

MASARYK UNIVERSITY
FACULTY OF INFORMATICS



Refactoring of Kdyby packages

BACHELOR'S THESIS

Filip Procházka

Brno, Spring 2017

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This is where a copy of the official signed thesis assignment and a copy of the Statement of an Author is located in the printed version of the document.

Declaration

Hereby I declare that this paper is my original authorial work, which I have worked out on my own. All sources, references, and literature used or excerpted during elaboration of this work are properly cited and listed in complete reference to the due source.

Filip Procházka

Advisor: RNDr. Jaroslav Bayer

Acknowledgement

This is the acknowledgement for my thesis, which can span multiple paragraphs.

Abstract

This is the abstract of my thesis, which can span multiple paragraphs.

Keywords

package, kdyby, nette, doctrine, orm, composer, packagist

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1 Introduction

Kdyby is an Open-source software (OSS) [1] project that I, Filip Procházka, lead and maintain. It is a set of PHP [2] libraries, that aim to ease writing of web applications.

Through my carer, I have used Kdyby in core business applications of companies such as Damejidlo.cz and Rohlik.cz. A lot of people consider my work useful enough to incorporate it to their own applications as well.

As of writing this, the more popular libraries have hundreds of thousands of downloads. Five of Kdyby libraries have over quarter million downloads and one is approaching half a million with staggering amount of 470 thousands of downloads [3]. In conclusion, a sober estimate would be, that Kdyby libraries are used in hundreds of real production applications.

If I account only for the two biggest projects that I can confirm are using Kdyby packages, over a billion Czech crowns¹ has literary flowed through Kdyby. That is a big responsibility.

Over the years, I have had problems keeping up with the demand and the packages began to get obsolete. I wanna use this thesis as way to fix the situation.

I will review the state of each library and decide its future. Which means I will either deprecate it and provide the users a suggestion for a better alternative, or fix the problems and refactor the library.

1. Rohlik.cz loni prodal zboží za miliardu, letos chce konečně zisk
<http://tyinternety.cz/e-commerce/rohlik-cz-loni-dosahl-na-miliardovy-obrat-letos-chce-konecne-zisk/>

2 Background for understanding Kdyby

2.1 A brief history of Kdyby

In 2006 I have started working on my own Content management system (CMS) [4]. A prototype was used in production on few websites I created. The oldest preserved version is [archived on my Github](#)¹. It is a great learning material on how to not write a CMS.

Then the concept of OSS [1] was introduced to me and I have decided to start working on everything openly, under a free license [5]. Sadly, since then, no new working version of Kdyby CMS was ever released, because I have rewritten it from scratch exactly 10 times.

In 2012, I have decomposed the the emerging system into separate libraries that can be used more or less independently and have their own release cycle. This approach was preserved to this day.

2.2 Techniques and design patterns

2.2.1 Dependency Injection

Inversion of control is a design principle in which custom-written portions of a computer program receive the flow of control from a generic framework.

Dependency Injection (DI) is a technique whereby one object supplies the dependencies of another object. Passing the service to the client, rather than allowing a client to build or find the service, is the fundamental requirement of the pattern [6].

2.2.2 Aspect Oriented Programming

In computing, Aspect-oriented Programming (AOP) is a programming paradigm that aims to increase modularity by allowing the separation of cross-cutting concerns. It does so by adding additional behavior to existing code (an advice) without modifying the code itself, instead separately specifying which code is modified via a pointcut specification, such as log all function calls when the name of the function

1. archived on my Github <https://github.com/fprochazka/kdyby-cms-old>

begins with 'set'. This allows behaviors that are not central to the business logic (such as logging) to be added to a program without cluttering the code core to the functionality [7].

2.2.3 Event Dispatcher

The Event Dispatcher is a pattern for writing modular code. It allows to create extension points in the library or application that another library or application can hook into and change or extend the behavior.

Typically, the extension points are called hooks or events and the new functionality is provided with objects called listeners.

2.3 Technologies used

2.3.1 Git and Github

Git is a Version Control System, that is decentralized and considered very fast [8]. Github is a collaboration platform for software development using Git.

Each project has a page on Github called a repository, that can be used to inspect the Git history, files and other metadata. On the project repository page, there are issues and pull requests. Pull requests are a way to ask the maintainer of the repository to incorporate provided code patch to the repository. It can be a bugfix or feature.

