# Command Line Adventures in Perl: 2021 Edition

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#### The Command Line? Again?

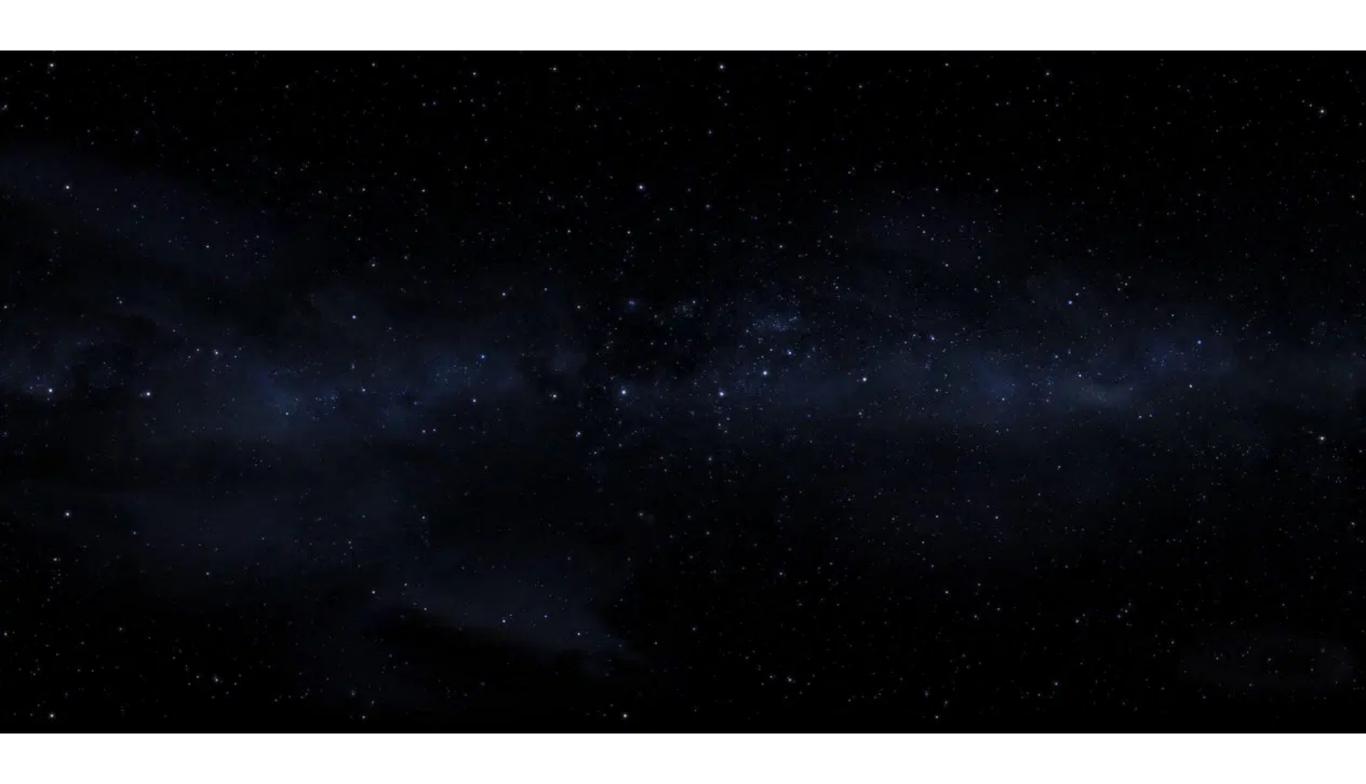
- Not the first time I've talked about the CLI
- Recent events put this in the forefront of my thoughts
- Starting with a trip down memory lane
- Evaluating current CLI options
- Finally, exploring my new favorite CLI toolkit

#### Let's Go!

# In the beginning...

- The CLI was without form
- And void
- And darkness was upon the face of Perl
- There was...

