

ELMO Cloud HR & Payroll

Living with the Legacy

Dave Newson | Software Engineer

I do these things



Work with awesome people

App development

Build libraries

Debug real-world issues

Under estimate tasks

Virtual Machines

TypeScript

Microservice design

I do these things too

Game design

Work with awesome people

App development

Build libraries

NodeJS

Debug real-world issues

Under estimate tasks

React

Reticulate Splines

Virtual Machines

Word clouds

Docker

C#

TypeScript

Push back deadlines

Microservice design

Security testing

Mostly I do this



<?php

What is legacy?



“Everything the user touches is Legacy”

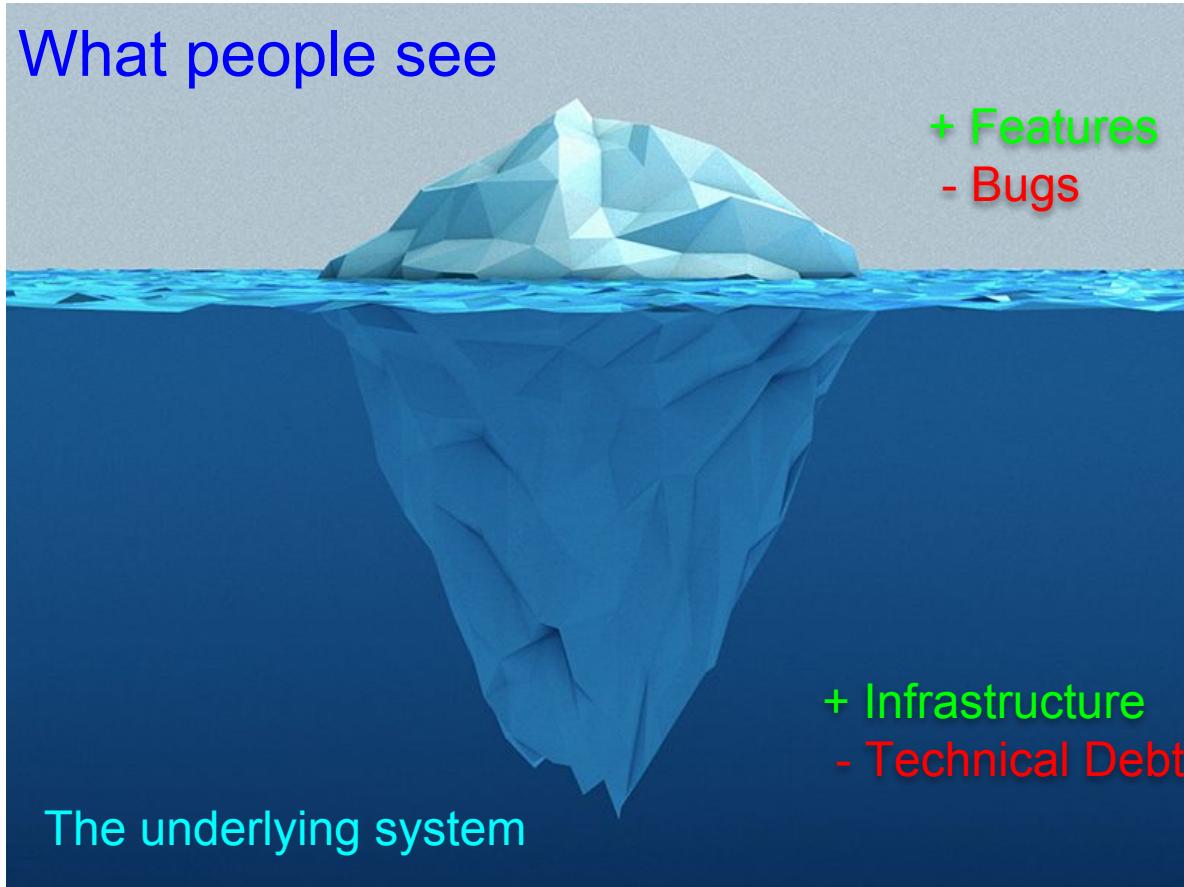
What is legacy?

- If it's in use by a customer it is part of the legacy
- We're constantly building on these foundations
- Everything has an ongoing maintenance cost
- Try to ship sustainable systems!

Technical Debt

“The road to hell is paved with good intentions”

What is technical debt?



Examples of debt

- Badly written code
- No tests
- Cache system failing to expire
- Missing validation
- No cache system resulting in slow processes
- Lack of logs & other blind-spots
- Security and stability

What is technical debt?

