

Scalable Command Line Interfaces

(and some OSS governance)

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(and some OSS governance)

What we'll be
covering

- Open Source Governance
- Conventions
- Reducing Entry Requirements

OSS Governance

Few lessons learnt
the hard way

- You can sprint far for a short time, but if you wanna win a marathon, you need to go together
- Give responsibility, thrive together or you'll burnout
- Breaking things are unavoidable
- Release big features slow

Conventions

Observation: *Web tries
to reinvent the wheel a lot*

Web is like swift
playground

Which is kinda nice

- Browser editors
- Machine Learning
- Performance
- Enterprise
- Memes



**Most importantly, web is a big sea
of information,** *need to get better at
filtering information and providing the
most essential information*

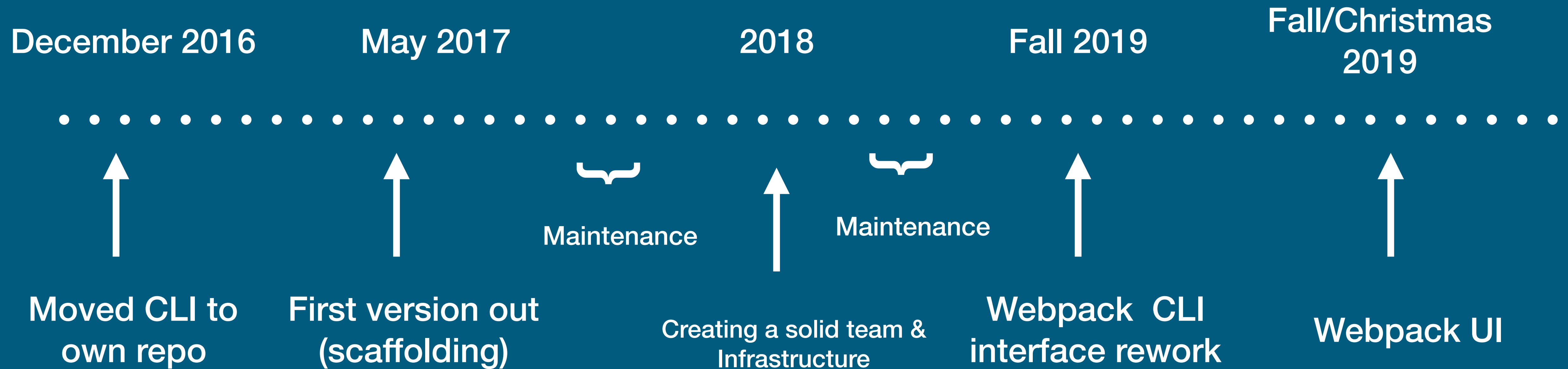
Curl —knowledge &
wget —competence

*Curve knowledge and get
competence*

- Write docs
- Reduce entry requirements
- Set **conventions**
- Use inventiveness of web in your favor (like making an Electron App for your otherwise boring CLI)

Brief rundown of webpack-cli

- Started work for what will be included in webpack UI January 2017, expected release at latest 2020
- Takes time, because this is OSS and contributors have commitments on the side



Thoughts & Words

<https://medium.com/webpack/we-are-changing->

<https://medium.com/@evenstensberg/architectural->

- Laravel has strict convention on folder hierarchy, output defaults to *public* unlike webpack (*dist*)
- Config lookup should be relevant to NODE_ENV
- Should support a default compilation with good perf practices and base settings done

- **Less CLI flags, hide complexity in configuration files, initial users will have a better time** proficient users probably already have configuration files for dev/prod somewhere
- **Folder for webpack configs, hides complexity and people are already modularizing their configurations.** No need to have 99 dot files at root

Truth is, we don't have time
or resources to implement
everything at once

- New CLI for webpack is under development
- Need to take it slow, a lot of users, a lot of things that needs to be rightly implemented and tested
- Wrong execution will affect a lot of users

Reducing Entry Requirements

- Good defaults 👍
- Minimalistic starting point 🔥
- Simple & intuitive interfaces ✅
- Scale complexity (*if ever needed*) over time 📈

We've been here
before, haven't we?

