

Making Sense of Microservices

@russmiles



sort of ... #NOSLIDES

The *Challenge* of the Modern Software Developer?

The screenshot shows the IntelliJ IDEA interface with the SonarLint plugin active. The project navigation bar at the top indicates the current file is `SonarLintAnalysisConfigurator.java`. The code editor displays Java code for a logger class, specifically handling `info`, `error`, and `clear` methods. A red circular icon on the left margin of the code editor highlights a specific line of code.

The SonarLint tool window at the bottom left shows the following issues:

- SonarLintAnalysisConfigurator.java (3 issues)**
 - (146, 13) Exception handlers should preserve the original exception
 - (232, 10) Control flow statements "if", "for", "while", "switch" and "try" should be simple
 - (151, 24) Methods should not be too complex 42 minutes ago
- SonarLintConsole.java (1 issue)**
 - (70, 6) `Throwable.printStackTrace(...)` should not be called 42 minutes ago

The right panel of the SonarLint window provides detailed explanations for the identified issues:

- For the `Throwable.printStackTrace(...)` call in `SonarLintConsole.java`:
 - `Throwable.printStackTrace(...)` prints a throwable and its stack trace to some stream.
 - Loggers should be used instead to print throwables, as they have many advantages:
 - Users are able to easily retrieve the logs.
 - The format of log messages is uniform

The screenshot shows the SonarLint plugin integrated into the IntelliJ IDEA interface. The main window displays the Java code for `SonarLintAnalysisConfigurator.java` and `SonarLintConsole.java`. A large white circle highlights the word "Code" in the center of the screen.

`SonarLintAnalysisConfigurator.java` content:

```
        }
    }

    public void info(String msg) { getConsoleView().print(msg + "\n", ConsoleViewContentTypes.TEXT_PLAIN);
}

    public void error(String msg) { getConsoleView().print(msg + "\n", ConsoleViewContentTypes.TEXT_PLAIN);
}

    public void error(String msg, Throwable t) {
        error(msg);
        StringWriter errors = new StringWriter();
        t.printStackTrace(new PrintWriter(errors));
        error(errors.toString());
    }

    public void clear() { getConsoleView().clear(); }

    public ConsoleView getConsoleView() { return this.consoleView; }
}
```

`SonarLintConsole.java` content:

```
        }
    }

    public void info(String msg) { getConsoleView().print(msg + "\n", ConsoleViewContentTypes.TEXT_PLAIN);
}

    public void error(String msg) { getConsoleView().print(msg + "\n", ConsoleViewContentTypes.TEXT_PLAIN);
}

    public void error(String msg, Throwable t) {
        error(msg);
        StringWriter errors = new StringWriter();
        t.printStackTrace(new PrintWriter(errors));
        error(errors.toString());
    }

    public void clear() { getConsoleView().clear(); }

    public ConsoleView getConsoleView() { return this.consoleView; }
}
```

The SonarLint tool bar at the bottom left shows the scope as "Project". The Issues panel lists findings for both files:

- `SonarLintAnalysisConfigurator.java (3 issues)`
 - (146, 13) Exception handlers should preserve the original exception
 - (232, 10) Control flow statements "if", "for", "while", "switch" and "try" should be simple
 - (151, 24) Methods should not be too complex 42 minutes ago
- `SonarLintConsole.java (1 issue)`
 - (70, 6) `Throwable.printStackTrace(...)` should not be called 42 minutes ago

The right-hand panel provides a detailed explanation of the warning for `Throwable.printStackTrace(...)`:

`Throwable.printStackTrace(...)` prints a throwable and its stack trace to some stream. Loggers should be used instead to print throwables, as they have many advantages:

- Users are able to easily retrieve the logs.
- The format of log messages is uniform

But...