At Best

Accepted Risk



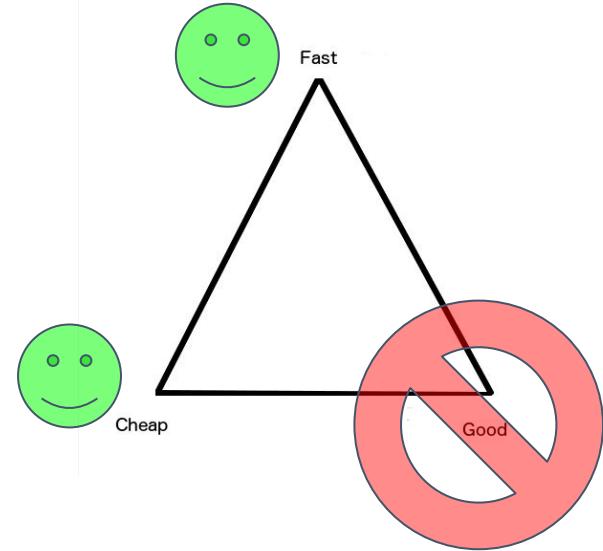
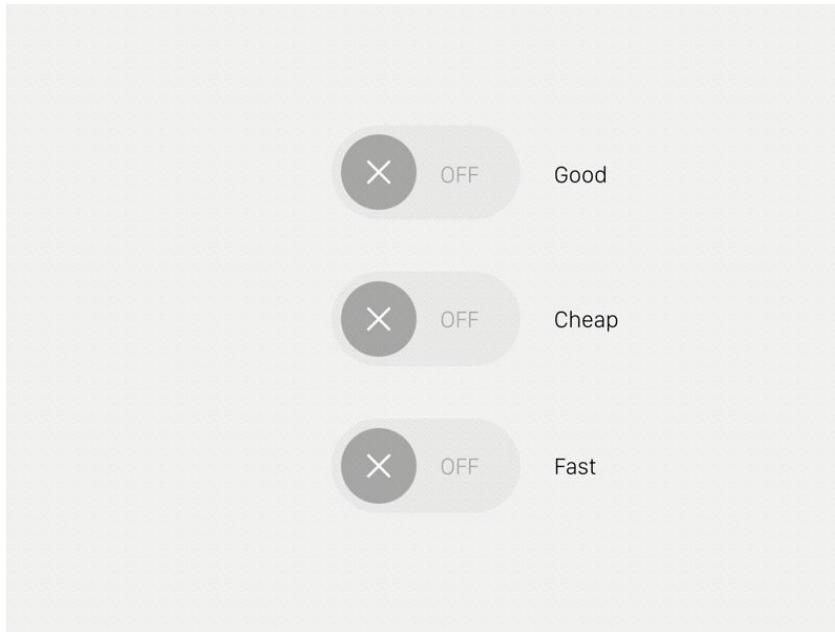
At worst

Landmine



Why do we end up with debt?

Gotta go fast



Just enough knowledge to be dangerous



- New technology
- New approach
- Under-educated
- Under-researched
- Failure to plan
- Improper prototype
- Etc ...

Broken windows theory



- If the quality of work is low, there are many “broken windows”
- Leads to more low-quality work
- Leads to loss of motivation
- Normalizes poor quality

Avoiding tech debt

Automated testing



Automated testing

- Create automation
- Get it green, keep it green
- Keep your coverage high
- You can have multiple automated test systems



Picard Tips
@PicardTips



Picard management tip: If you're on red alert every day, then red alert means nothing.

368 2:36 AM - May 31, 2013

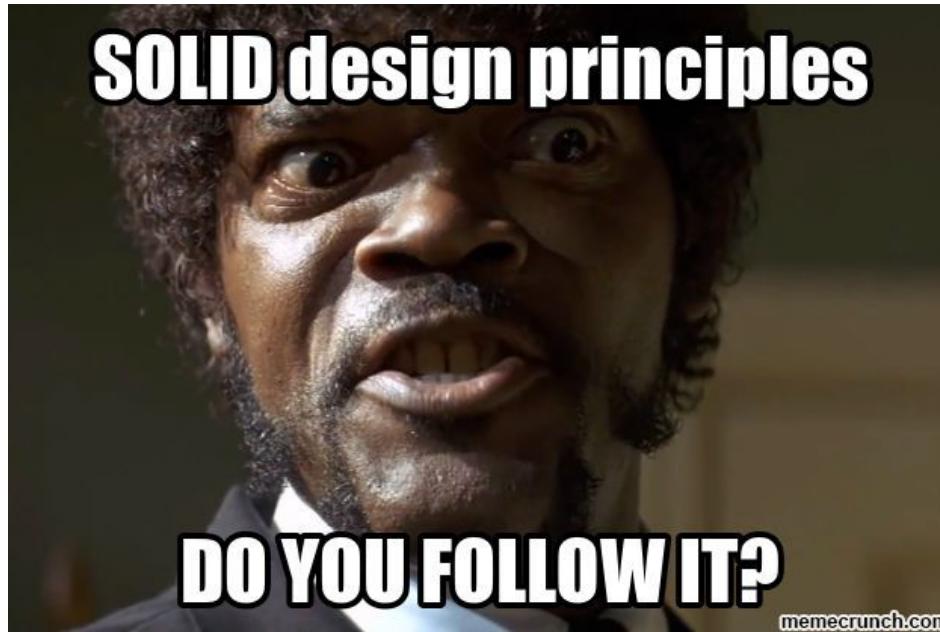


989 people are talking about this



Automated testing

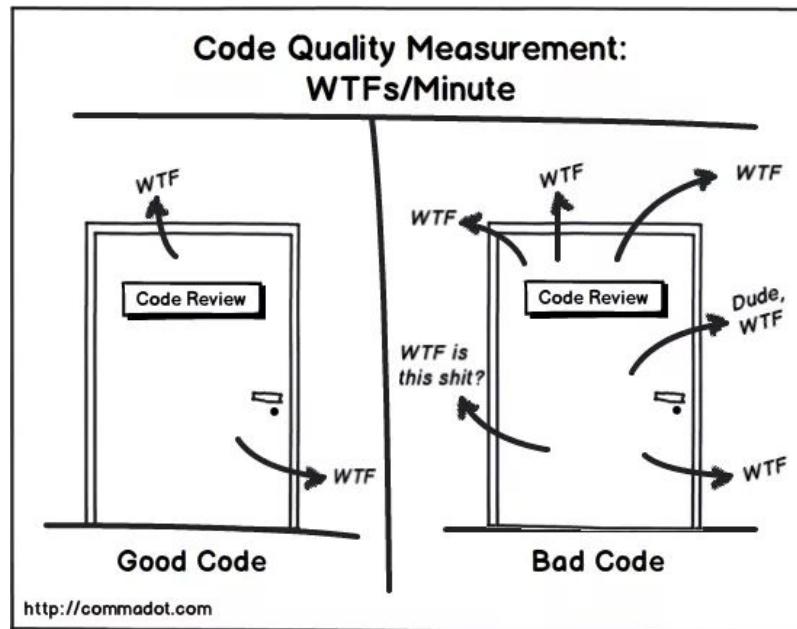
- Acceptance end-to-end (E2E) testing
- Functional testing
- Integration testing
- Unit testing
- Linting
- Static Analysis
- Mutation testing