0CJS is good for
starting a project

But...

You lose visibility

Users might end up
with a Black Box

OCJS

Full Config

Sweet Spot



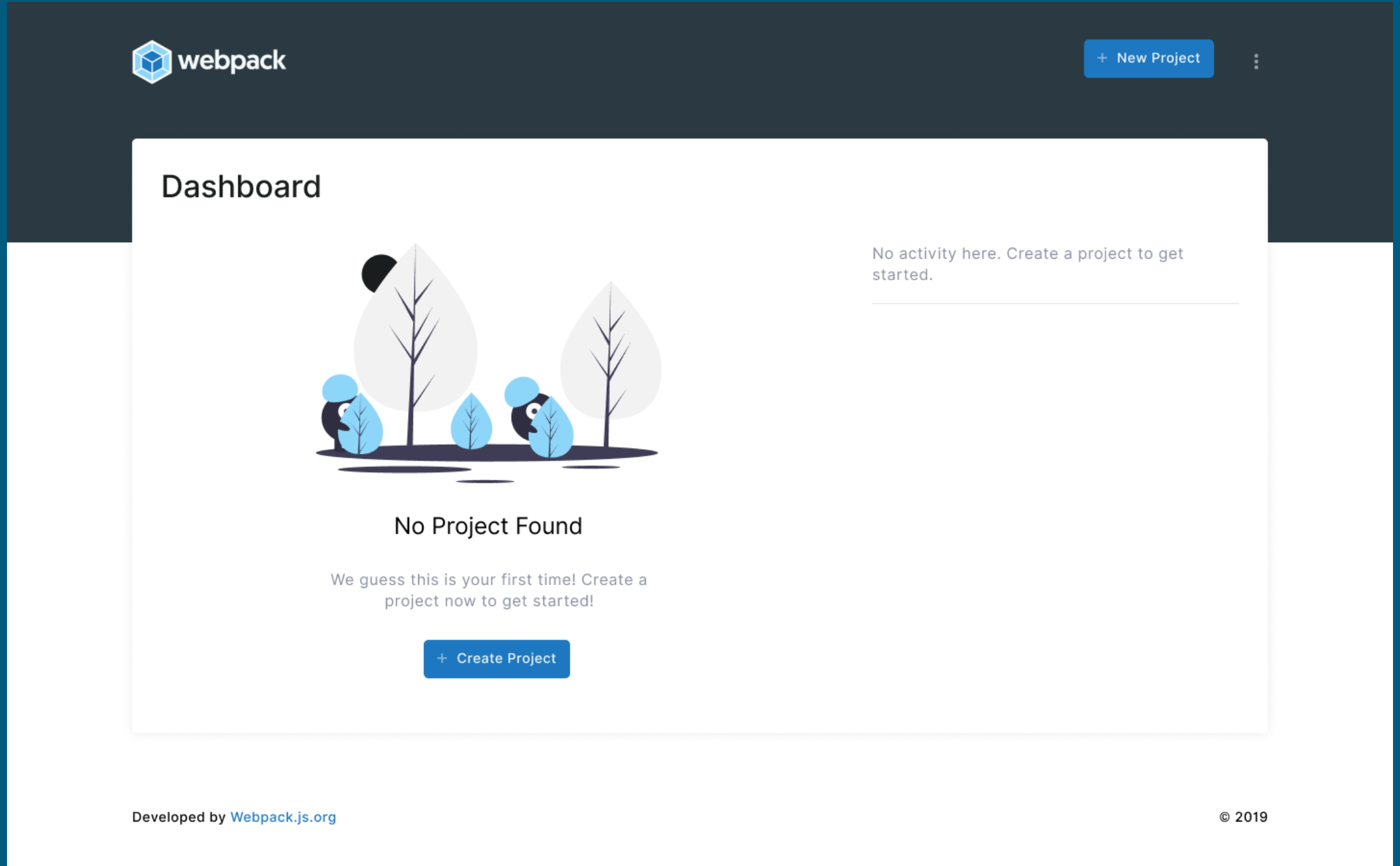
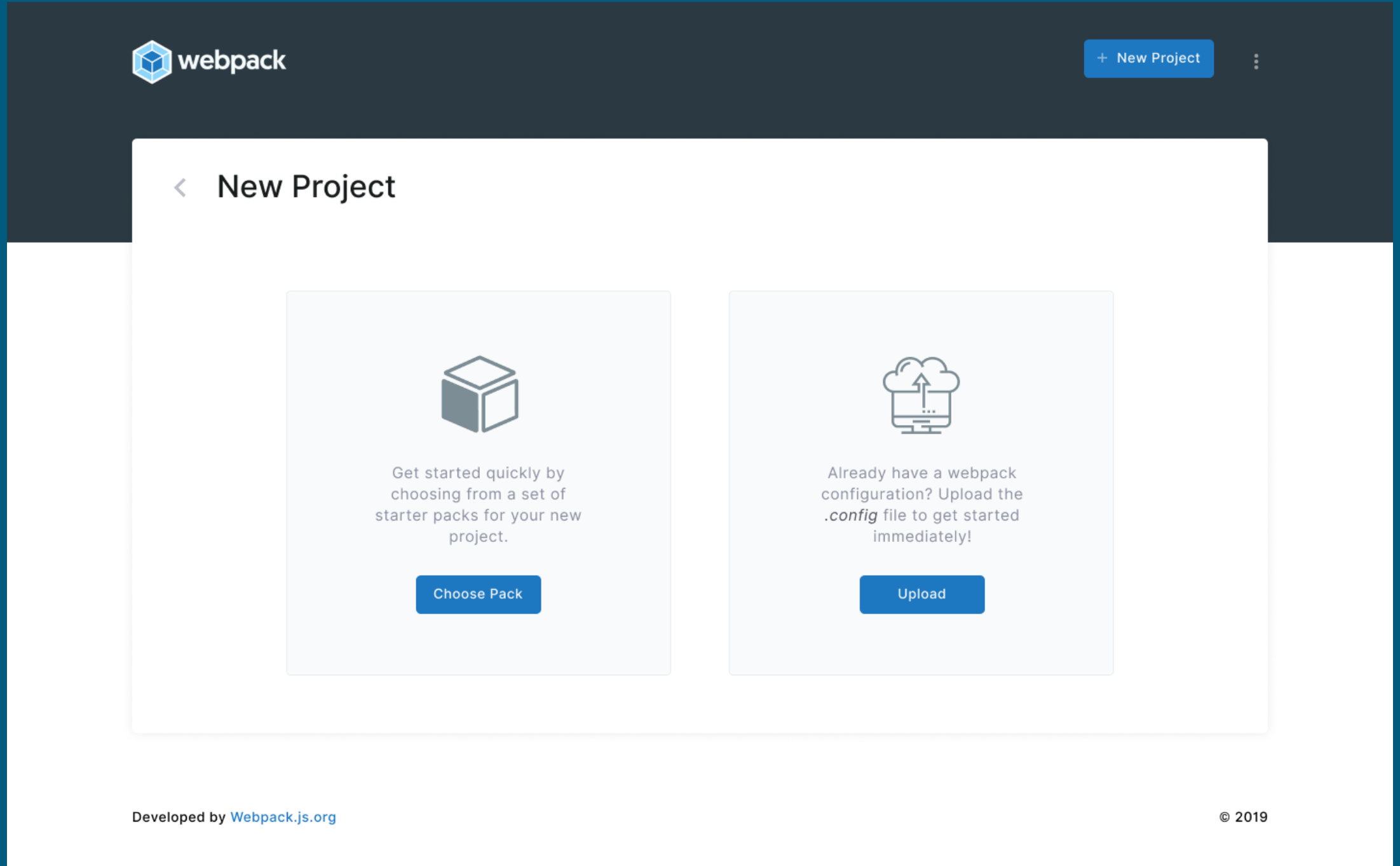
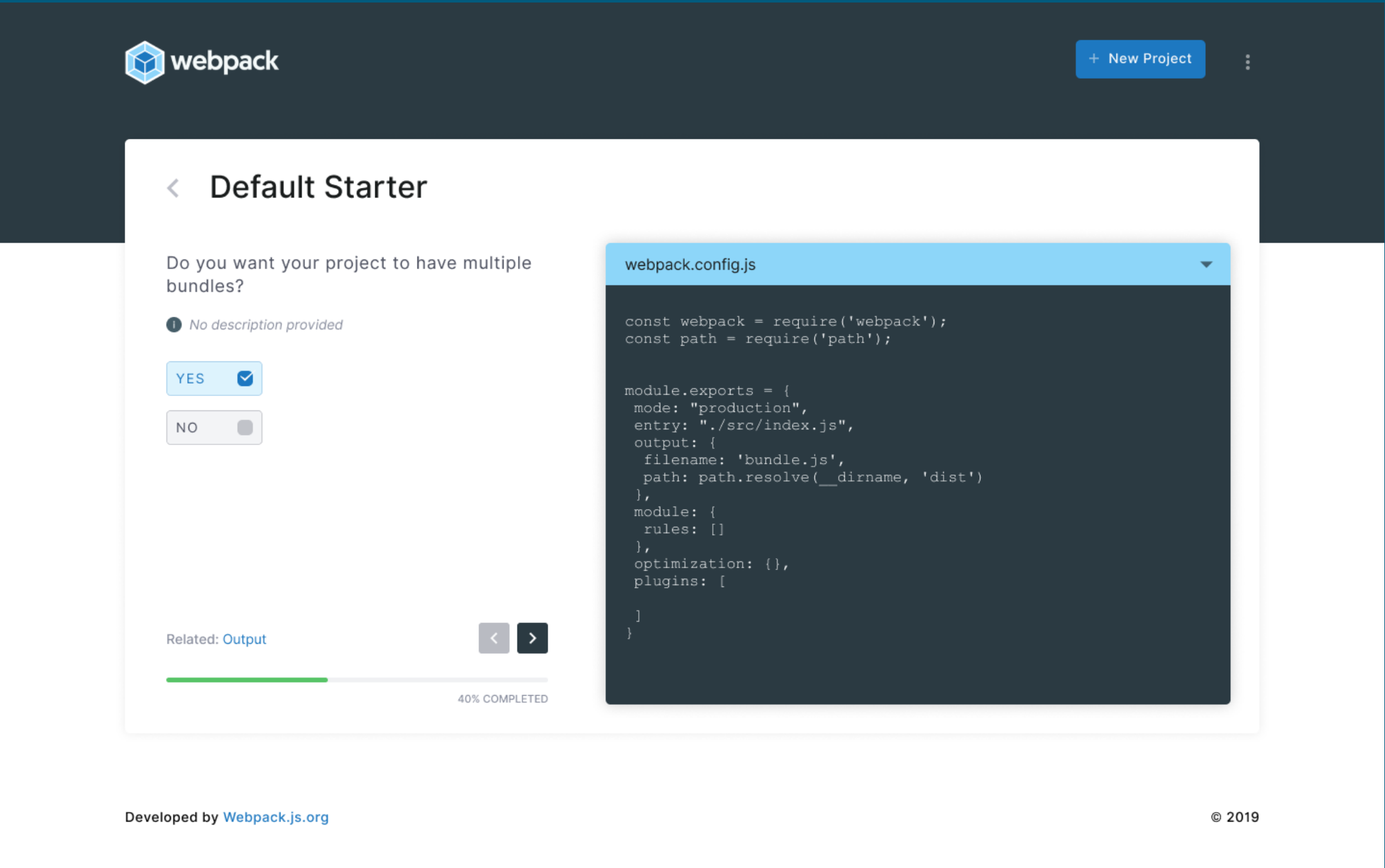
