

7TH MAR. ANDROID TEST NIGHT #6

**MAKE CI/CD MORE COMFORTABLE
BEFORE/AFTER CODE TESTING**

Jumpei Matsuda @red_fat_daruma

- ▶ GitHub: jmatsu
- ▶ Software Architect @DeployGate
- ▶ A member of DroidKaigi
- ▶ Consists of craft beer (especially Belgium) and Japanese sake.



DroidKaigi : 2019

Feb 07 (Thu) - 08 (Fri) @Bellesalle Shinjuku Grand

Thank You for Your Work and Those Who Attended!

- ▶ About 1000 people joined, over 90 speakers talked.
- ▶ We have already published session videos!
 - ▶ Check it out! <https://bit.ly/2N1DL1b>

What I Will Talk About

- ▶ Motivation
- ▶ Definition of *comfortable*
- ▶ Tips to support your testing
 - ▶ How to organize non-fragile CI
 - ▶ Save/load intermediate results of the current/previous build
 - ▶ Get advantages of DeployGate



What I Will NOT Talk About

- ▶ Technique for test code
- ▶ Testing method



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Before/After Code Testing?

- ▶ Testing is an important stage of dev. process
- ▶ There are many technique for testing and we are continuing to look for better practices
- ▶ However,
 - ▶ It's a part of the whole process, and **code** is just one of testing factors
 - ▶ Things around code testing are also important, and should be comfortable

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What's **Comfortable** in This Talk?

- ▶ In short, it's to accelerate our development
 - ▶ Not fragile, be stable
 - ▶ Nobody likes CI/CD which fail frequently
 - ▶ Be help for other development stages
 - ▶ Finding/fixing bugs, QA, etc.

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Not Fragile (Stable) Realized by Flexible

- ▶ No failure is allowed

Flexible \subset Not Fragile (Stable)

- ▶ ~~No failure is allowed~~
- ▶ Non-flexible with failures is an evil
 - ▶ **BAD:** Fail CI anyway if any task fails
 - ▶ **BAD:** Do not run a Test task if lint fails
- ▶ How to make it flexible?

Flexible \subset Not Fragile (Stable)

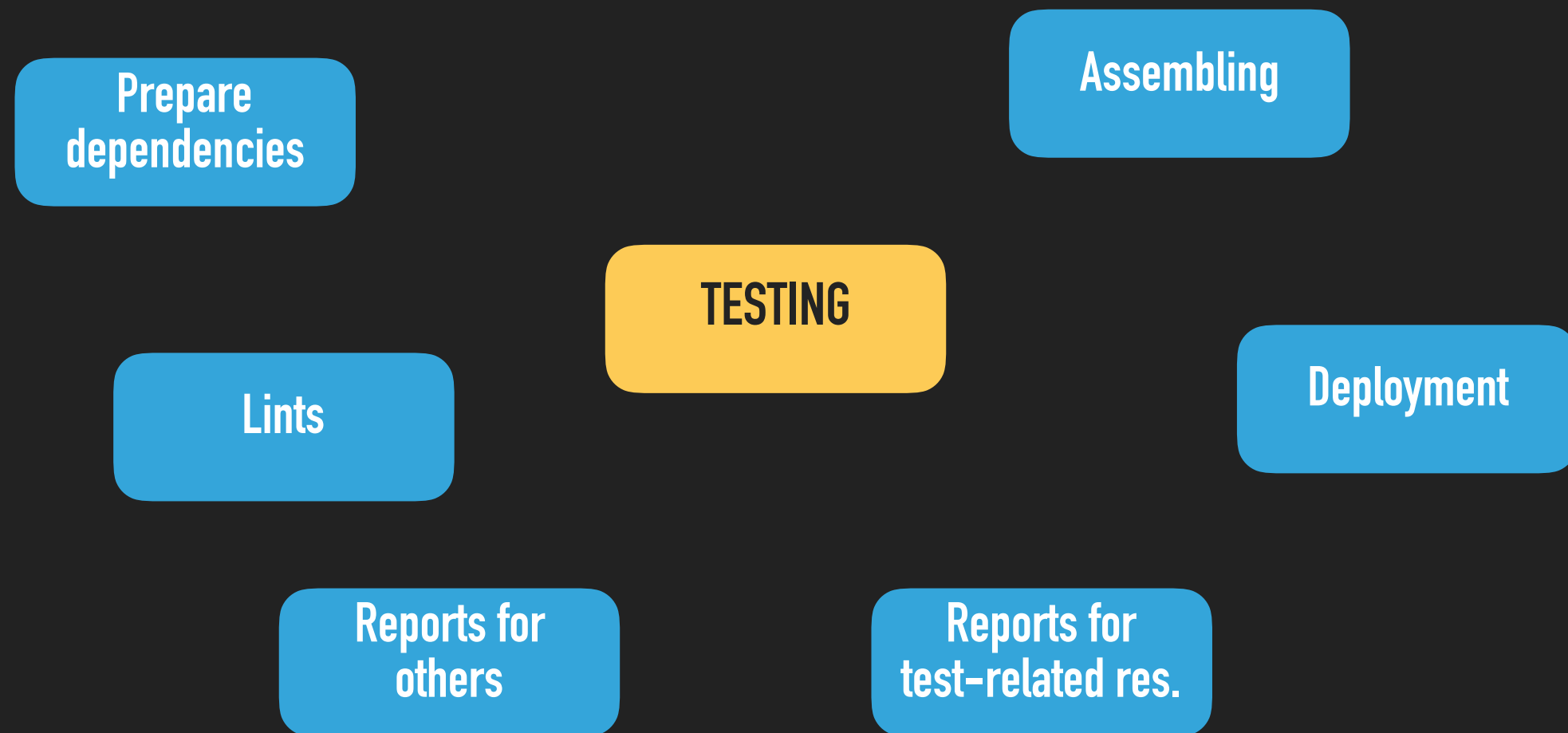
- ▶ ~~No failure is allowed~~
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 - ▶ **BAD:** Fail CI anyway if any task fails
 - ▶ **BAD:** Do not run a Test task if lint fails
- ▶ How to make it flexible?
 - ▶ Check command status and make CI/CD fail if needed
 - ▶ Separate jobs if possible