SOLID design principles

| | | |
|-----|---------------------------------|-------------------------------------|
| SRP | Single Responsibility Principle | Do one thing |
| OCP | Open/Closed Principle | Don't make me edit your code |
| LSP | Liskov Substitution Principle | Children behave like their parents |
| ISP | Interface Segregation Principle | Make small interfaces for a purpose |
| DIP | Dependency Inversion Principle | Depend only on abstracts/interfaces |

Peer Review



Code = Actual

Comments = Intent

Tests = Proof

Commits = Reason

PR = Summary & Explanation

Docs = Tell others how to use it

Self documenting code isn't.

Safely accumulating debt

Why accumulate debt?

- Lazy.

Why accumulate debt?

- Lazy.



```
class StorageFactory
{
    /**
     * Create storage driver based on selected mode
     *
     * @param ContainerInterface $container
     * @return StorageInterface
     */
    public static function create(ContainerInterface $container): StorageInterface
    {
        $mode = $container->getParameter("storage_mode");

        // Pick storage driver
        // TODO: Well this isn't a good way to do this at all.
        if ($mode == "json") {
            return new JsonStorage($container->getParameter('kernel.root'));
        } elseif ($mode == "redis") {
            return new RedisStorage($container->get('redis'));
        }

        throw new \LogicException("Invalid storage driver specified.");
    }
}
```

Safe



```
class StorageException extends \DomainException
{
    /**
     * Thrown in response to an invalid driver being requested
     */
    public static function invalidDriver(StorageRegistry $registry, string $mode): self
    {
        $names = array_map(function(StorageInterface $driver) {
            return $driver->getName();
        }, $registry->getDrivers());

        return new self(sprintf(
            'Invalid storage driver "%s". Should be one of [%s]',
            $mode,
            implode(', ', $names)
        ));
    }

    /**
     * Thrown when two storage drivers attempt to use the same key
     */
    public static function namingCollision(
        string $name,
        StorageInterface $a,
        StorageInterface $b
    ): self {
        if ($a === $b) {
            return new self(sprintf(
                'Storage driver collision; two drivers attempted to use the same key "%s" [%s, %s]',
                $name,
                get_class($a),
                get_class($b)
            ));
        }
    }
}

/**
 * @param StorageInterface[] $drivers
 */
public function getDriver(string $name): StorageInterface
{
    if (array_key_exists($name, $this->drivers)) {
        $driver = $this->drivers[$name];
    }

    return $driver;
}

/**
 * @return StorageInterface[]
 */
public function getDrivers(): array
{
    return $this->drivers;
}
```



late

```
services:

my_storage:
    class: MyProject\Storage\StorageInterface
    factory: MyProject\Storage\StorageFactory:create
    arguments:
        - "@my_project.storage.registry"

my_storage.storage.registry:
    class: MyProject\Storage\StorageRegistry

my_storage.driver.json:
    class: MyProject\Storage\JsonStorage
    arguments:
        - "%kernel.root%"
    tags:
        - { name: "my_project.storage.driver" }

my_storage.driver.redis:
    class: MyProject\Storage\RedisStorage
    arguments:
        - "@redis"
    tags:
        - { name: "my_project.storage.driver" }

/**
 * Registers all tagged services against the registry
 */
class StorageDriverCompilerPass implements CompilerPassInterface
{
    const TAG = "my_project.storage.driver";
    const SERVICE = "my_storage.storage.registry";
    const SERVICE_METHOD = 'addProcessor';

    /**
     * {@inheritDoc}
     */
    public function process(ContainerBuilder $container)
    {
        $definition = $container->getDefinition(self::SERVICE);

        // Tagged Services: Apply to target service
        $taggedServices = $container->findTaggedServiceIds(self::TAG);
        $taggedServices = array_keys($taggedServices);

        // Add definition method call as arg
        foreach ($taggedServices as $serviceId) {
            $definition->addMethodCall(self::SERVICE_METHOD, [new Reference($serviceId)]);
        }
    }
}
```

Why accumulate debt?

- Lazy.
- Avoid over-engineering

Why accumulate debt?

- Lazy.
- Avoid over-engineering
- Some debt is actually healthy

Why accumulate debt?

- Lazy.
- Avoid over-engineering
- Some debt is actually healthy
- Gotta go fast!

Why accumulate debt?

- Lazy.
- Avoid over-engineering
- Some debt is actually good
- Gotta go fast!
- Works for me.

