

Streamlining our CD flow using ServerSide Swift, Fastlane and Travis-CI

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iOS Developer @ Wehkamp

Streamlining our CD flow

- About me
- The problem
- The solution

About me



About me



 @LotUDev

 /MrLotU

 /in/jari-koopman/

Streamlining our CD flow

The problem

The problem

The problem

Before



The problem

Before



The problem

Before



After



The problem

Before



The problem

Before



The problem

Before

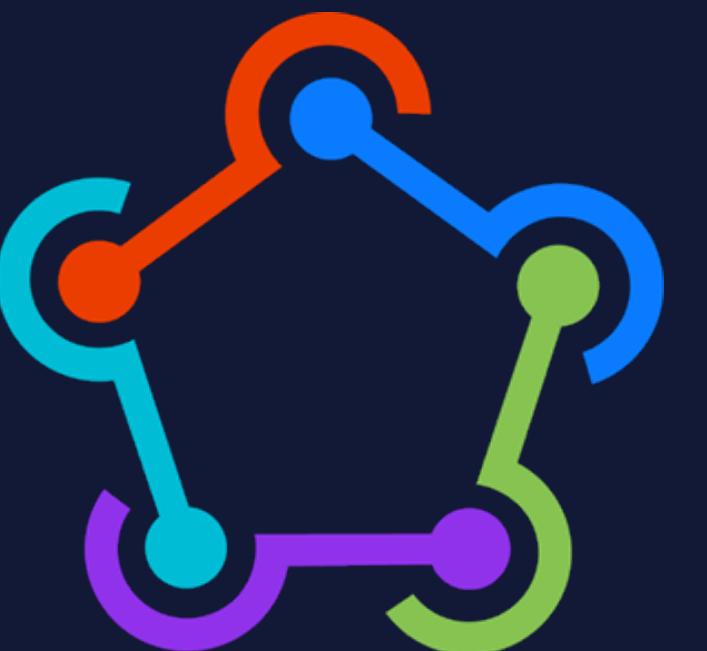


After



The problem

Before



The problem

Before



The problem

Before



Current



The problem

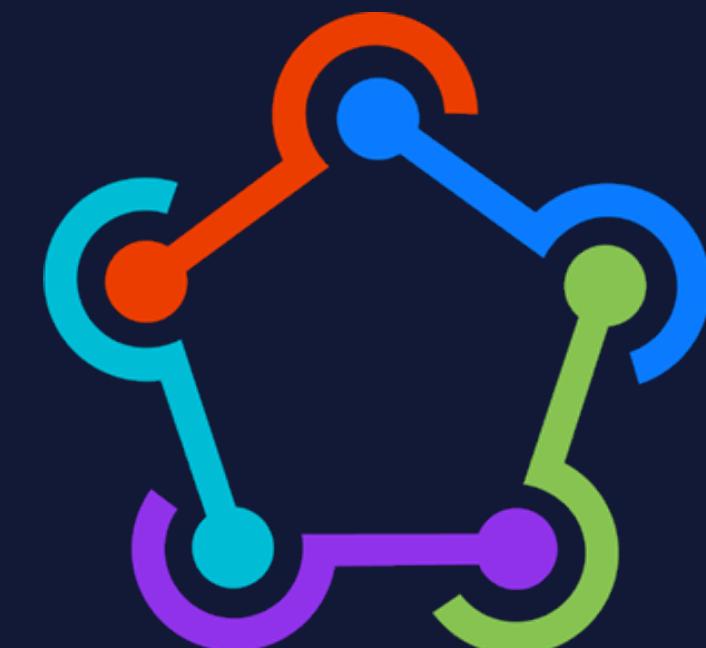
Current



Streamlining our CD flow

The solution

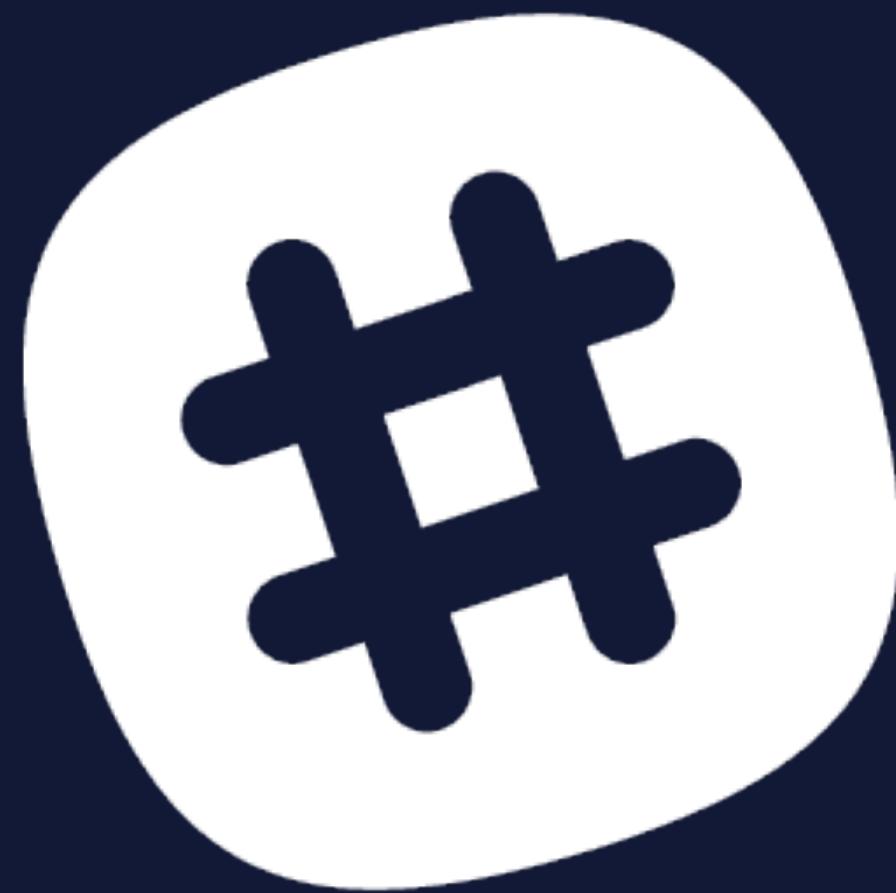
The solution



The solution



The solution





- Bot users
- API's
 - RTM API
 - Events API



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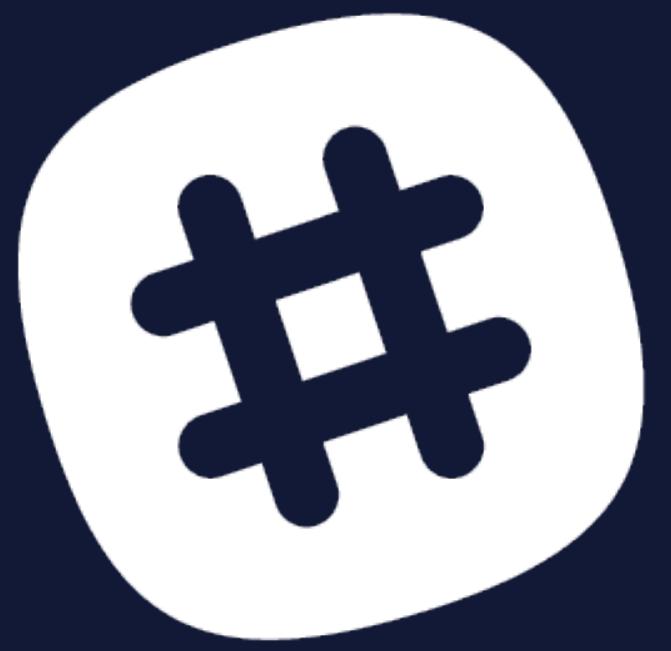
- Bot users
- API's
 - RTM API
 - Events API