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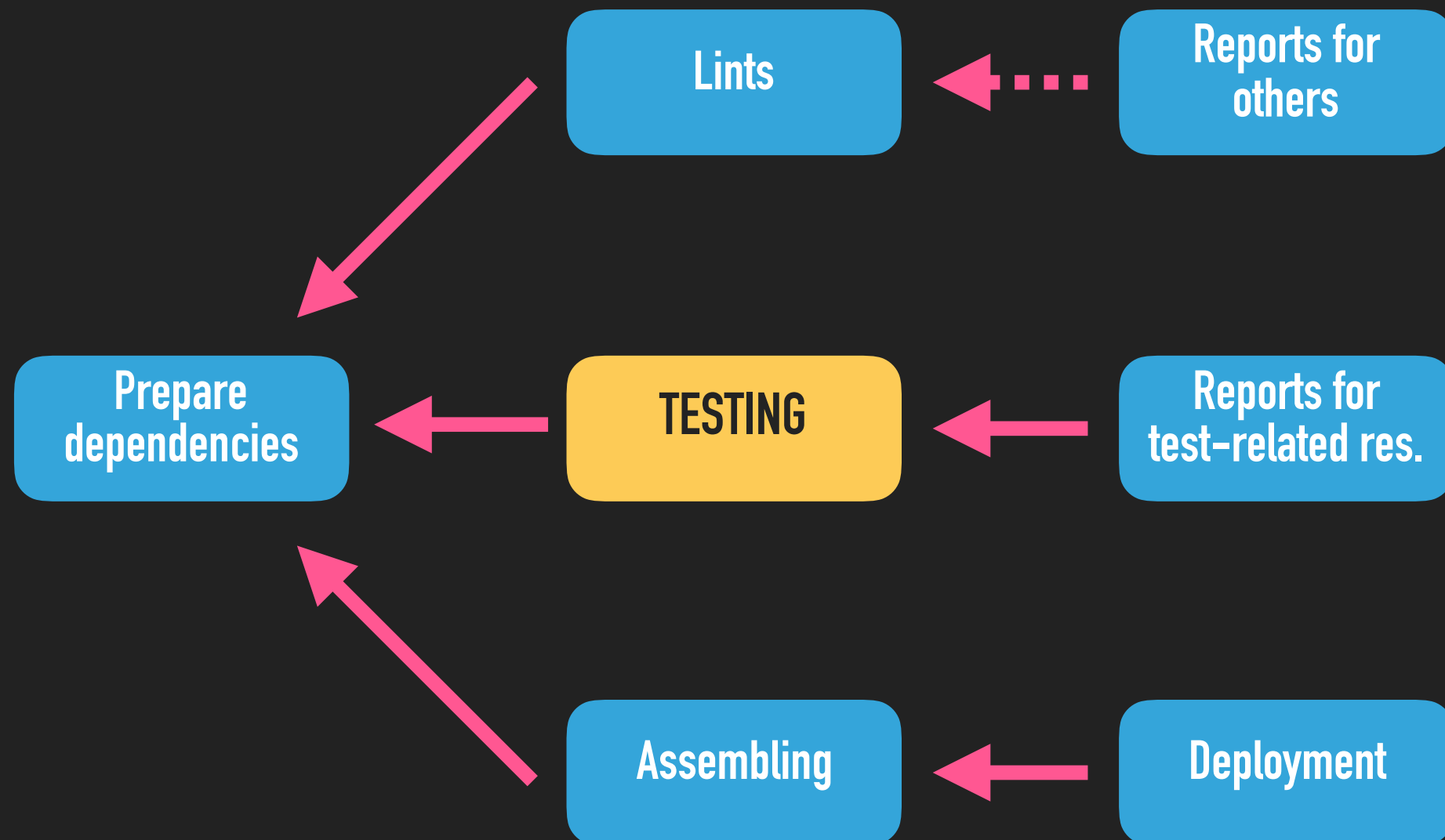
Know Rules of Command Set To Be Executed