Microsoft Azure

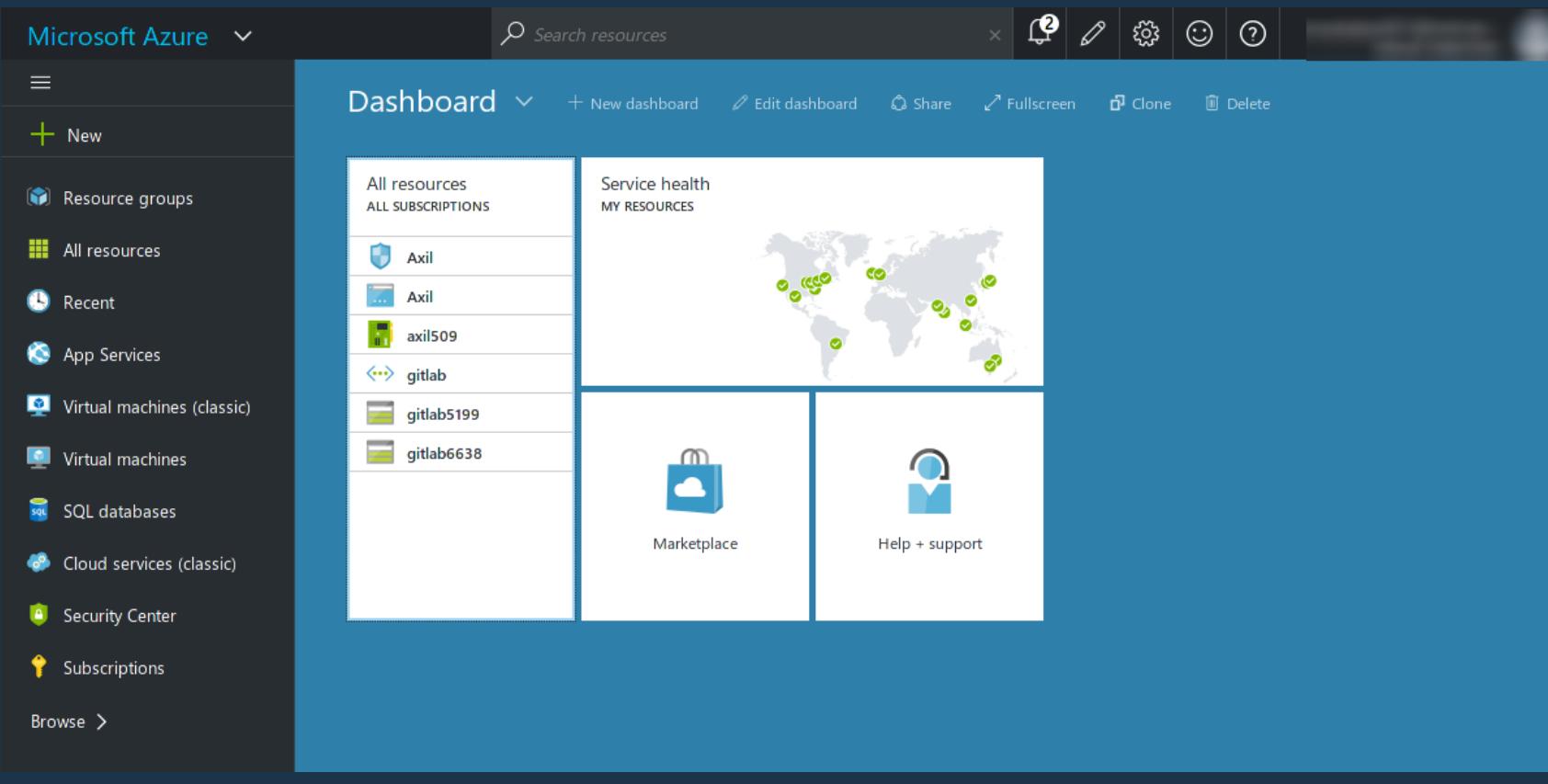
Dashboard

All resources ALL SUBSCRIPTIONS

Service health MY RESOURCES

Axil Axil axil509 gitlab gitlab5199 gitlab6638