There are tools around pull requests that allow collaboration, a code review and discussion about the provided code, so that the maintainers can help the contributors to provide the best code possible.

Kdyby is hosted and developed on Github, with the help of several other maintainers and the community, that contributes bugfixes and features.

2.3.2 Continuous Integration

Continuous Integration (CI) is a practice of merging all developer working copies to a shared mainline several times a day, to prevent merging conflicts. [9] But now-days, the term has established to mean CI servers that run prepared task on the provided code.

In practice, it means that as the developer is working on a feature or bugfix, they push the work in progress code into a repository, the code is then picked up by a CI server that executes the tests, checks coding style and runs various other tasks to verify that the code was not broken.

When the work is finished and all the task on CI server completed with success, the code can be probably safely integrated, providing that the tests for new or changed functionality were added.

Some popular CI services are [Travis CI](#)², [CircleCI](#)³ and [GitLab CI](#)⁴. Kdyby is using the Travis CI, that is free for OSS projects.

2.3.3 Nette Framework

Nette Framework is an OSS framework for creating web applications in PHP [10]. Nette is separated into many packages.

The Dependency Injection component [nette/di](#)⁵ provides a Dependency Injection Container (DIC) that holds the services. The component also allows to prepare a preconfigured DIC, which is then compiled into a PHP class that contains optimized code for the service creation. This compiled DI Container class is cached for reuse. There is a concept (and a class) `CompilerExtension` that allows the developer to hook into the process of configuring and compiling of the DIC. All of Kdyby packages that are an integration of some other library or tool into Nette provide a `CompilerExtension` to make the installation easy.

2.3.4 Composer

Composer is a tool for dependency management [11] in PHP. It allows you to declare the libraries your project depends on and it will manage (install or update) them for you [12].

Packages are usually published using Github with metadata in a file named `composer.json`, that is written in JSON [13] format.

2. Travis CI <https://travis-ci.org/>

3. CircleCI <https://circleci.com/>

4. GitLab CI <https://about.gitlab.com/features/gitlab-ci-cd/>

5. nette/di <https://github.com/nette/di>

Composer is decentralized, but has a single main metadata repository [Packagist](https://packagist.org/)⁶. It stores and provides all the package metadata like available versions and where to download them.

All Kdyby libraries are published as Composer packages on Packagist and installing them using the Composer is the only officially supported installation method.

2.3.5 OAuth 2

OAuth is a protocol for authentication and authorization that can be implemented into a web service. It is designed for secure exchange of user information, allowing third party websites to implement a login and registration process that simplifies these tasks for the user essentially allowing them to login or register to services through the OAuth 2 provider with two clicks.

Kdyby provides packages for integrating Nette Framework with OAuth 2 providers, such as [Facebook](#)⁷, [Google](#)⁸ and [Github](#)⁹.

2.3.6 dibi

Dibi is a Database Abstraction Library for PHP. It supports a lot of significant databases: MySQL, PostgreSQL, SQLite, MS SQL, Oracle, Access and generic PDO and ODBC [14].

2.3.7 Doctrine 2 ORM

Doctrine 2 ORM is an Object-Relation Mapper (ORM) [15], which means it allows the programmer to create PHP classes called entities, that represent relational data in a database and are used to actually map the data from the database to the classes and back. In conclusion, it allows the programmer to write fully Object-oriented (OOP) [16] applications.

6. Packagist <https://packagist.org/>

7. Facebook <https://developers.facebook.com/docs/facebook-login/manually-build-a-login-flow>

8. Google <https://developers.google.com/identity/protocols/OAuth2>

9. Github <https://developer.github.com/v3/oauth/>

2.3.8 Symfony Framework

Symfony is a PHP web application framework and a set of reusable PHP components/libraries, similar to Nette [17].

2.3.9 Monolog

Monolog is a logging library that sends your logs to files, sockets, inboxes, databases and various web services. This library implements the PSR-3 [18] interface that you can type-hint against in your own libraries to keep a maximum of interoperability [19].

2.3.10 RabbitMQ

RabbitMQ is OSS message broker software (sometimes called message-oriented middleware) that implements the Advanced Message Queuing Protocol (AMQP). The RabbitMQ server is written in the Erlang programming language and is built on the Open Telecom Platform framework for clustering and failover [20].

2.3.11 ElasticSearch

Elasticsearch is a search engine based on Lucene. It provides a distributed, multitenant-capable full-text search engine with an HTTP web interface and schema-free JSON documents. Elasticsearch is developed in Java and is released as open source under the terms of the Apache License. It is the most popular enterprise search engine [21].