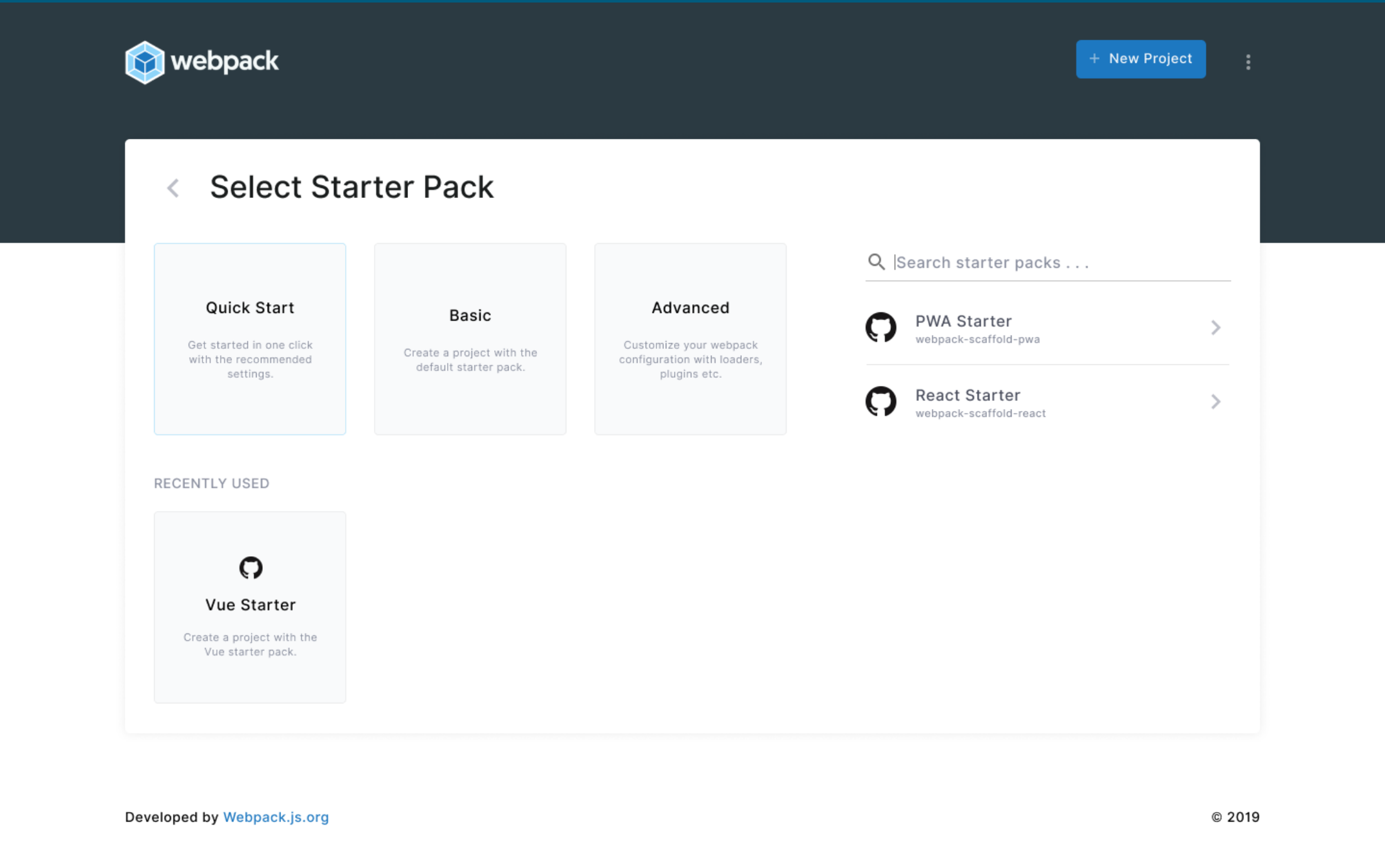
OCJS isn't only about
no configuration

It's about educating the
developer so that he/she doesn't
need to use a boilerplate to know
what best practice is

«We believe that ~~transparency~~ configurations are needed to create ~~trust~~ visibility, and it's also needed to ~~create a dialogue~~ educate developers.»

– *Julie Sweet*

Reducing burden of the user — Graphical User Interfaces



Summary

- Think about the project - **Get a steady squad and spread responsibility**
- OCS is important - **But so is visibility**
- Set conventions - **People eventually will follow them**
- Use/Create ecosystems when you can - **Abstractions hide complexity**
- All this = Low tech debt + Educating developers