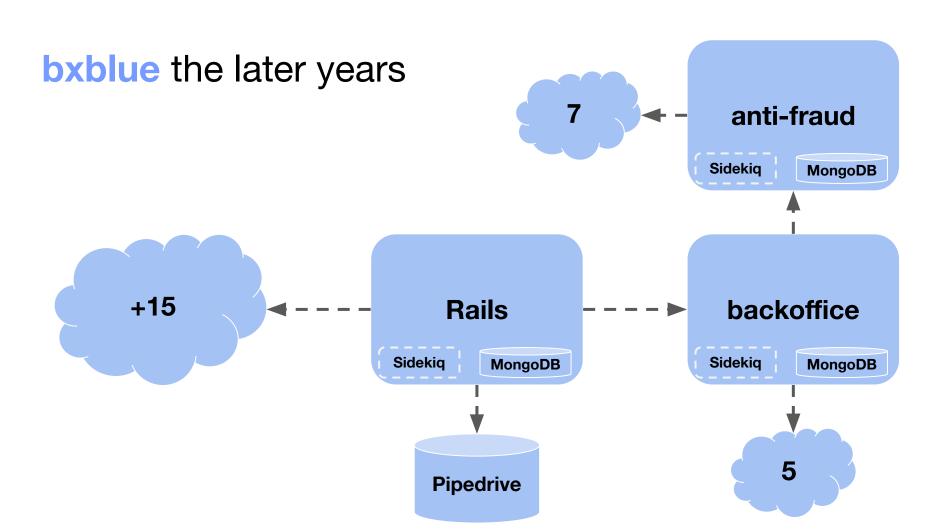


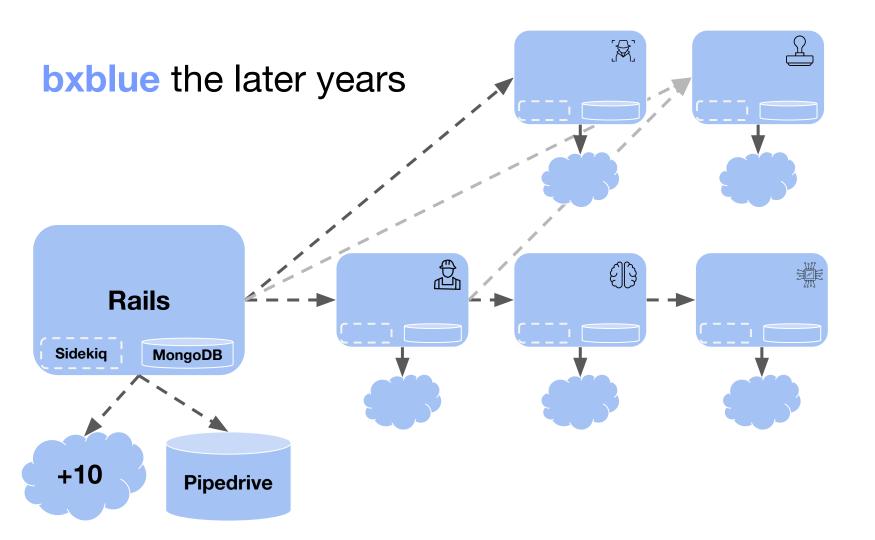
#### bxblue the later years



#### bxblue the later years







# The Stonehenge



One step further onto Macro Services

Simple,
self-sufficient,
context-focused,
service-enabled,
applications

One step further onto Macro Services

# Self-sufficient applications

Means they work by themselves.

One step further onto Macro Services

# Context-focused applications

Means they handle a single context very well

One step further onto Macro Services

# Service-enabled applications

Means they are available to integrate and scale with others

# Law of conservation of complexity

Complexity has to go somewhere

Every application has an inherent amount of complexity that cannot be removed or hidden

## **Dead Code**

Don't let the zombies bite you

30% of files

25% of classes

5%~10% of methods

#### **Dead Products**

\* for seed round or crowdfunded companies death rate is 97%

70% of Companies
will fail until 20
months after last
fundraising\*



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it work.

# Don't trust yourself

Trust the machine

#### Automate your tools

- Tests
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- Deploy
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# Why Stonegenge?

"The simplest solution is usually the best"

It's all

Distributed Systems

Decision making is
hard

Things will change



Building the Stonehenge Using Gall's law

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