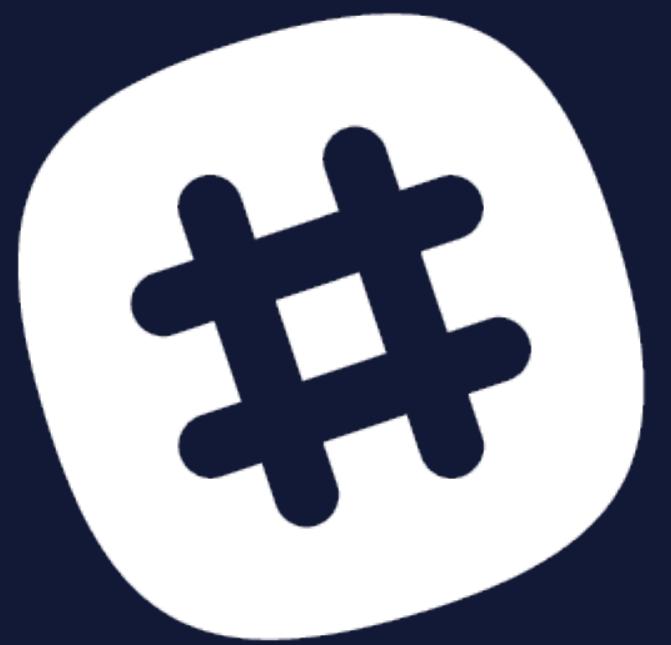


- Bot users
- API's
 - RTM API
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The solution



The solution





- Connect to the RTM API
- Parse incoming data
- Respond to “commands”
- Make the magic happen



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- Connect to the RTM API
- Parse incoming data

```
func onText(ws: WebSocket, text: String) {
    if text.contains("bot_id") { return }
    if let jsonData = text.data(using: .utf8) {
        guard let sinData = try? JSONDecoder().decode(RTMSinPayload.self, from: jsonData) else { print("Couldn't decode SinData"); return }
        switch sinData.eType {
        case .hello:
            print("Hello received")
        case .message:
            guard let messageData = try? JSONDecoder().decode(RTMMessageData.self, from: jsonData) else { return }
            self.cmdHandler?.handle(messageData.text ?? "",WithData: messageData)
        case .userTyping, .userChange:
            break // We don't care about this
        default:
            print(sinData.type)
        }
    }
}
```

```
struct RTMSinPayload: Content {
    var type: String
    var subtype: String?

    var eType: SlackEvent {
        return SlackEvent(rawValue: type) ?? .unknown
    }
}
```



- Connect to the RTM API
- Parse incoming data

```
func handle(_ message: String, withData data: RTMMessageData) {  
    guard message.startsWith(with: prefix) else { return }  
    let message = String(message[message.range(of: prefix)!..    let components = message.split(separator: " ")  
    commands.forEach { (command) in  
        if command.triggers.contains("\(components.first ?? "")") {  
            self.RTMSocket.logger.info("Command \(components.first ?? "") executed by user <@\(\(data.user ?? ""))>")  
            command.execute(self.RTMSocket, components.compactMap { if $0 == components.first { return nil } else { return "\($0)" } }, data)  
        }  
    }  
}
```

```
sock.cmdHandler?.register(Command(triggers: ["ping"], execute: { (socket, args, event) in  
    socket.sendMessage(channel: event.channel, text: "pong")  
}))  
  
func register(_ command: Command) {  
    self.commands.append(command)  
}
```