2.3.12 Redis

Redis is an in-memory database OSS project that is networked, in-memory, and stores keys with optional durability [22].

2.3.13 PhpStan

PHPStan focuses on finding errors in your code without actually running it. It catches whole classes of bugs even before you write tests for the code [23].

2.3.14 Nette\Tester

Nette\Tester is an unit testing [\[24\]](#) framework for the PHP [\[25\]](#).

3 Current state of Kdyby

To be able to lay out the roadmap, first we have to know the current state of each Kdyby package, the original purpose and the current requirements. We will only review those packages that actually made it to production and at least one usable version was released.

I have created few GitHub repositories as a reminder for me to start working on some other web application development problems. I did start to work on some of them, for example on DoctrineForms, but it was never "officially released". We will not discuss these incomplete packages in this thesis.

3.1 State of the project

The most relevant problem is the compatibility with new versions of the libraries, that Kdyby integrates. Current version of Nette Framework is 2.4 and the 3.0 is being developed, but some of Kdyby packages support only Nette Framework 2.2 or older.

The other problems appear only when you interact with the source code which is still really important for me as a maintainer and for the contributors. Also good maintainable code attracts more programmers to use it and contribute. But, there is no coding standard being enforced automatically on any package and no static analysis tool is checking the code. On the other hand almost all of the packages have unit and integration tests and linter checking the code for multiple versions of PHP.

Most of the packages are compatible with PHP 5.4, but [PHP 5.4 had end of life at 2015-09-03](#)¹ and is no longer supported by PHP developers.

The PHP 5.5 had end of life at 2016-06-21 and PHP 5.6 is currently in the phase of security fixes only and will have end of life at 2018-12-31. As you can see on the graph 3.1, everyone should be migrating to PHP 7.0 by now. But the developer has to consider what PHP versions the libraries support, upgrade them first and then migrate the application.

1. PHP 5.4 had end of life at 2015-09-03 <http://php.net/eol.php>

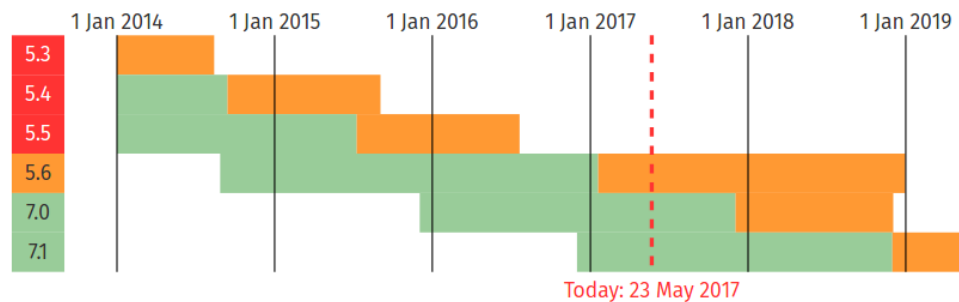


Figure 3.1: Supported PHP Versions. Green is active support, orange is security fixes only. Up-to-date version is at <http://php.net/supported-versions.php>

3.2 State of each package

This section reviews each package separately, considers the original purpose and sums up the current state.

3.2.1 Doctrine

Kdyby\Doctrine is an integration of Doctrine 2 ORM into Nette Framework. But it has cumulated a lot of responsibilities, that don't belong to it

Doctrine 2 ORM itself is separated into several packages, mainly [doctrine/orm](https://github.com/doctrine/doctrine2)², [doctrine/common](https://github.com/doctrine/common)³, [doctrine/annotations](https://github.com/doctrine/annotations)⁴, [doctrine/cache](https://github.com/doctrine/cache)⁵ and [doctrine/collections](https://github.com/doctrine/collections)⁶. What started as a monolith integration in Kdyby, got separated into Kdyby\Events 3.2, Kdyby\Console 3.2, Kdyby\Annotations 3.2 and Kdyby\DoctrineCache 3.2 for reusability.

I have already started extracting few of them in the past, for example an entity prototyping tool 3.2, collection utilities 3.2, 3.2 and helper for loading big SQL scripts to the database 3.2.