Pieter Levels
@levelsio

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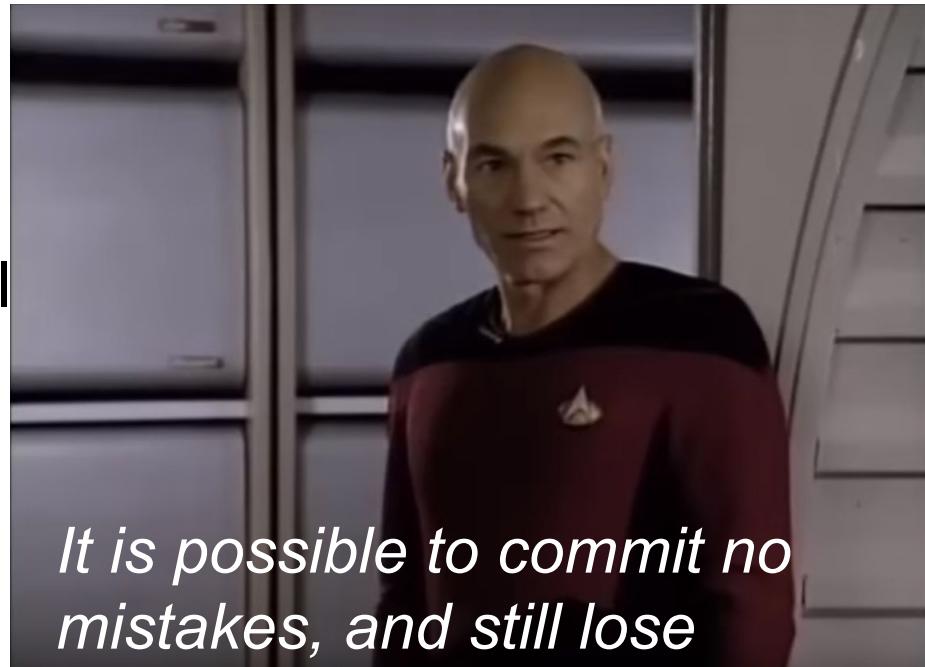
RemoteOK.io is a single PHP file called "index.php" generating \$2,342.04 in a day. No frameworks. No libraries. ❤️

Remote Jobs: Developer, Design, Writing, Custom...
29,659 Remote Jobs available as a Developer, Designer, Copywriter, Customer Support Rep, Project Manager and more! Hire remote workers. Remote OK is the bi...
remoteok.io

8:50 PM - 7 Dec 2017

Why accumulate debt?

- Lazy.
- Avoid over-engineering
- Some debt is actually healthy
- Gotta go fast!
- Works for me.
- External forces



It is possible to commit no mistakes, and still lose

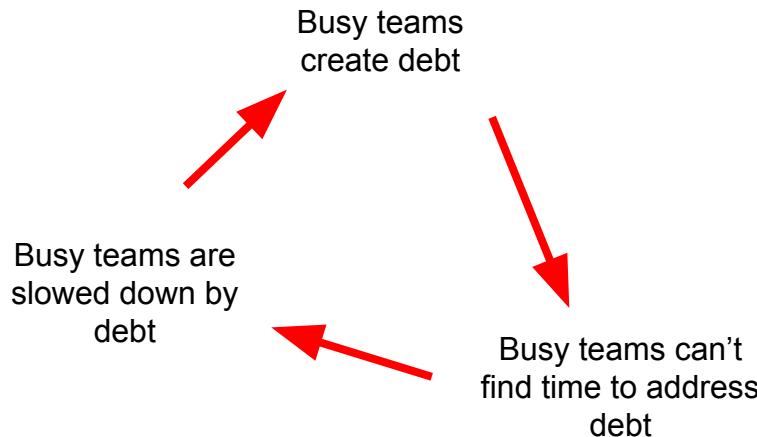
Making debt safe

- Quarantine your debt
- Put debt behind clean APIs you (might) keep using
- Hide your evil deeds



Paying back debt

Dedicate time to debt



- Enforce debt be tackled regularly
- Tick / Tock approach
- Add debt to the next sprint
- Track debt time with project velocity



Dealing with Technical Debt

- Denial

“It's not a bug, it's a feature.”

- Anger

“I think we should burn it.”

- Bargaining

“If it works, it works”

- Depression

“Don't make me touch it, I don't want to be responsible for it”

- Acceptance

“Hold onto your butts”

Simple Debt

- Add tests
- Refactor code
- Smaller code is easier code!
- Celebrate



Extreme Debt

- No services
- No domains
- No standards
- No tests
- Lots of users

BURN IT

Extreme Debt

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ALIENS © 2016 FOX

- Denial
- Anger
- Bargaining
- Depression
- Acceptance

~~BURN IT~~

Let's make things *better*.

Green-field everything!



Green-field everything!

- New functions
- New classes
- New libraries
- Microservices
- Clean code
- Few responsibilities
- Lots of tests
- Keep it green!

Practical techniques for debt

Visibility

- Make debt more visible to others
- Jira
- Trello
- Spreadsheets
- Strongly worded emails
- Literally anything



Consolidate your debt into easy monthly repayments

- Debt may take multiple passes
- Flag low-hanging fruit with comments
- Small changes clean the way for large changes
- Small changes are better than big bangs

Annotations and comments

```
● ● ●

class MyClass

{
    /**
     * @deprecated User RopeHelper::moreRope instead
     *
     * @param array $props
     * @return string
     */
    public function bitRopey(array $props) {
    }

    /**
     * @refactor/form-security Missing proper validation in forms
     *
     * @param Request $request
     * @param $ropeId
     */
    public function ropeyAction(Request $request, $ropeId)
    {
    }
}
```

Test what you can

- Use high-level browser testing to verify your system works.
- High-level tests never lose value.
- Add unit tests for all new code.