- Connect to the RTM API

- Parse incoming data

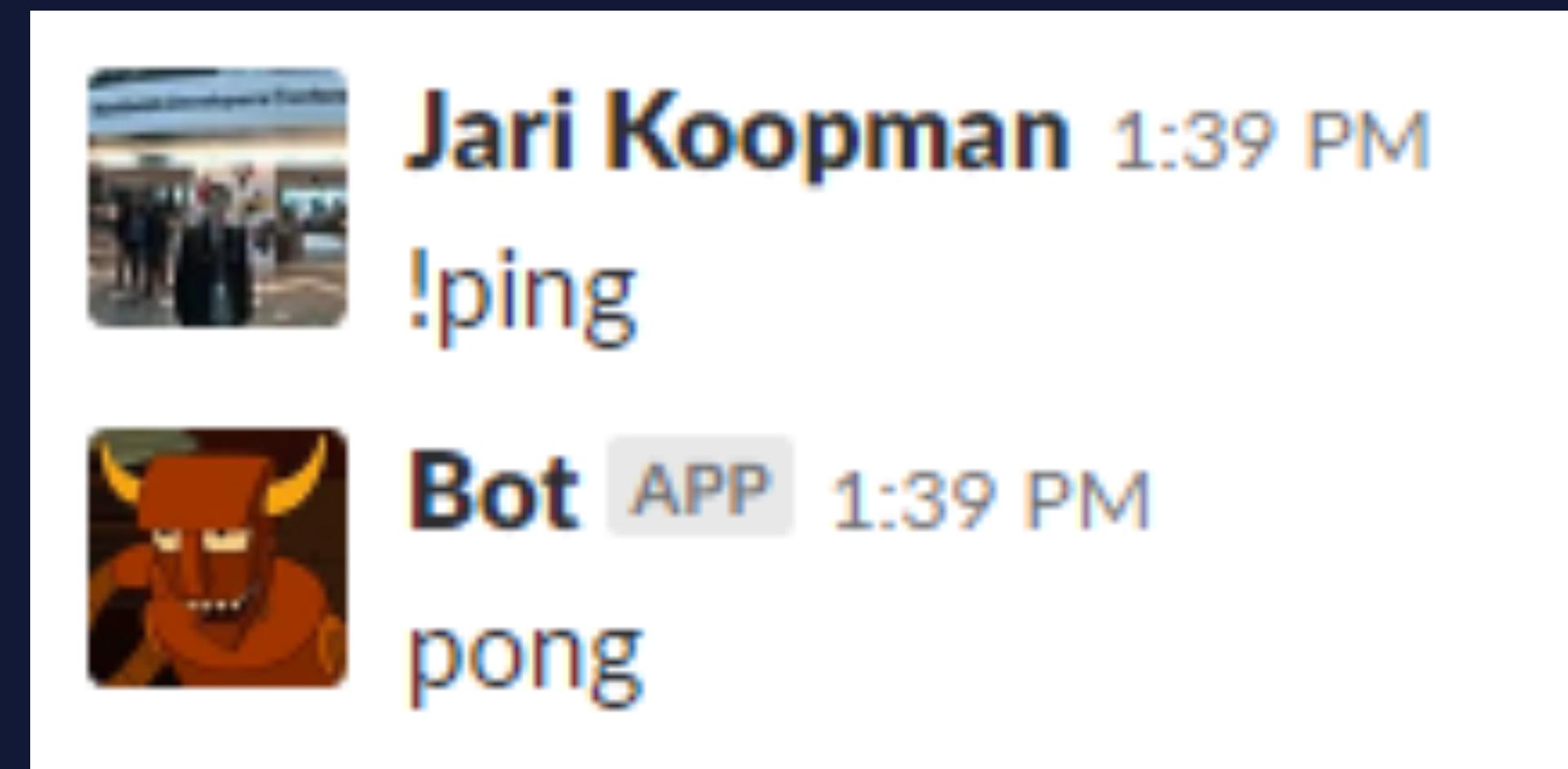
```
    sock.cmdHandler?.register(Command(triggers: ["ping"], execute: { (socket, args, event) in
        socket.sendMessage(channel: event.channel, text: "pong")
    }))
```

- Respond to “commands”

```
func sendMessage(channel: String, text: String) {
    var headers = HttpHeaders()
    headers.add(name: "Authorization", value: "Bearer Token :D")
    _ = self.client.post("https://slack.com/api/chat.postMessage", headers: headers) { req in
        let data = SlackMessageBody(channel: channel, text: text, as_user: true)
        try req.content.encode(data)
    }
}
```

Vapor 💧

- Connect to the RTM API
- Parse incoming data
- Respond to “commands”