- ▶ Basically you have multiple roles in your dep. pipeline



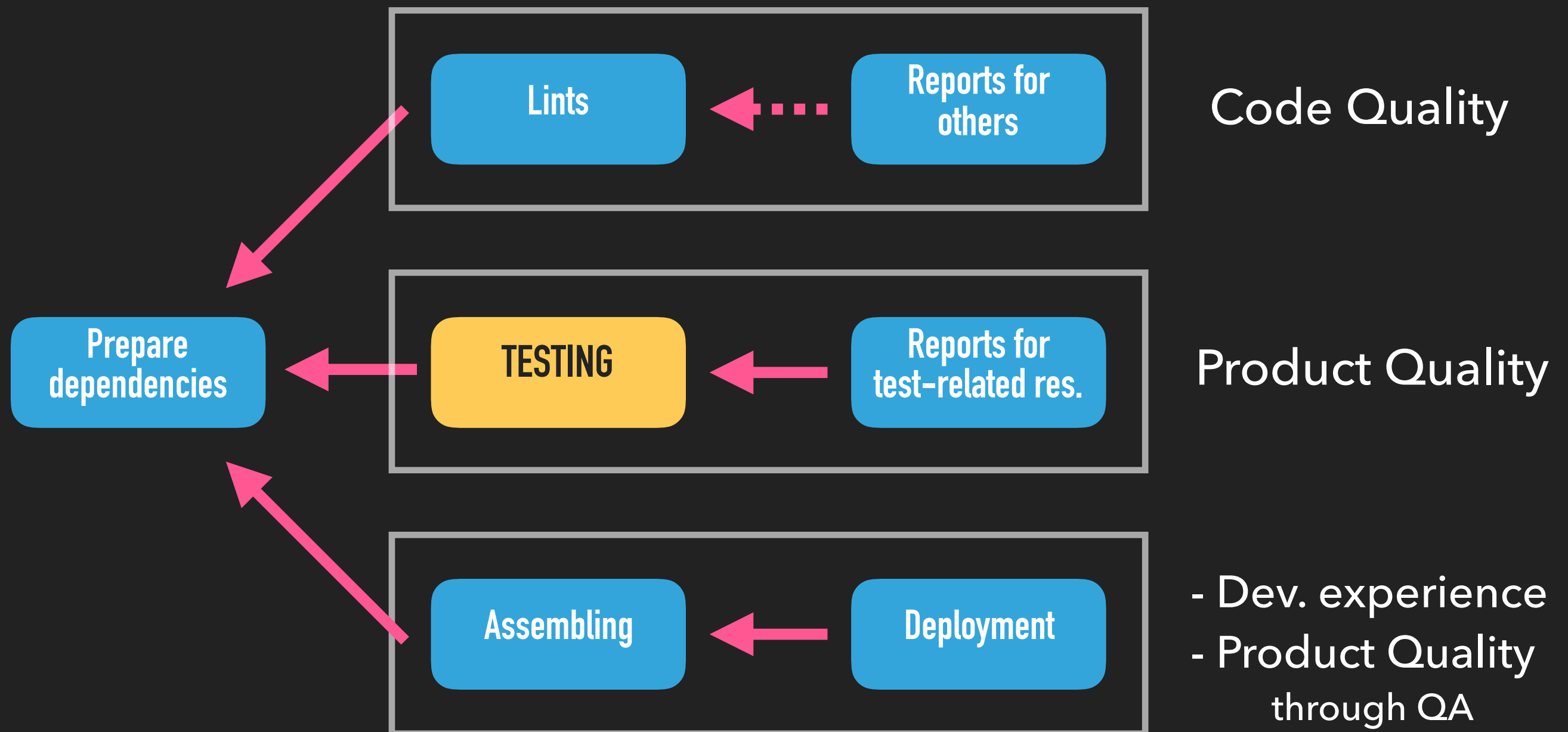
Consider ***Required*** Dependencies Between Command Set

