Code Evolution at Scale

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Agenda

- Problem space
- Approaches
- Risk appetite

ALVIN AND THE CHIPMUNKS™ THE SQUEAKQUEL

left-pad

Moment.js

{{current year}}

How do we migrate commonly used code to something new?

Approaches

- Manual
- Enforcing code standards
- Transforms

Manual

- Refers to manually updating code
- Human error is a big factor
  - Code review helps but is impractical at scale
- Heavy reliance on validation tools

Manual

- Easy to do
- Fast to get started
- In the general case, **very slow and risky!**
- May be quicker than automation for smaller tasks

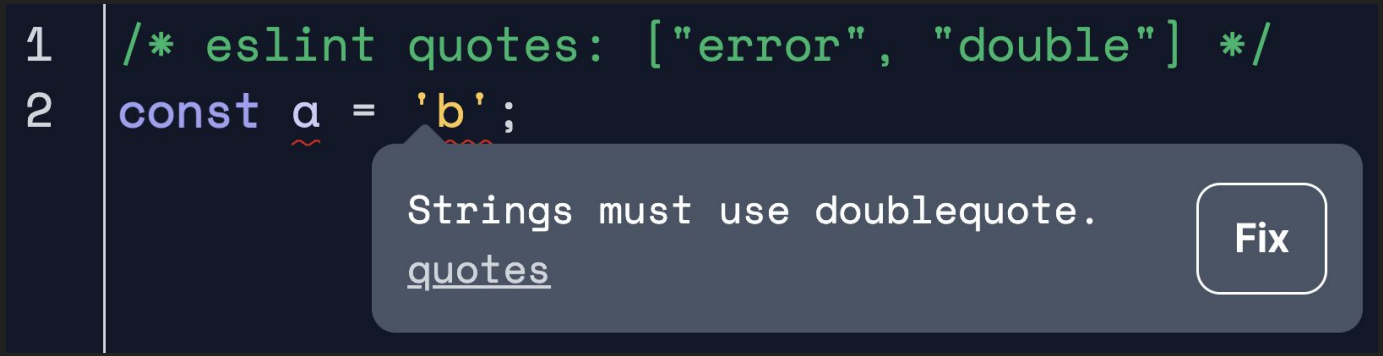
Enforcing code standards

- Use tooling to point people towards the code you want
- Discourage usage of patterns you don’t want
- Eventually, ban new usages all together

ESLint

ESLint

- Static code analysis tool for **identifying bad patterns** in JavaScript
- Provides feedback to the developer
- Can also provide **auto-fixing**



Using ESLint for code evolution

- Use a modern ruleset (like `eslint:recommended`)
- Restrict imports you don't want
- Use more detailed plugins where possible for guidance
  - eslint-plugin-you-dont-need-momentjs
  - eslint-plugin-jquery
- Write your own plugins!

ESLint

```
// .eslintrc.json

{

  "no-restricted-imports":
      ["error", "moment"]

}
```

Types

- Using a Type system like TypeScript or Flow can help you reduce usages of deprecated code
- Mark old code as @deprecated so devs don’t accidentally use it
- You can detect and ban certain things with conditional types and the `never` type

```
/**
 * @deprecated The method should not be used
 */
const anOldFunction = () => console.log('Hello world!')

anOldFunction()
```