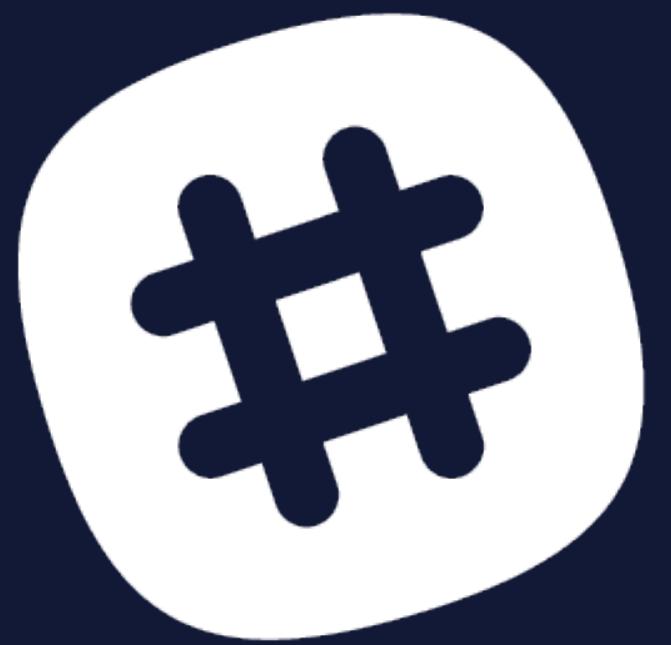
- Connect to the RTM API
- Parse incoming data
- Respond to “commands”
- Make the magic happen



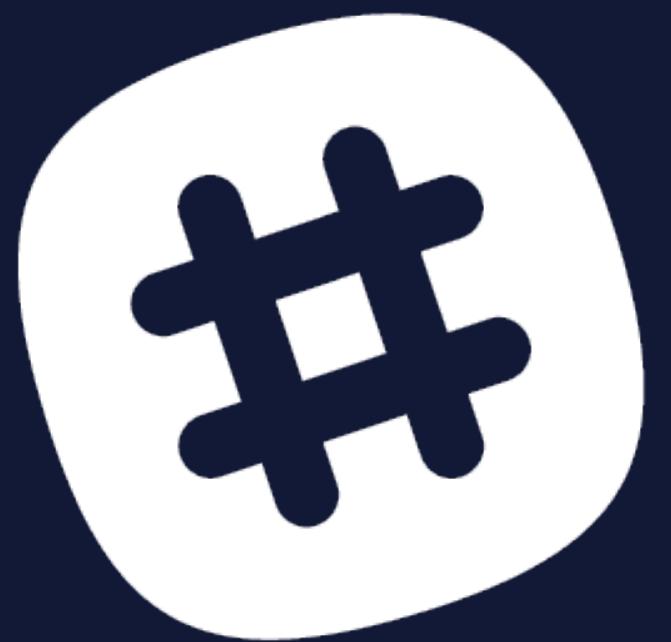
- Make the magic happen

```
func sendTravisCommand(branch: String, script: String, message: String, repo: String) {
    var headers = HTTPHeaders()
    headers.add(name: .authorization, value: "token Token :D")
    headers.add(name: .contentType, value: "application/json")
    headers.add(name: .accept, value: "application/json")
    headers.add(name: "Travis-API-Version", value: "3")
    _ = self.client.post("https://api.travis-ci.com/repo/\(repo)/requests", headers: headers, beforeSend: { (req) in
        let body = TravisData(branch: branch, script: script, message: message)
        try req.content.encode(body)
    }).map { response in
        guard response.http.status.code > 200 &&
            response.http.status.code < 300 else {
            self.logger.warning("Travis API request failed! Check logs for more info"); print(response)
            return
        }
    }
}
```

The solution



The solution



Travis CI



- What's Travis
- Why Travis
- Travis VS Jenkins
- Separation of concerns

Travis CI



- What's Travis
- Why Travis
- Travis VS Jenkins
- Separation of concerns

```
branches:
  only:
    - myCoolBranch
    - myOtherBranch

language: swift
xcode_workspace: yourProject.xcworkspace
xcode_scheme: yourScheme
os: osx
osx_image: xcode9.4
before_install:
  - pod repo update
script:
  - gem install xcpretty && \
    xcodebuild clean build -sdk iphonesimulator -workspace yourProject.xcworkspace -scheme yourScheme | xcpretty
```