- ▶ You can notice some of commands looks independent



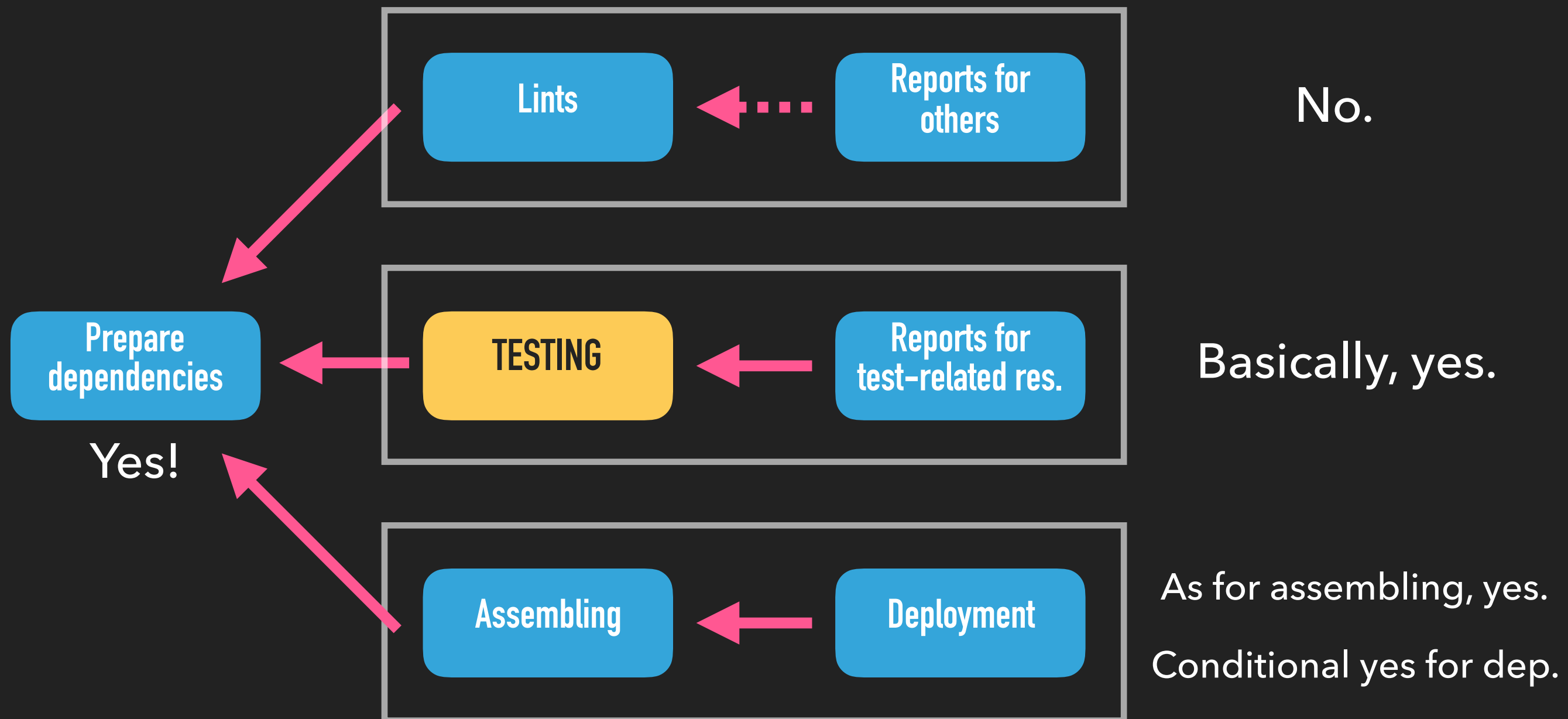
Check What Will Be Assured by Each Roles

- ▶ If you wanna assure nothing, you can eject CI/CD :p



So, Which Command Should Fail CI/CD Immediately?