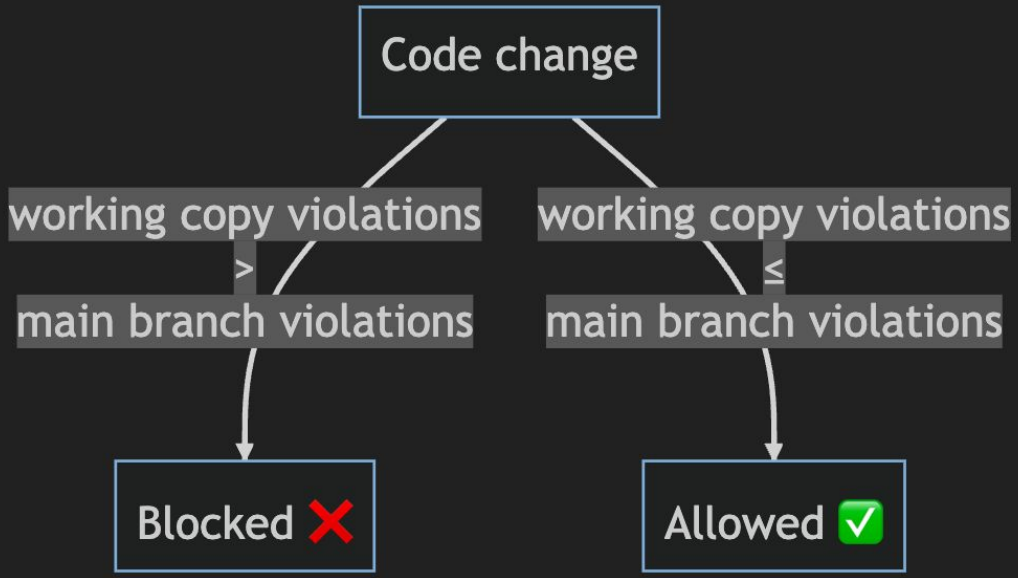
Caveat with using types

- Be careful with type coverage!
  - `never` will be ignored if the type is any
- `// @ts-expect-error` causes any types
- Untyped packages also cause any types
- Very impactful to improve your type coverage

```
type IfAny<T, Y, N> = 0 extends
(1 & T) ? Y : N;


<P,}>(component: P extends {
__BANNED_TYPE?: true} ? never :
React.ComponentType<P>):
React.ComponentType<P>
```