Marketplace Help + support



Amazon Web Services Training and Certification

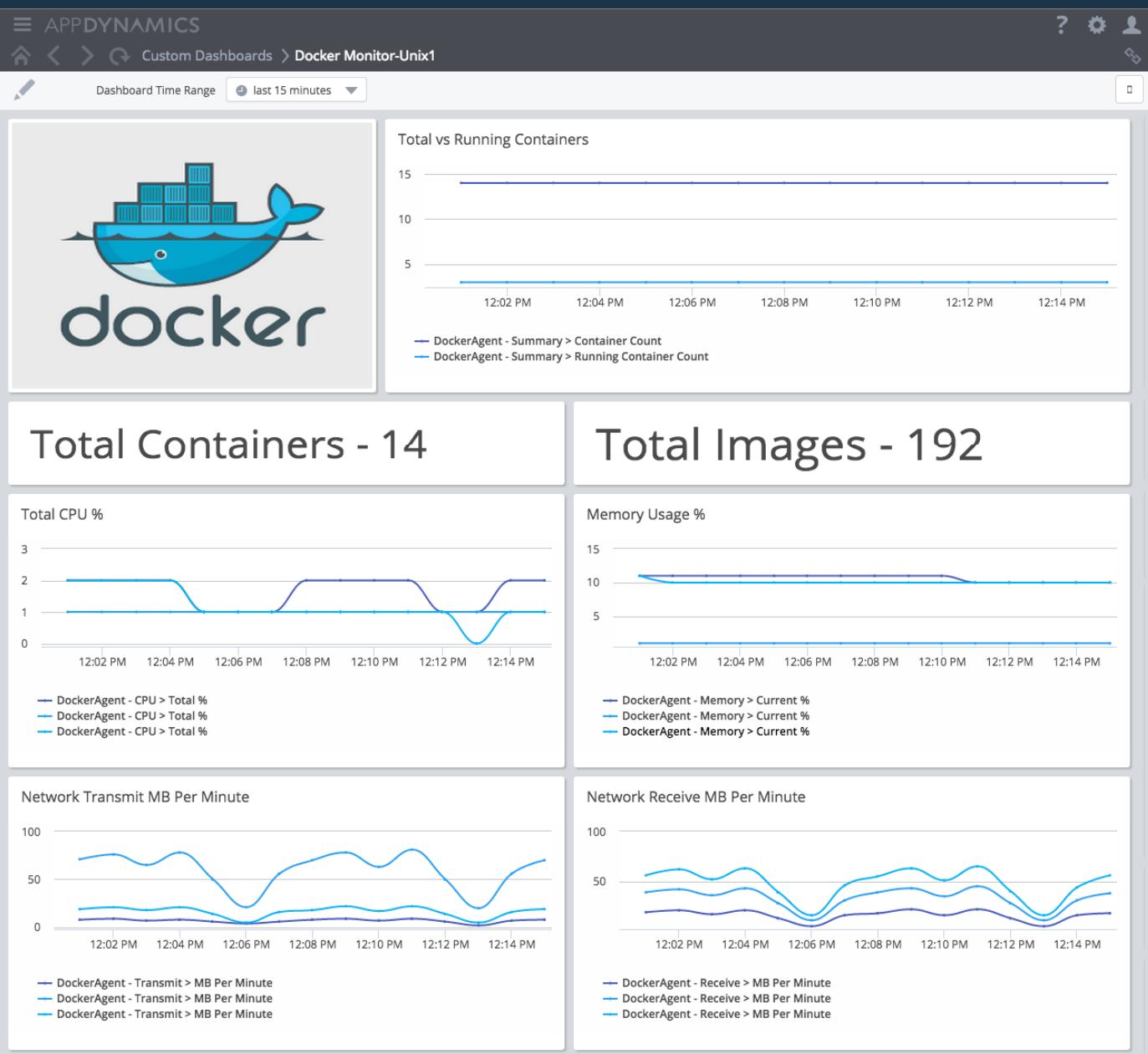
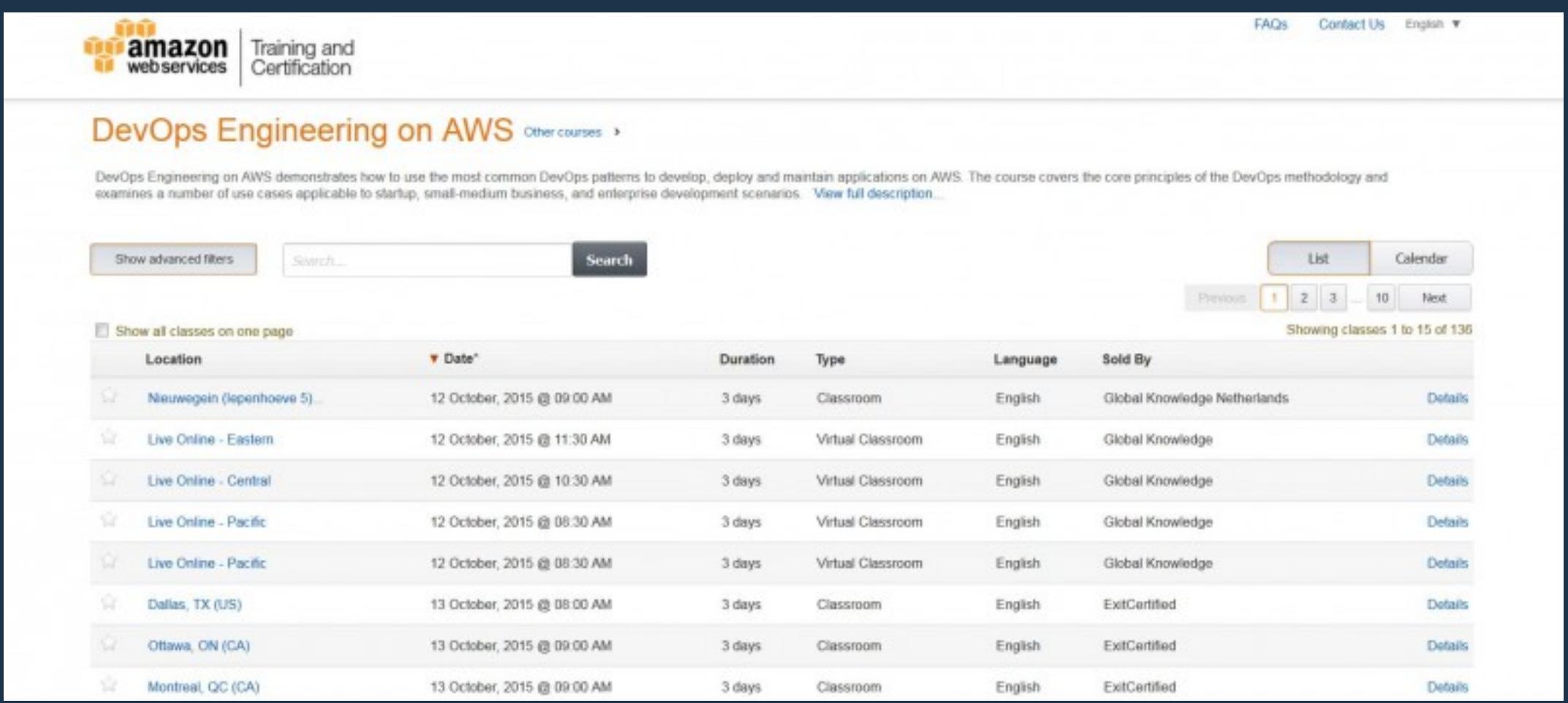
DevOps Engineering on AWS