Acceptable risk

- Assume you will break things
- Have a fall-back plan
- DB restores are horrendous
- Code rollback is easy
- Make all changes backwards compatible
- Don't change behaviors
- Don't break APIs

Evil Services & Adapters

```
class ThemeService
{
    /**
     * @param int $id
     * @return array
     */
    public function getTheme($id);

    /**
     * @return array
     */
    public function getThemes();

    /**
     * @param int $id
     * @param string $key
     * @param string $value
     */
    public function setThemeValue($id, $key, $value);
}
```

```
class ThemeService
{
    /**
     * @param int $id
     * @return Theme
     */
    public function getTheme($id);

    /**
     * @return Theme[]
     */
    public function getThemes();

    /**
     * @param Theme $theme
     */
    public function saveTheme(Theme $theme);
}
```



Evil Services & Adapters

**EVERYTHING
IS
TERRIBLE!**

- Lots of usages
- Bizarro downstream code
- Green fields it!

Evil Services & Adapters

```
namespace MyProject\AppBundle\Theme;  
  
class ThemeService  
{  
    /**  
     * @param int $id  
     * @return array  
     */  
    public function getTheme($id);  
  
    /**  
     * @return array  
     */  
    public function getThemes();  
  
    /**  
     * @param int $id  
     * @param string $key  
     * @param string $value  
     */  
    public function setThemeValue($id, $key, $value);  
}
```

```
namespace MyProject\ThemeBundle\Service;  
  
class ThemeService  
{  
    /**  
     * @param int $id  
     * @return Theme  
     */  
    public function getTheme($id);  
  
    /**  
     * @return Theme[]  
     */  
    public function getThemes();  
  
    /**  
     * @param Theme $theme  
     */  
    public function saveTheme(Theme $theme);  
}
```

Evil Services & Adapters

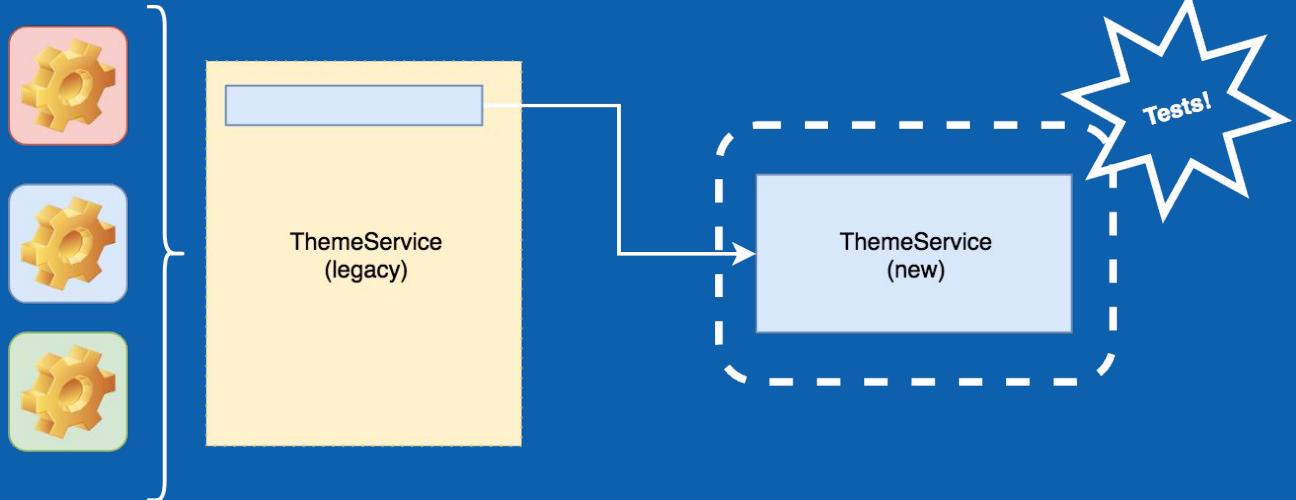
```
namespace MyProject\AppBundle\Theme;

use MyProject\ThemeBundle\Service\ThemeService as AdaptedThemeService

/**
 * @deprecated Use ThemeBundle\ThemeService instead!
 */
class ThemeService
{
    /**
     * @var AdaptedThemeService
     */
    private $themeService;

    /**
     * @param int $id
     * @return array
     */
    public function getTheme($id)
    {
        return $this->themeService->getTheme($id)->toArray();
    }
}
```

Practical techniques for debt



Evil Services & Adapters

```
namespace MyProject\AppBundle\Theme;

use MyProject\ThemeBundle\Service\ThemeService as AdaptedThemeService

/**
 * @deprecated Use ThemeBundle\ThemeService instead!
 */
class ThemeService
{
    /**
     * @var AdaptedThemeService
     */
    private $themeService;

    /**
     * @param int $id
     * @return array
     */
    public function getTheme($id)
    {
        return $this->themeService->getTheme($id)->toArray();
    }
}
```



Evil Services & Adapters

```
$theme = $themeService->getTheme();

$theme = $theme->toArray();

$background = $theme['background'];
$logo = $theme['logo'];
$logoUrl = $this->generateLink->image($logo);

$options = (array) $theme['options'];
if (isset($options['menu_sidebar'])) {
    $enable = Menu::SIDEBAR;
}
```