Travis CI



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Travis CI

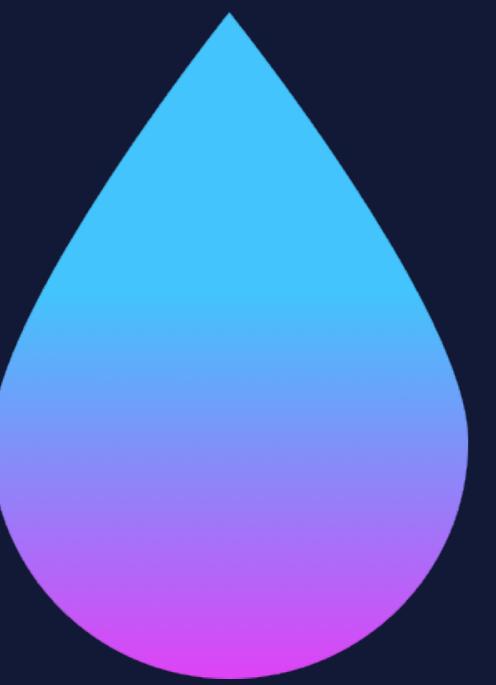
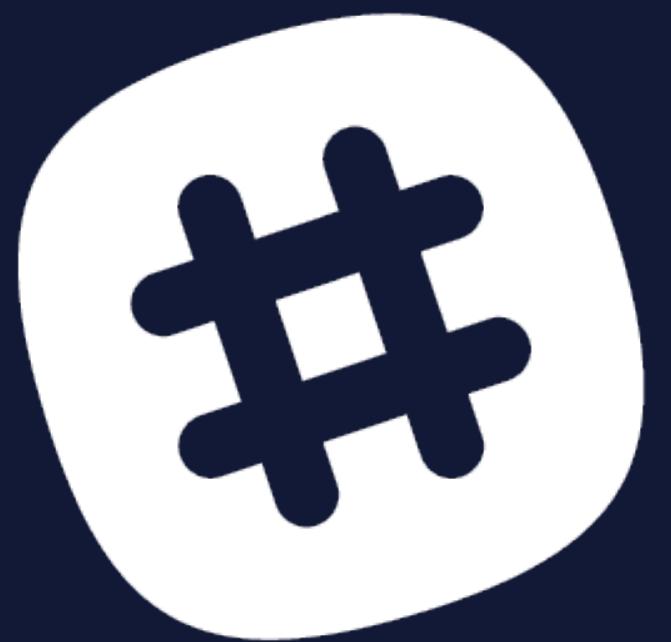


- What's Travis App Metadata
- Why Travis Code Fastlane
- Travis VS Jenkins travis.yml travis.yml
- Separation of concerns

The solution



The solution



Fastlane

- What's Fastlane
- Configuring Fastlane

Fastlane

- What's Fastlane
- Configuring Fastlane



- What's Fastlane
- Configuring Fastlane

```
desc "Deploy a new version to the App Store"
lane :submit do |params|
  deliver(
    force: true,
    submit_for_review: true,
    build_number: params[:build_number],
    app_version: params[:app_version],
    overwrite_screenshots: true,
    phased_release: params[:phased],
  )
  slack(message: "App successfully submitted for review!")
end
```

```
desc "Submit a new Beta Build to Apple TestFlight"
lane :beta do
  build = increment_build_number(build_number: ENV["TRAVIS_BUILD_NUMBER"])
  gym(
    scheme: "yourScheme",
    clean: true,
    export_xcargs: "-allowProvisioningUpdates",
  )
  pilot(skip_waiting_for_build_processing: true, changelog: ENV["TRAVIS_COMMIT_MESSAGE"])
  add_git_tag(build_number: build)
  push_git_tags
  slack(message: "App successfully added to TestFlight!")
end
```

```
lane :release do
  Spaceship::Tunes.login("appleid@apple.com")
  app = Spaceship::Tunes::Application.find("com.yoursite.appidentifier")
  version = app.edit_version

  version.release!

  slack(message: "App successfully released to App Store!")
end
```

The solution



Streamlining our CD flow

Now what

Now what

- More integrations!



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Thanks for listening!