DevOps Engineering on AWS demonstrates how to use the most common DevOps patterns to develop, deploy and maintain applications on AWS. The course covers the core principles of the DevOps methodology and examines a number of use cases applicable to startup, small-medium business, and enterprise development scenarios. [View full description...](#)

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Location	Date*	Duration	Type	Language	Sold By
Nieuwegein (Leidenheuvel 5)	12 October, 2015 @ 09:00 AM	3 days	Classroom	English	Global Knowledge Netherlands
Live Online - Eastern	12 October, 2015 @ 11:30 AM	3 days	Virtual Classroom	English	Global Knowledge
Live Online - Central	12 October, 2015 @ 10:30 AM	3 days	Virtual Classroom	English	Global Knowledge
Live Online - Pacific	12 October, 2015 @ 08:30 AM	3 days	Virtual Classroom	English	Global Knowledge
Dallas, TX (US)	13 October, 2015 @ 08:00 AM	3 days	Classroom	English	ExiCertified
Ottawa, ON (CA)	13 October, 2015 @ 09:00 AM	3 days	Classroom	English	ExiCertified
Montreal, QC (CA)	13 October, 2015 @ 09:00 AM	3 days	Classroom	English	ExiCertified



Etc, etc.



and then...?

It gets worse....

DevOps

Unmanageable so...

Microservices!

× × 100

alt-Tab should *not* be a
key skill!

We have an
embarrassment of riches....

Modern Software Development
is a
Cognitive Overhead Problem

What to notice?

Where to notice it?

Where to find what you
need to decide?

What to do next?

To the *rescue*?

“chat … ?”

WTF! Chat?????

Well, no....

...but maybe!!

The *Problem* of Chat.

Noise Amplifier!



in slack?



Please, god, no!

It has to be more than just
'show'

Chat is about
collaboration

Make me *aware*

Help me *act*

Show me *what I need to know*

Help me *Figure It Out*

Observe

Help me act

Show me what I need to know

Help me Figure It Out

Observe

Help me *act*

Orient

Help me *Figure It Out*

Observe

Help me *act*

Orient

Decide

Observe

Act

Orient

Decide

Chat gives a unique potential
for OODA for Modern
Software Development

What I wanted...