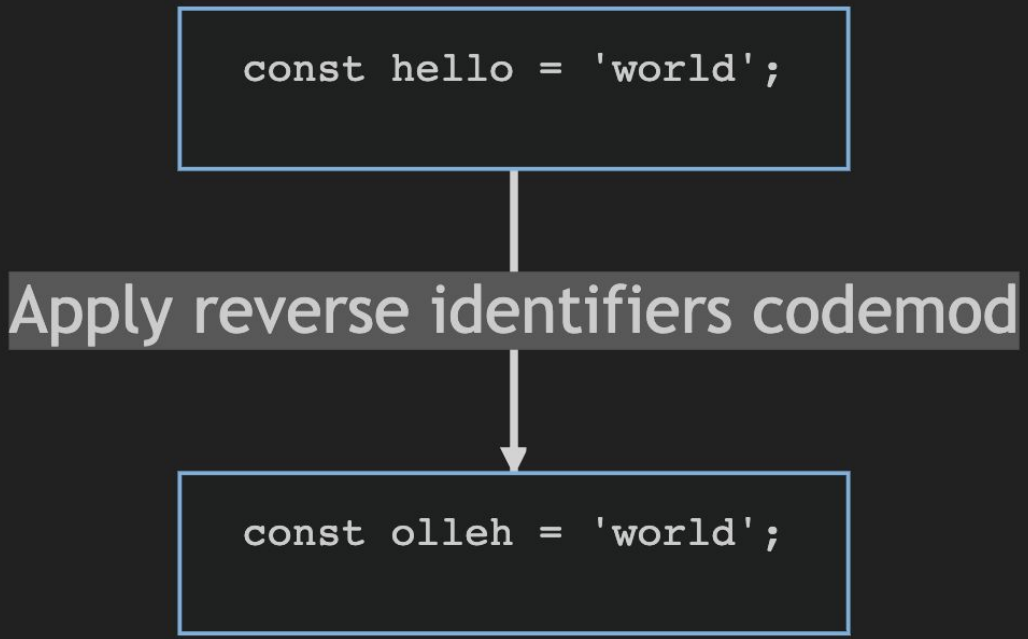
Ratcheting

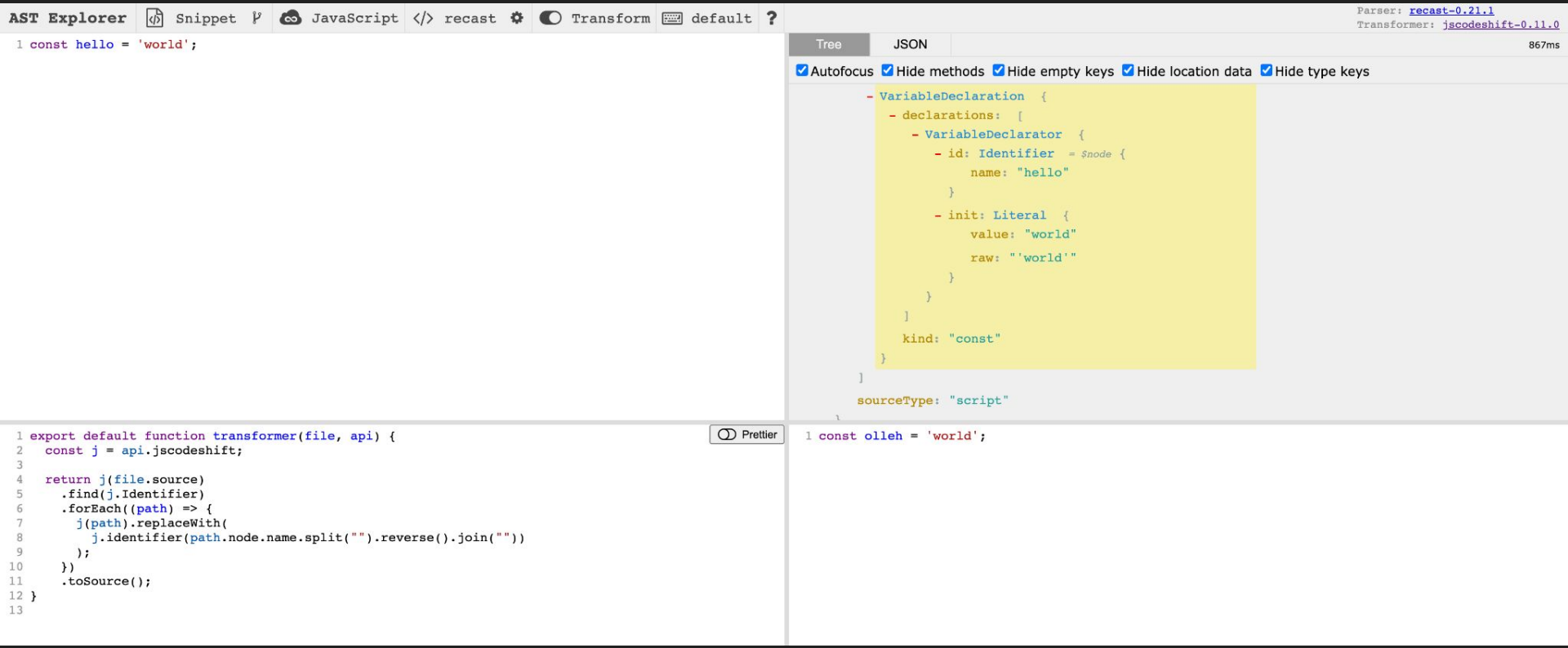
- **Do not allow any new usages of a pattern**
- The usage count can only go down or stay the same
- Beneficial to make this fast and simple
  - grep works well
- Too complicated to grep?
  `grep '// eslint-disable …'`



Transforms

- Transforms or codemods are used to change code from one state to another
- facebook/jscodeshift is a great tool for this
- Uses Abstract Syntax Trees as the data structure