Practical techniques for debt

```
namespace MyProject\AppBundle\Theme;

class ThemeService
{
    /**
     * @param int $id
     * @return array
     */
    public function getTheme($id)
    {
        return $this->toArray($this->themeService->getTheme($id));
    }

    /**
     * @param Theme $theme
     * @return array
     */
    private function toArray(Theme $theme)
    {
        // TODO: You get the idea
    }
}
```



Evil Arrays

```
● ● ●  
  
$theme = $themeService->getTheme(123);  
  
$theme['foreground'];  
$theme['background'];  
$theme['background2'];  
$theme['fontHeader'];  
$theme['fontFooter'];  
$theme['images']['logo'];  
$theme['images']['background'];  
$theme['options']['sideAlign']['upper'];  
  
$theme['could']['be']['literally']['anything'];
```



Evil Arrays & ArrayAccess

```
use MyProject\Features\ArrayObjectTrait;

class Theme implements \ArrayAccess
{
    use ArrayObjectTrait;

    private $a;

    private $b;
}
```

```
/** 
 * This type check will throw a type error. Boo!
 */
function getThemeBackground(array $theme)
{
    return $theme['background'];
}
```

```
/*
 * Allows object properties to be accessed as-if arrays
 */
trait ArrayObjectTrait
{
    public function offsetExists($offset): bool
    {
        return property_exists($this, $offset);
    }

    public function offsetGet($offset)
    {
        return property_exists($this, $offset) ? $this->$offset : null;
    }

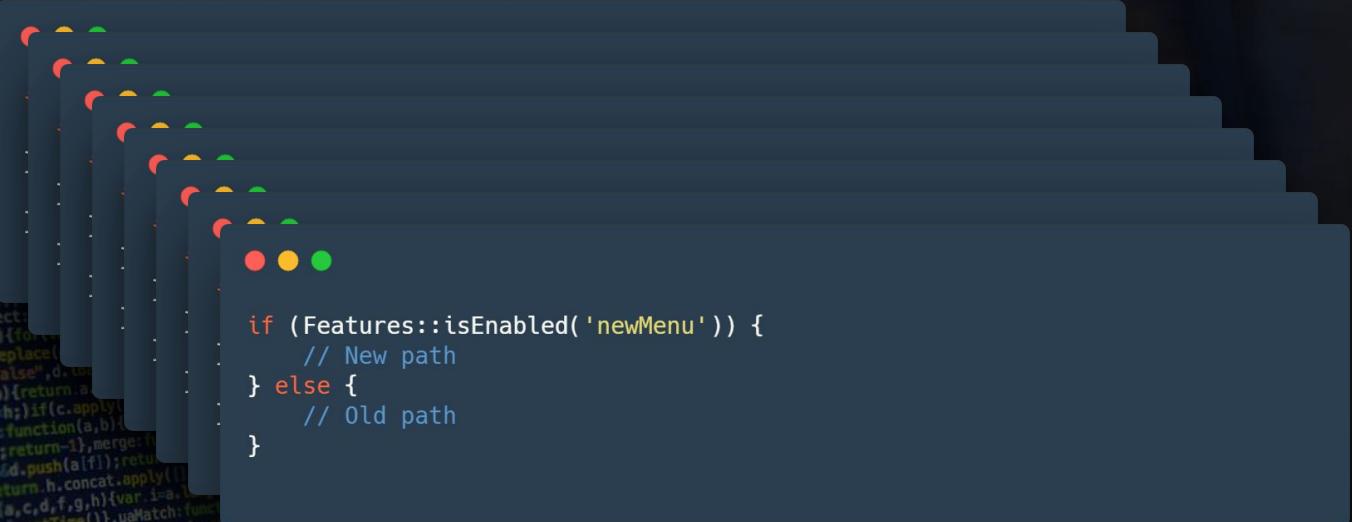
    public function offsetSet($offset, $value): void
    {
        if (property_exists($this, $offset)) {
            $this->$offset = $value;
        }
    }

    public function offsetUnset($offset): void
    {
        if (property_exists($this, $offset)) {
            $this->$offset = null;
        }
    }
}
```

Feature flags

- Hide the line between your features and your releases
- The best flags are the kind you never see

Evil Feature Flags



```
if (Features::isEnabled('newMenu')) {
    // New path
} else {
    // Old path
}
```

Good Feature Flags & Factories



```
class MenuFactory
{
    public function create()
    {
        if (Features::isEnabled('newMenu')) {
            return new HandyDandyManu();
        } else {
            return new LegacyMenu();
        }
    }
}
```

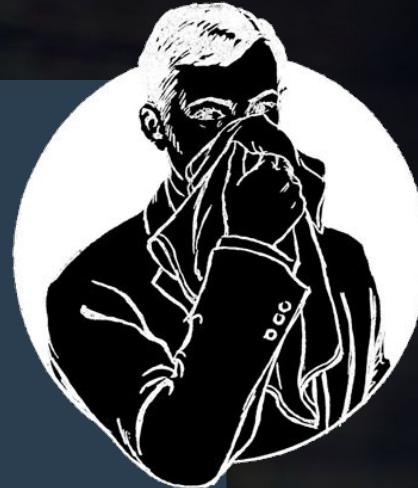
Evil Conditions

```
● ● ●

if ($object instanceof Alpha) {
    // Do a thing
} elseif ($object instanceof Bravo) {
    // Do another thing
}

switch (get_class($object)) {
    case Alpha::class:
        // Something
        break;
    case Bravo::class:
        // Something else
        break;
}

if ($object->getType() == Alpha::TYPE) {
    // Please stop
} elseif ($object->getType() == Bravo::TYPE) {
    // Oh god why
}
```