- ▶ Please note that this slide and your thought may differ



Other Examples

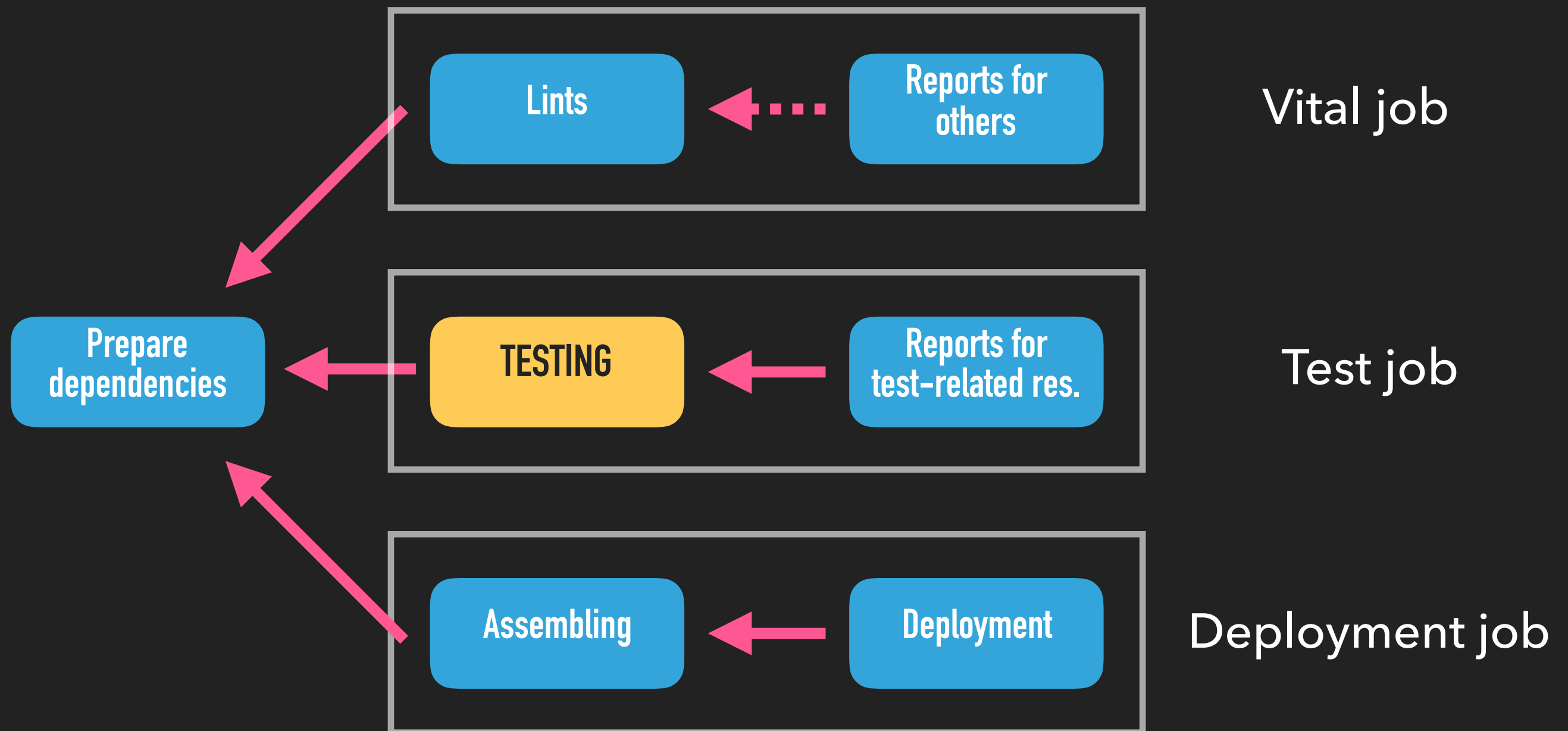
- ▶ Use `*continue*` option when running Gradle tasks
 - ▶ `./gradlew lintDebug testDebugUnitTest --continue --offline`
- ▶ Use retry-logic to execute unstable commands
 - ▶ For example, 500 error from maven repo. should be retried
- ▶ Execute reporting system like Danger anyway
 - ▶ Basically we want to know test failures in a failure case

Flexible \subset Not Fragile (Stable)

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 - ▶ BAD: Fail CI anyway if any task fails
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Built ***Required*** Graph Will Be Your Help

- ▶ Basically, jobs depend on execution time and CI services



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How To Treat Intermediate Results of CI

- ▶ Major CI services have cache systems
 - ▶ Key-value style cache, repo/branch-based cache
- ▶ They are useful for build intermediate results like artifact dependencies' cache
 - ▶ But, how about finer-grained cache...?