https://astexplorer.net/

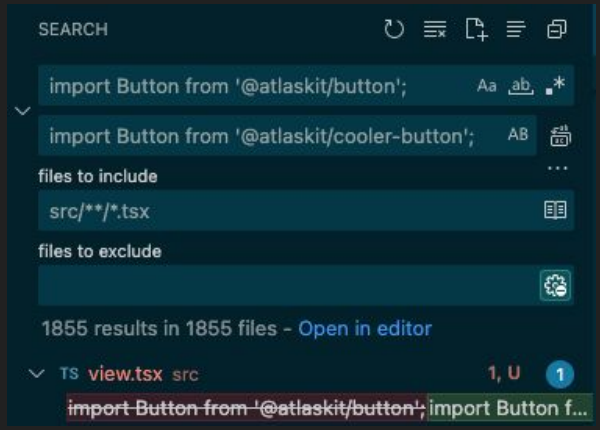
Transforms

- Pretty easy!
- Flexible
  - Don’t have to care about formatting
- Repeatable
  - Easy to rerun
  - Merge conflicts don’t matter
  - Can be part of developer tooling

https://www.hlj.com/transformers-sports-label-megatron-feat-nike-free-tkt76003

Find and replace

- ASTs are cool but not always needed
- Simple find and replace works well!




```
git grep -l "import Button from '@atlaskit\\/button';"
| xargs sed -i '' "s/import Button from
'@atlaskit\\/button';/import Button from
'@atlaskit\\/cooler-button';/g"
```

Risk appetite

Real world example

Real world example

Major three factors of risk

Risk of tests missing errors

- Confidence in your test suite
  - Confidence in visual changes (VR tests)
  - Confidence in functional changes (integration tests)
- Comes down to stuff you've decided is correct

Risk of incorrect changes

- What if your choices are incorrect?
- Confidence in your changes being equivalent/correct
- For example:
  - Moving to a new modal library
    - What about mobile?
    - What about keyboard shortcuts?

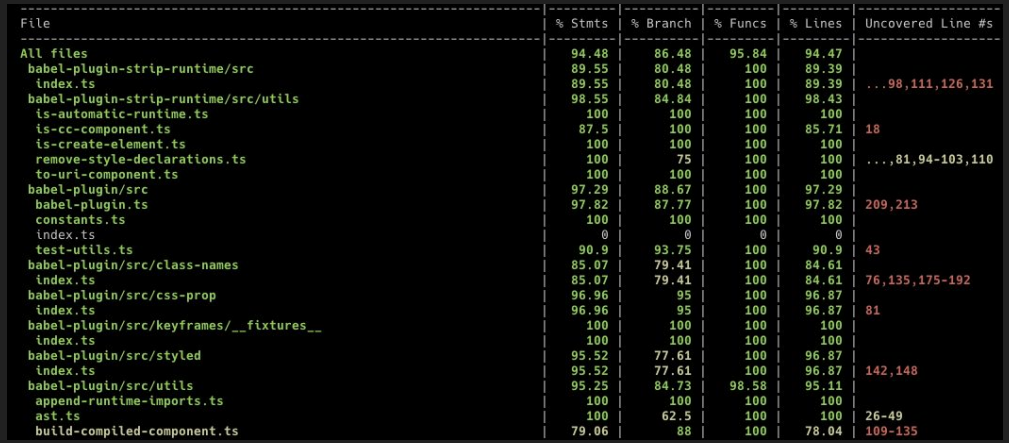
Risk of impact to customers

- Time to Recovery
  - How long does it take for you to resolve the issue?
- Blast radius
  - How many of your customers will be affected?
- Measurement
  - Did you introduce a performance regression?

What can we do to reduce risk?

Reducing risk of tests missing errors

- Improve test coverage
  - Unit tests
  - Integration tests
  - VR tests
- Only migrate what has coverage



