Newt, the third prototype

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What is Newt?

- A rapid application develop tool
  - for applications that curate metadata
- Audience: Libraries, Archives, Galleries and Museums

Findings from Prototype 2:

> *Is Newt and "off the shelf" software enough to create metadata curation applications?*

Short answer is **yes**. Longer answer is more nuanced.

Findings from Prototype 2:

Is Newt and "off the shelf" software enough to create metadata curation applications?

1. Newt's YAML file can grow very large for applications with many data models
2. Model vetting and validation should happen early in the data pipeline, ideally as a generated program and browser side
3. Postgres+PostgREST is a powerful combination but it'd be nice to have something simpler
4. Managing the YAML file can be done conversationally

Questions raised by Prototype 2:

- Where do I focus my simplification efforts?
- How do I ensure that large YAML files remaining human manageable?
- Mustache template language is a little too simple, what should replace it?

High level Concepts (remain the same)

- describe the application you want
- generate the application you described
- running the application using a service oriented architecture

Implementation Concepts (remaining the same)

- JSON data sources
- data modeled in YAML
- routing requests through data pipelines
- simple template engine renders JSON to HTML

Themes (remains the same)

- Pick Simple $=$ (No coding) $+$ (Less coding)
- Compose applications using data pipelines
- Avoid inventing new things

Goal of Prototype 3: Questions to explore

1. What should the default JSON data source be?
   - continue with Postgres+PostgREST or simplify with Dataset+datasetd?
2. Is generated TypeScript middleware the right fit?
   - E.g. as a validation service, is Deno a reasonable dependency?
3. Is Handlebars a good fit for managing data views and rendering HTML?

Changes from last prototype

- Removed some Go cli (e.g. ws, mustache, newtmustache)
- The action “init” was renamed “config”
- Renamed newtrouter to ndr (Newt Data Router)
- Added nte (Newt Template Engine) supporting Handlbars templates
- Generating Handlebars templates
- Generating TypeScript validator as middleware run via Deno

Off the shelf (no coding)

- JSON Data Source
  - Postgres + PostgREST
  - Dataset + datasetd
- newt, ndr, and nte
- Deno to run generated TypeScript middleware

Assemble app from YAML (less coding)

- Create the Newt YAML through a conversational TUI
- Data modeling via a conversational TUI

How are data models described?

- A model is a set of HTML form input types
- Expressed using GitHub YAML Issue Template Syntax
- Model describes HTML and implies SQL

How do I think things will work?

1. Interactively generate our application's YAML file
2. Interactively define data models
3. Generate our application code
4. Run `newt generate ...` for primary data source
5. Run `newt run ...` to run the application

Steps one and two are interactive

```
newt config app.yaml
newt model app.yaml
```

Step three, generate our code

```
newt generate app.yaml
```

Create a dataset collection and datasetd YAML file Generate Handlebars templates Wires up routes and template mappings

Step four, setup primary JSON data source

Dataset collection

Collection generation is done "auto magically" by `newt generate app.yaml`
datasetd YAML file gets generated so Newt can run the datasetd JSON API

Step five, run your application and test

```
newt run app.yaml
```

Point your web browser at http://localhost:8010 to test

Can I run a demo?

Not yet, hopefully in early December 2024.

Third prototype Status

- A work in progress (continuing through 2024)
- Working prototype target date June 2025
- Using internal applications as test bed

How much is built?

- ☒ Newt developer tool
- ☒ Router is implemented and working
- ☒ ~~Mustache template engine is working~~ (removed)
- ☒ Newt template engine (supporting Handlebars templates)
- ☐ Modeler (design stage)
- ☐ Generator development (refactor, design stage)

Insights from prototypes 1 & 2

- “Off the shelf” is simpler
- Lots of typing discourages use
- Explore conversational coding

Insights from prototypes 1 & 2

- SQL turns people off, use a code generator
- Hand typing templates is a turn off, use a code generator
- Large YAML structures benefit from code generation
- Automatic “wiring up” of routes and templates very helpful

What's next to wrap up prototype 3?

- Refine and simplify Newt YAML syntax
- Refine data router
- Retarget, debug and improve the code generator
- Design and replace template engine

Out of the box

- `newt` the Newt development tool
- `ndr` the Newt data router
- `nte` the Newt Template Engine

Unanswered Questions

- What is the minimum knowledge required to use Newt effectively?
- Who is in the target audience?

Someday, maybe ideas

- A visual programming approach could be easier than editing YAML files
- Direct SQLite 3 database support and integration
- Web components for library, archive and museum metadata types
- A S3 protocol web service implementing object storage using OCFL
- Generate code which can compile stack into a single binary application

Related resources

- Newt https://github.com/caltechlibrary/newt
- Dataset + datasetd https://github.com/caltechlibrary/dataset
- Handlebars programming languages support

Thank you!

- This Presentation
  - pdf: https://caltechlibrary.github.io/newt/presentation3/newt-p3.pdf
  - pptx: https://caltechlibrary.github.io/newt/presentation3/newt-p3.pptx
- Newt Documentation https://caltechlibrary.github.io/newt
- Source Code: https://github.com/caltechlibrary/newt
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