Cache During a Build

- ▶ Create a new file right after executing a command
 - ▶ If the file exists, the command exited with SUCCESS
 - ▶ Otherwise, the command failed

Cache Between Builds on a Single PR

- ▶ Use the CI's cache system?

Cache Between Builds on a Single PR

- ▶ Use the CI's cache system?
 - ▶ NO.
- ▶ You can use GitHub issues and HTML
 - ▶ Fortunately(?), GitHub issues and comments can parse HTML
 - ▶ It means you can use HTML comment syntax as well

```
*No issue found by ktlint!*
```

```
<!--
```

```
{ "is_successful": true, "last_build_num": 48 }
```

```
-->
```


Cache Between Builds on Multiple PRs

- ▶ Please let me know if there is a smart solution 🙊

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DeployGate?

- ▶ A mobile app distribution service like Fabric Beta
- ▶ ~~Annual BBQ planner in US~~
- ▶ <https://deploygate.com>

Advantages of DeployGate (Require Paid Plans)

- ▶ Faster download through CDN
- ▶ Distribution tracks

How To Have a Faster Download Experience

- ▶ CDN produces this advantage
- ▶ Therefore, first download from the signed URL is not fast, unfortunately

How To Have a Faster Download Experience

- ▶ CDN produces this advantage
- ▶ Therefore, first download from the signed URL is not fast, unfortunately
- ▶ Download your artifact first on CI right after deployment

```
artifact_url=$(<response> | jq -r ".results.file")  
curl -SLs $artifact_url >/dev/null
```

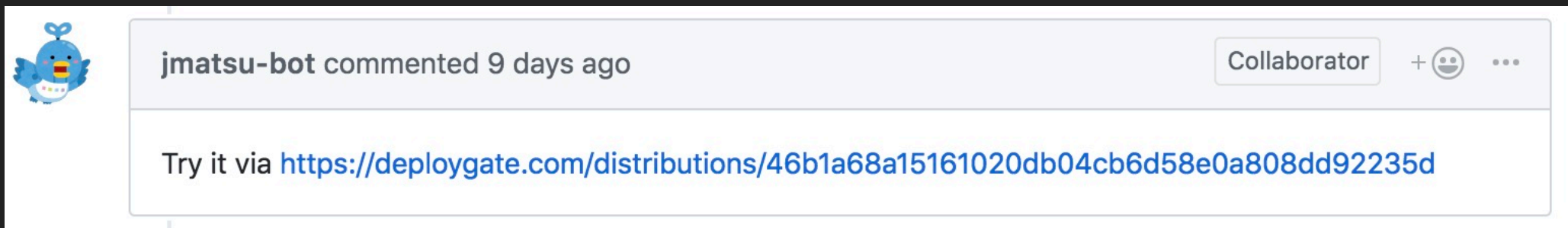
- ▶ Note that the URL will be expired, so this tip does not work if new URLs are published

Distribution Tracks

- ▶ Download pages for specific versions
 - ▶ Like named internal track on Google Play Store

Distribution Tracks

- ▶ Download pages for specific versions
 - ▶ Like named internal track on Google Play Store
- ▶ Deploy release ver., latest develop ver., feature branch ver.
 - ▶ [GitHub:jmatsu/dpg](#) will be your help
 - ▶ [GitHub:DroidKaigi/conference-app-2019](#) is a good practice



Be Comfortable Before/After Code Testing as Well

- ▶ How to organize non-fragile CI
 - ▶ Reorganize jobs and handle exit statuses manually
- ▶ Save/load intermediate results of the current/previous build
 - ▶ Use new files and/or html comments to save/load metadata
- ▶ Get advantages of DeployGate
 - ▶ Download a first artifact on CI, use distribution tracks

Don't Hesitate To Ask Me any Questions

- ▶ Jumpei Matsuda
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