Evil Conditions & Abstractions

```
class AlphaHandler implements HandlerInterface
{
    /** @var Alpha */
    private $model;

    /** @var AlphaService */
    private $alphaService;

    /**
     * @param Alpha $model
     * @param AlphaService $alphaService
     */
    public function __construct(Alpha $model, AlphaService $alphaService)
    {
        $this->model = $model;
        $this->alphaService = $alphaService;
    }

    public function getName()
    {
        return $model->getPublishedTitle();
    }

    public function delete()
    {
        $this->alphaService->remove($this->model);
    }
}
```

```
$alpha = $this->getAlpha();

// Wrap it!
$factory = function(Alpha $alpha) {
    return new AlphaHandler($alpha, $this->get('alpha_service'));
};

$handler = $factory($alpha);

// A handled object has a name
$handler->getName();

// Delete it?
if ($request->get('delete')) {
    $handler->delete();
}
```

Good Abstraction Factory

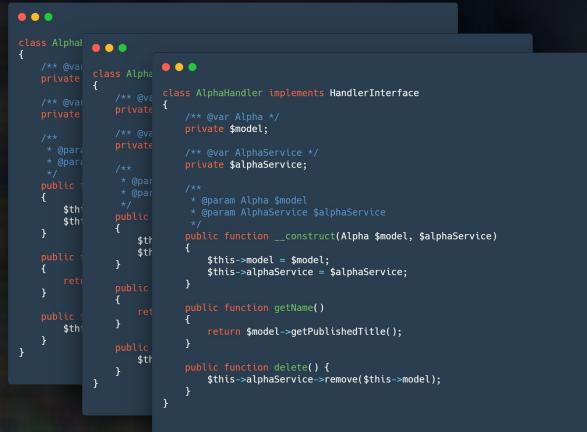
```
class HandlerFactory
{
    private $handlers = [];

    public function registerHandler($factory)
    {
        $this->handlers[] = $factory;
    }

    public function create($object)
    {
        foreach ($this->handlers as $handler) {

            // Use if compatible
            if ($handler->isCompatible($object)) {
                return $handler->createHandler($object);
            }
        }
    }

    return null;
}
```



```
class Alpha
{
    /**
     * @var HandlerInterface
     */
    private $model;

    /**
     * @var AlphaService
     */
    private $alphaService;

    /**
     * @param HandlerInterface $model
     * @param AlphaService $alphaService
     */
    public function __construct(HandlerInterface $model, AlphaService $alphaService)
    {
        $this->model = $model;
        $this->alphaService = $alphaService;
    }

    /**
     * @return string
     */
    public function getName()
    {
        return $model->getPublishedTitle();
    }

    /**
     * @param mixed $object
     * @return bool
     */
    public function isCompatible($object)
    {
        return $model->isCompatible($object);
    }

    /**
     * @param mixed $object
     */
    public function createHandler($object)
    {
        $handler = $this->alphaService->getHandler($model);
        if ($handler) {
            return $handler->createHandler($object);
        }
    }
}

class AlphaHandler implements HandlerInterface
{
    /**
     * @var Alpha
     */
    private $model;

    /**
     * @var AlphaService
     */
    private $alphaService;

    /**
     * @param HandlerInterface $model
     * @param AlphaService $alphaService
     */
    public function __construct(HandlerInterface $model, AlphaService $alphaService)
    {
        $this->model = $model;
        $this->alphaService = $alphaService;
    }

    /**
     * @param mixed $object
     * @return mixed
     */
    public function createHandler($object)
    {
        $handler = $this->alphaService->getHandler($model);
        if ($handler) {
            return $handler->createHandler($object);
        }
    }

    /**
     * @param mixed $object
     */
    public function isCompatible($object)
    {
        return $model->isCompatible($object);
    }

    /**
     * @param mixed $object
     */
    public function delete()
    {
        $this->alphaService->remove($model);
    }
}
```

Evil attributes



```
namespace MyProject\Importer;

interface ImporterInterface
{
    public function getId(): string;
    public function getTitle(): string;
}
```



```
namespace MyProject\User;

use MyProject\Importer\ImporterInterface;

class UserImporter implements ImporterInterface
{
    public function getId(): string
    {
        return 'user';
    }

    public function getTitle(): string
    {
        return 'my_project.importer.user.title';
    }
}
```

Good attributes with Builder pattern



```
namespace MyProject\User;

use MyProject\Importer\Builder\ImporterBuilder;
use MyProject\Importer\ImporterInterface;

class UserImporter implements ImporterInterface
{
    public function configure(ImporterBuilder $builder): void
    {
        $builder->id('user');
        $builder->name('my_project.importer.user.title');
    }
}
```



```
namespace MyProject\User;

use MyProject\Importer\ImporterInterface;

class UserImporter implements ImporterInterface
{
    public function getId(): string
    {
        return 'user';
    }

    public function getTitle(): string
    {
        return 'my_project.importer.user.title';
    }
}
```

Good attributes with Builder pattern

```
namespace MyProject\User;

use MyProject\Importer\Builder\ImporterBuilder;
use MyProject\Importer\ImporterInterface;

class UserImporter implements ImporterInterface
{
    public function configure(ImporterBuilder $builder): void
    {
        $builder->id('user');
        $builder->name('my_project.importer.user.title');
    }
}
```

```
namespace MyProject\Importer;

use MyProject\Importer\Builder\ImporterBuilder;

interface ImporterInterface
{
    public function configure(ImporterBuilder $builder): void;
}
```