File	% Stmts	% Branch	% Funcs	% Lines	Uncovered Line #s
All files	94.48	86.48	95.84	94.47	
babel-plugin-strip-runtime/src	89.55	80.48	100	89.39	
index.ts	89.55	80.48	100	89.39	...98,111,126,131
babel-plugin-strip-runtime/src/utils	98.55	84.84	100	98.43	
is-automatic-runtime.ts	100	100	100	100	
is-cc-component.ts	87.5	100	100	85.71	18
is-create-element.ts	100	100	100	100	
remove-style-declarations.ts	100	75	100	100	...,81,94-103,110
to-uri-component.ts	100	100	100	100	
babel-plugin/src	97.29	88.67	100	97.29	
babel-plugin.ts	97.82	87.77	100	97.82	209,213
constants.ts	100	100	100	100	
index.ts	0	0	0	0	
test-utils.ts	90.9	93.75	100	90.9	43
babel-plugin/src/class-names	85.07	79.41	100	84.61	
index.ts	85.07	79.41	100	84.61	76,135,175-192
babel-plugin/src/css-prop	96.96	95	100	96.87	
index.ts	96.96	95	100	96.87	81
babel-plugin/src/keyframes/__fixtures__	100	100	100	100	
index.ts	100	100	100	100	
babel-plugin/src/styled	95.52	77.61	100	96.87	
index.ts	95.52	77.61	100	96.87	142,148
babel-plugin/src/utils	95.25	84.73	98.58	95.11	
append-runtime-imports.ts	100	100	100	100	
ast.ts	100	62.5	100	100	26-49
build-compiled-component.ts	79.06	88	100	78.04	109-135

Reducing the risk of incorrect changes

- Manual testing!
  - You don’t know what’s different unless you try it like a user

Reducing the risk of impact to customers

- Feature flagging
  - Instant recovery when toggled
- Rollback strategies
  - Have a runbook
  - Be ready to hot fix
- Have monitoring
  - Set up alerts for metrics you have

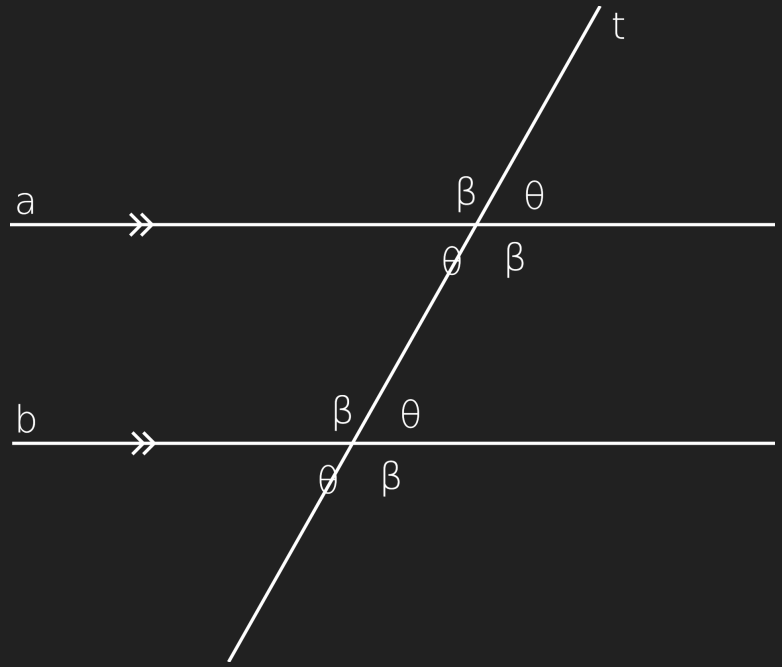
These are all very slow

How do we speed this up?

- Can we make the change without making the behaviour different?
- The easiest thing to release is a release with no changes
- We can build axioms/assumptions

What's an axiom?

- **a statement that is taken to be true**
- We have to make these to solve problems all the time