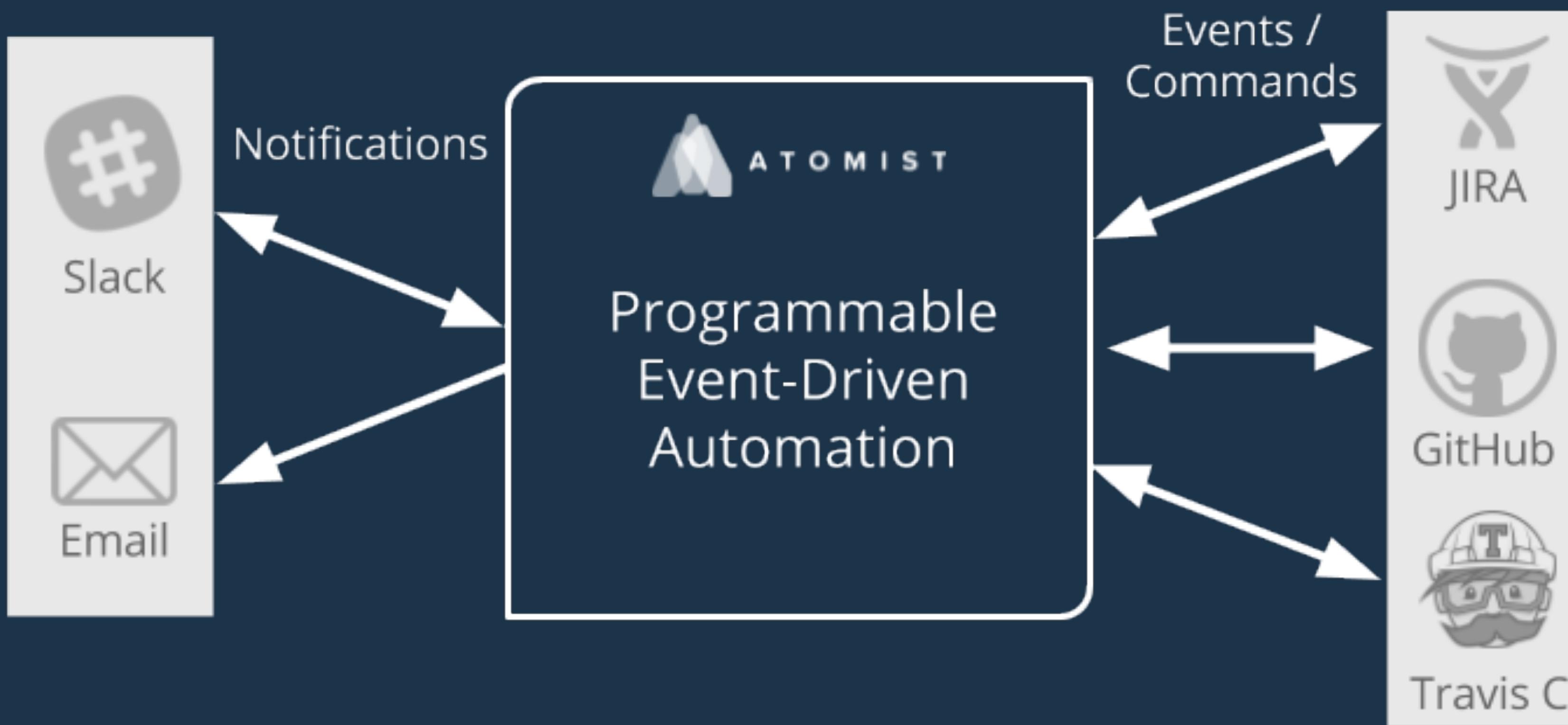
*Visibility and Control to
Automate Software
Development*

Or...

*“OODA for the Modern
Software Development Flow”*



CONNECTED, COORDINATED, AUTOMATED





W H A T ' S I N I T ?

Brain: Model and Integrations

Ears: Handlers (Command and Event)

Eyes: Reviewers

Hands: Editors and Generators

A little demo of what / use

Skill 1 - Creating new microservices

Skill 2 - Evolving Microservices

Skill 3 - Knowing when something has changed

Skill 4 - Telling others
what I've been up to ;)

Any Questions ...
And Thanks!

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