Good attributes with Builder pattern

```
● ● ●  
namespace MyProject\Importer\Builder;  
  
use MyProject\Importer\ImporterDefinition;  
  
class ImporterBuilder  
{  
    /** @var ImporterDefinition */  
    private $definition;  
  
    public function __construct(ImporterDefinition $definition)  
    {  
        $this->definition = $definition;  
    }  
  
    public function name($name): void {  
        $this->definition->title = $name;  
    }  
  
    public function id($id): void {  
        $this->definition->id = $id;  
    }  
}
```

```
● ● ●  
namespace MyProject\Importer;  
  
use MyProject\Importer\Builder\ImporterBuilder;  
  
interface ImporterInterface  
{  
    public function configure(ImporterBuilder $builder): void;  
}
```

Practical techniques for debt

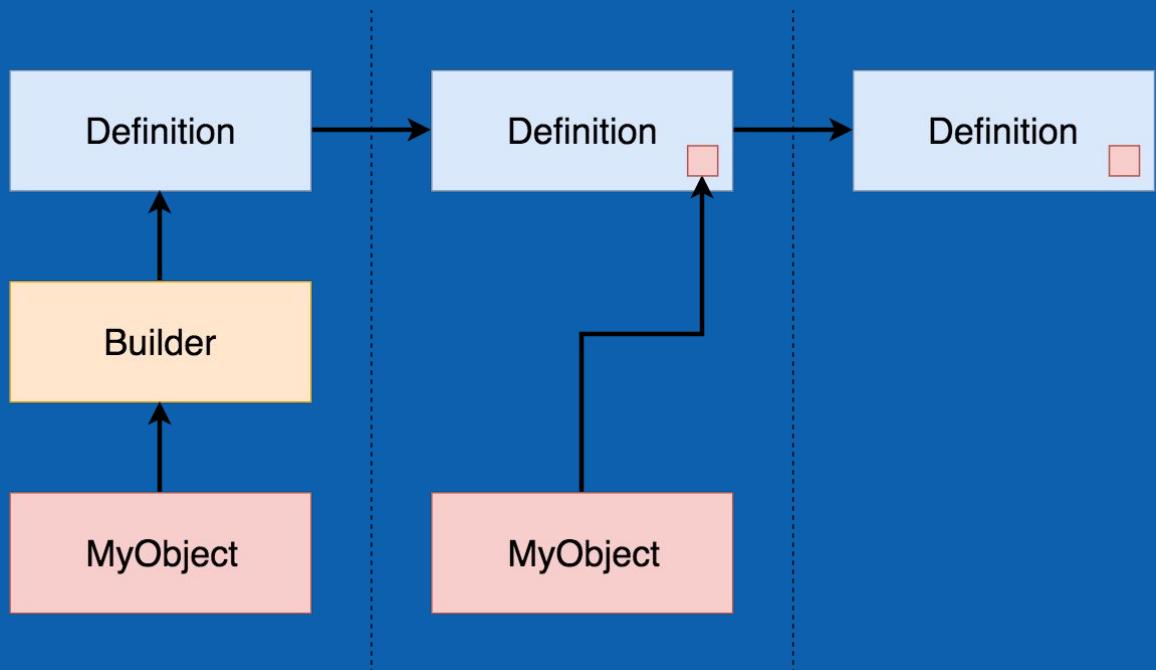
Good attributes with Builder pattern

```
namespace MyProject\Importer\Builder;  
  
use MyProject\Importer\ImporterDefinition;  
  
class ImporterBuilder  
{  
    /** @var ImporterDefinition */  
    private $definition;  
  
    public function __construct(ImporterDefinition $definition)  
    {  
        $this->definition = $definition;  
    }  
  
    public function name($name): void {  
        $this->definition->title = $name;  
    }  
  
    public function id($id): void {  
        $this->definition->id = $id;  
    }  
}
```

```
namespace MyProject\Importer;  
  
class ImporterDefinition  
{  
    /** @var string */  
    public $id;  
  
    /** @var string */  
    public $title;  
  
    /** @var ImporterInterface */  
    public $importer;  
}
```

```
namespace MyProject\Importer;  
  
use MyProject\Importer\Builder\ImporterBuilder;  
  
class ImporterRegistry  
{  
    /** @var ImporterDefinition[] */  
    private $importers = [];  
  
    public function register(ImporterInterface $importer): void  
    {  
        // Create definition  
        $definition = new ImporterDefinition();  
        $definition->importer = $importer;  
  
        // Execute builder  
        $builder = new ImporterBuilder($definition);  
        $importer->configure($builder);  
  
        // Save to collection  
        $this->importers[$definition->id] = $definition;  
    }  
  
    public function getImporter($id)  
    {  
        return $this->importers[$id];  
    }  
}
```

Builder pattern layout



Good feature flags with Builder pattern

```
namespace MyProject\User;

use MyProject\Importer\Builder\ImporterBuilder;
use MyProject\Importer\ImporterInterface;

class UserImporter implements ImporterInterface
{
    public function configure(ImporterBuilder $builder): void
    {
        $builder->id('user');
        $builder->name('my_project_importer_user_title');
        $builder->visible(Feature::isEnabled('user_importer'));
    }
}
```

Final thoughts

- Test as much as you can
- Reduce the scope / quarantine your debt
- Figure out the surface area and plan your attack.
- Green-field is always an option
- Some debt is healthy
- Debt is a challenge to be *conquered*



Questions



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