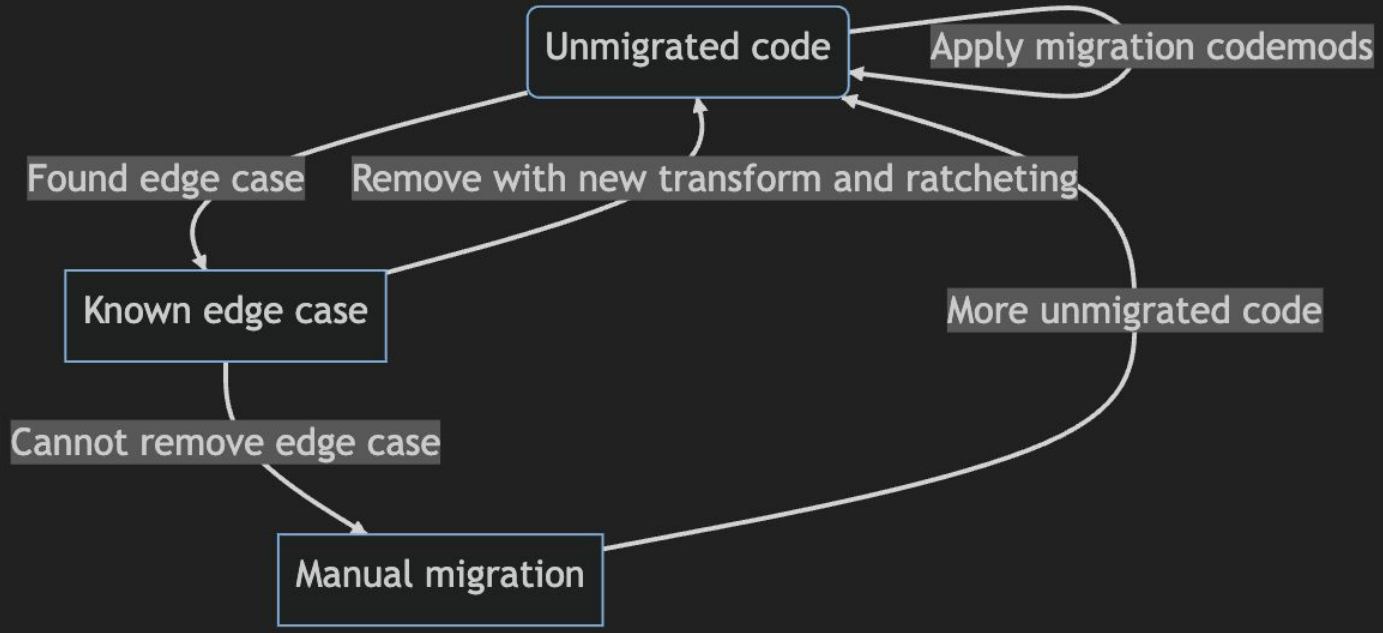


A and B will never intersect
https://commons.wikimedia.org/wiki/File:Parallel_transversal.svg

Break down the problem

- If we build axioms, we can release with much more confidence
- You can test your axioms and release them incrementally

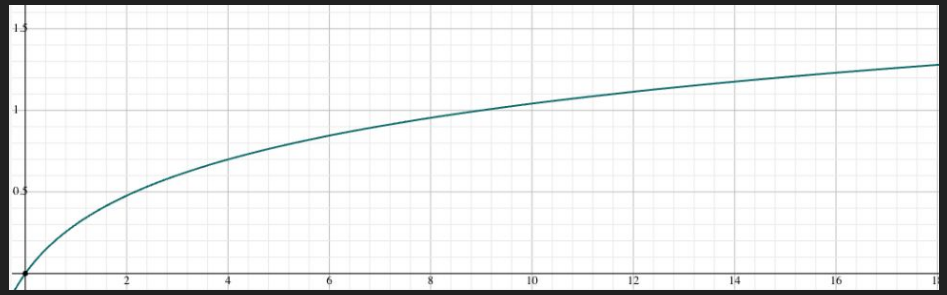
```
// Our original code
console.log("Hello");

// is the same as
sayHello();

// but NOT the same as
console.log("Hello world!");
```



Iterating on the codebase

A good approach for large changes

- Make changes in multiple passes
- The first pass should be the largest but the least complex
- The last pass should be the most complex but should be quite small
- If you encounter something more complex than expected, scope it out to the next batch



Scope creep

Scope creep

- Try not to change things unrelated to your goal
  - Don’t lose the information, put it in your backlog with sufficient detail
- If something is taking up a lot of your time
  - Drop it and come back after the easier stuff

Tools that make large changes easier

- Custom git merge driver (e.g. run a codemod on merge conflicts)
- PR generation tool
- Automated dependency updates (Renovate etc)
- Codemod CLI which targets code for you

Thank you!

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