# Getopt::Std





#### Getopt::Long(::Descriptive)

- Later attempts to build upon Getopt:: Std
- A lot of CLI code build atop the latter specifically
- Brought sanity and much needed features to the command line
- Many other variants, Getopt::\*

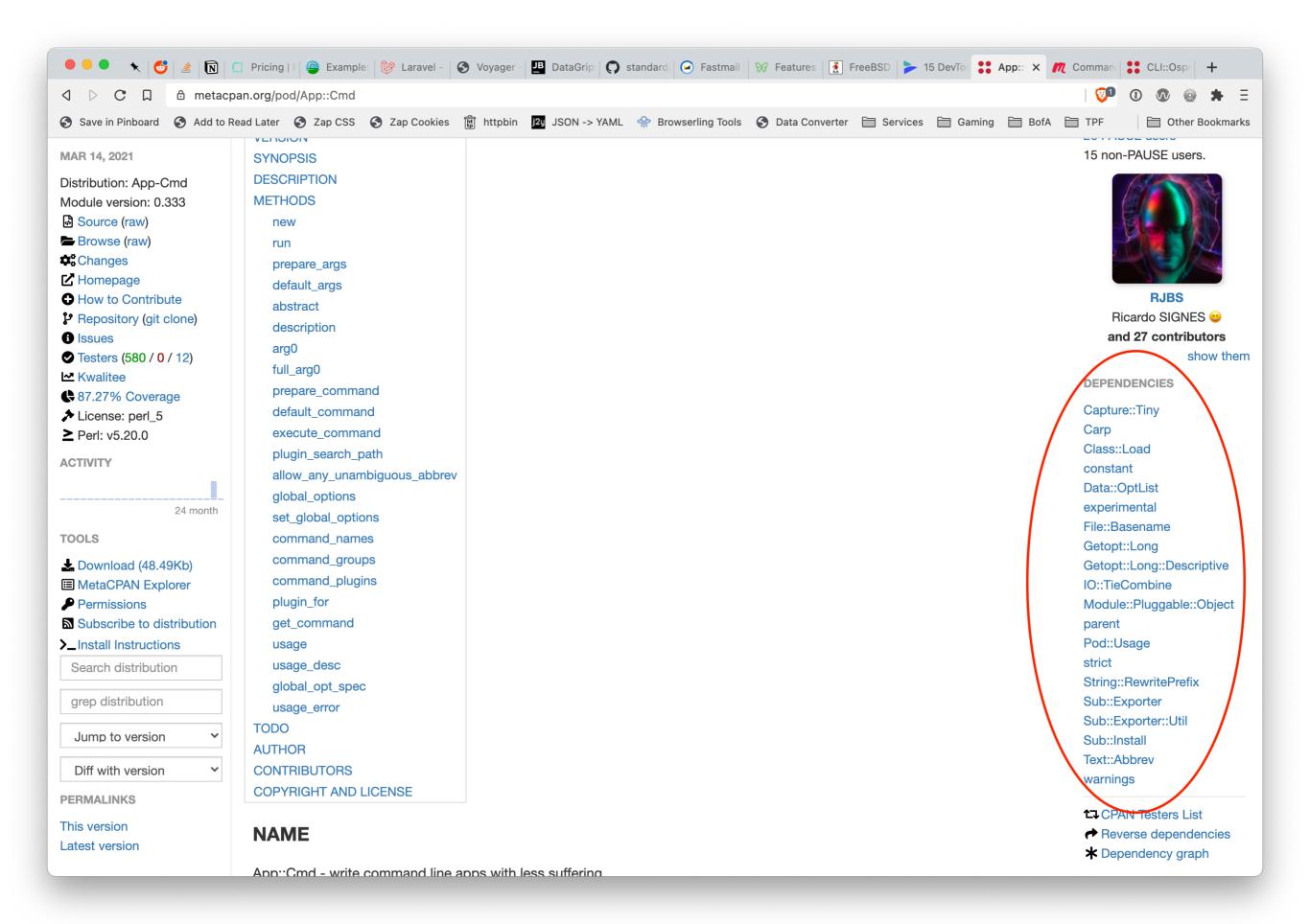
# Command Line Frameworks

#### App::Cmd

- To my knowledge, first framework for building bona fide CLI apps
- OO, but before Moose
- Good balance between speed, stability, features
- This is what Dancer2 CLI was built on until recently

#### App:: Cmd Problems

- Getting kinda crufty
- Now requires Perl 5.20+
- It's heavy



#### The Contenders

# MooseX::App



#### Your CLI, now with more Moose!

# MooseX::App

- Makes it easy to create well structured, documented code
- If you know Moose, you know MooseX:: App
- Anything you do with Moose, you can do in MooseX:: App
- If you're using code that uses Moose, this costs you nothing extra
- Build a base class with common functionality
- Create roles that contain discrete units of functionality
- Create command classes that use roles, add new functionality