2. doctrine/orm <https://github.com/doctrine/doctrine2>

3. doctrine/common <https://github.com/doctrine/common>

4. doctrine/annotations <https://github.com/doctrine/annotations>

5. doctrine/cache <https://github.com/doctrine/cache>

6. doctrine/collections <https://github.com/doctrine/collections>

There is a big issue [Chop up the package](#)⁷ that discusses what other parts should be separated and dropped completely.

New versions of Nette and Doctrine 2 ORM were released and completely new versions are being prepared, which the integration cannot be currently used with.

3.2.2 Console

Kdyby\Console is an integration of Symfony Framework Console Component (Symfony Console), that allows for writing interactive CLI applications. Kdyby\Doctrine depends on this package and is the reason this package exists.

There are tasks, that are better suited for console interaction, than a web interface. Among others, Doctrine 2 ORM has tools for generating a database schema from the entities metadata and there is a console command for it, that is written using Symfony Console.

3.2.3 Events

Kdyby\Events provides an event dispatcher implementation for Nette Framework.

It started as an integration of Doctrine 2 ORM EventManager, but then it evolved into a standalone system with support for lazy initialization of listeners and it also contains a naive bridge for Symfony Framework EventDispatcher Component (Symfony EventDispatcher).

Creating such interchangeable eventing system turned out to be a mistake. The bridging of the subscriber classes is fragile and requires a lot of compromises from the programmer. It is also a maintenance hell. The systems should have stayed separate.

3.2.4 Annotations

Kdyby\Annotations is a simple integration of doctrine/annotations into Nette Framework. It was created solely for the purposes of Kdyby\Doctrine, but it can be used in any application that relies on annotations.

7. Chop up the package <https://github.com/Kdyby/Doctrine/issues/238>

The problem the doctrine/annotations solves is that PHP doesn't have native annotations. But Doctrine simulates them using PHPDoc. The following code illustrates usage of Doctrine 2 ORM annotations on entities.

```
/**
 * @Entity
 */
class Comment
{
    /**
     * @Id
     * @GeneratedValue
     * @Column(type="string")
     */
    private $id;

    /**
     * @ManyToOne(
     *     targetEntity="User",
     *     inversedBy="comments"
     * )
     */
    private $author;
}
```

Figure 3.2: Example of PHPDoc with annotations, that the doctrine/annotations can parse from source code.

Doctrine 2 ORM can read this as metadata and also generate SQL schema for relational databases.

3.2.5 DoctrineCache

Kdyby\DoctrineCache integrates doctrine/cache, that is used by doctrine/annotations and doctrine/orm to store metadata, results of various parsers and even query results.

This package has no Nette CompilerExtension, but only a helper class that configures the caching services and is used by CompilerExtensions in Kdyby\Annotations and Kdyby\Doctrine.

3.2.6 DoctrineMagicAccessors

Kdyby\DoctrineMagicAccessors is a prototyping tool for writing less code in entities. It allows to not write getters and setters for entity properties.

In Doctrine 2 ORM there is an entity lazy-loading feature, that in order to work the entity cannot have any public properties, only protected or private. Which means that to be able to access the properties the developer has to define methods on the entity. This is completely correct, but when prototyping an application, it might not be obvious what methods will be required and what data they should allow to be written into the entity. This package aims to solve that, by allowing not to write the accessor methods, because it makes them available dynamically.

It was extracted from Kdyby\Doctrine and currently only exists to ease migrating away from this technique. The problem this package solves is still valid because manually writing getters and setters in PHP is tedious and error-prone, but the way the package does it creates more problems than it solves. Having the manually written accessors checked by static-analysis tool like PHPStan and unit tested is a better option.

3.2.7 DoctrineCollectionsReadonly

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3.2.8 DoctrineCollectionsLazy

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3.2.9 DoctrineDbalBatchImport

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3.2.10 DoctrineForms

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3.2.11 Curl

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3.2.40 TesterExtras

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3.2.41 HtmlValidatorPanel

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3.2.42 BootstrapFormRenderer

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3.2.44 PresentersLocator

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3.2.45 SvgRenderer

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3.2.46 QrEncode

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4 Designing roadmap of refactoring

In this chapter, I am going to lay out the plan for the refactoring itself and set some specific goals for each package and for the project itself.

4.1 Common requirements

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4.2 Roadmap for each package

4.2.1 Doctrine

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4.2.3 Events

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5 The refactoring process of Kdyby

This chapter documents what I have accomplished with each package in detail.

5.1 Doctrine

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5.2 Console

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5.39 HtmlValidatorPanel

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6 Conclusion and future work

We made it!

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