#### MooseX::App Drawbacks

- Moose? On the command line?
- Maximum overkill for many (read: most) situations

# MooX::Options

- It's not Moose!
- Lightweight CLI framework built on Moo
- Much of the same MooseX:: App goodness, but with less Moose
- Mandatory XS components

# CLI:: Osprey

- Hidden gem
- Lightweight, with few dependencies
- Most all the same goodness of MooseX:: App (roles, types, etc.)
- Mostly compatible with MooX:: App
- Parameters are attributes

#### Show me some code!

- This first example shows a whole command in a single file
- Not terribly interesting, but conveys some basics
- Shows how to write a single command with single option
- For codebases that have Moo, not a bad way to write small CLI utilities

```
#!/usr/bin/env perl
                               hello-world.pl
{
    package HelloWorld;
    use Moo;
    use CLI::Osprey;
    option 'message' ⇒ (
            \Rightarrow 'ro',
        is
        format \Rightarrow 's',
        doc \Rightarrow 'The message to display',
        default ⇒ 'Hello, world!',
    );
    sub run {
        my( \$self ) = @_;
        print $self→message, "\n";
    }
use HelloWorld;
HelloWorld→new_with_options→run;
```

#### We can do better!

- Next example shows multiple subcommands
- Subcommands can be defined inline, or in another module
- Will demonstrate additional option config parameters
- Will show how to access parent command
- Parent command is a great place to put things used by all subcommands (DB schema, config, log engine, etc.)

### Putting everything together

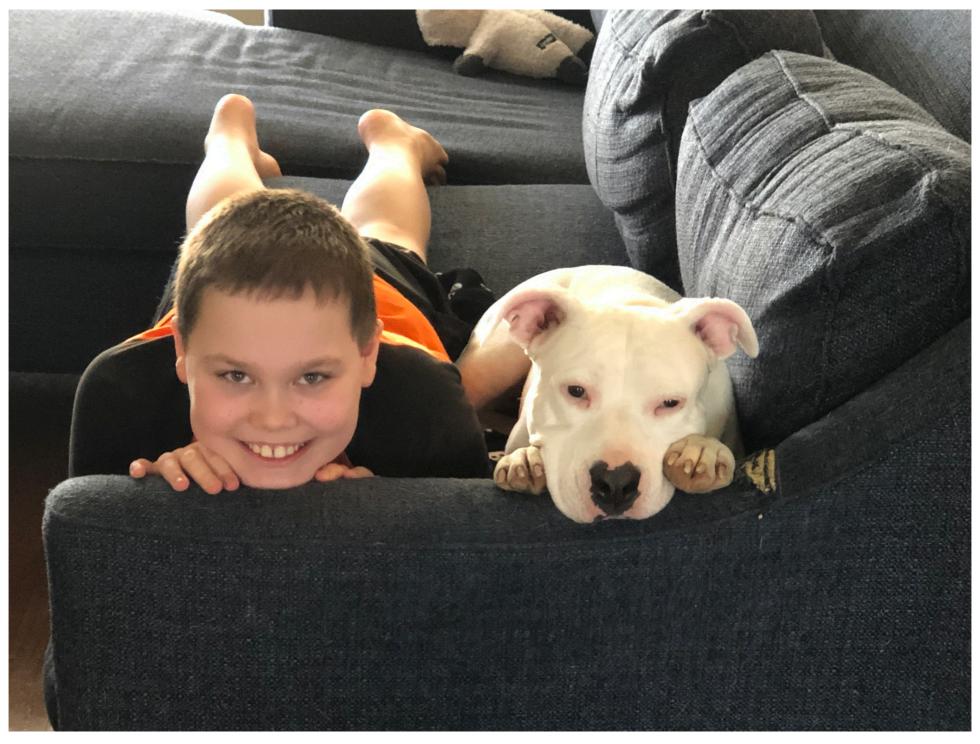
- Final example pulls in more advanced Moo concepts
- Types
- Roles
- Lifecycle methods
- Everything from the prior examples

#### The Bad

- Lacks a few features other frameworks have (repeatable options, config files to name a few)
- Not widely used (therefore, not widely tested)
- Docs are a bit buggy
- Everything needs a run() method, even if it does nothing

## Questions?

# Thank you!



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