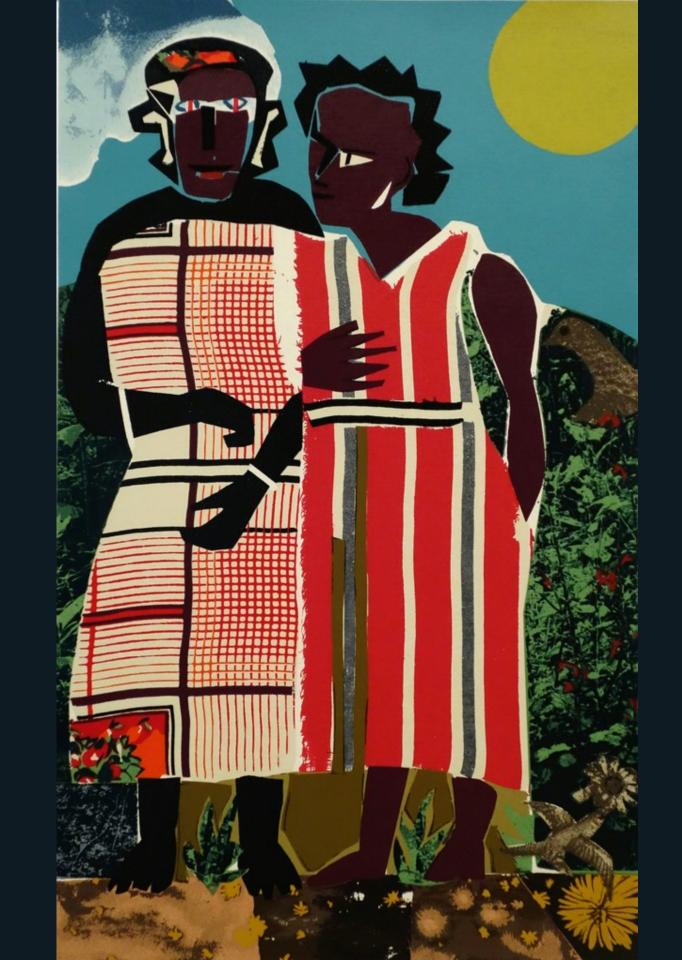
Bearden Walkthrough

Jon Allured

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jon.zone/rubymn-bearden

ARTSY

Artsy's mission is to make all the world's art accessible to anyone with an Internet connection.

Den Source 37 Default artsy/bearden





What Does Bearden Do?

- Database of Arts Organizations
- Ranks relational data by source and flattens into winning data
- Imports CSVs -> Writes to Postgres -> Exports CSVs to Redshift

Gimme Some Stats!

```
% cloc ./
300 text files.
300 unique files.
105 files ignored.
```

github.com/AlDanial/cloc v 1.70 T=2.51 s (83.5 files/s, 2884.8 lines/s)

Language	files	blank	comment	code
Ruby	174	726	 79	 4614
SQL	1	237	234	274
Haml	11	28	0	214
Markdown	2	67	0	210
HTML	3	15	3	182
YAML	7	22	30	118
Bourne Shell	4	20	10	78
SASS	3	2	0	41
ERB	2	1	0	13
JavaScript	3	3	26	4
SUM:	210	1121	382	 5748

Gimme Some Stats!

- 5 controllers
- 31 models
- 12 views
- 8 jobs

Small objects that do one thing

31 files in app/models 14 ApplicationRecord children

17 POROs, nice 👍

Bearden highlights:

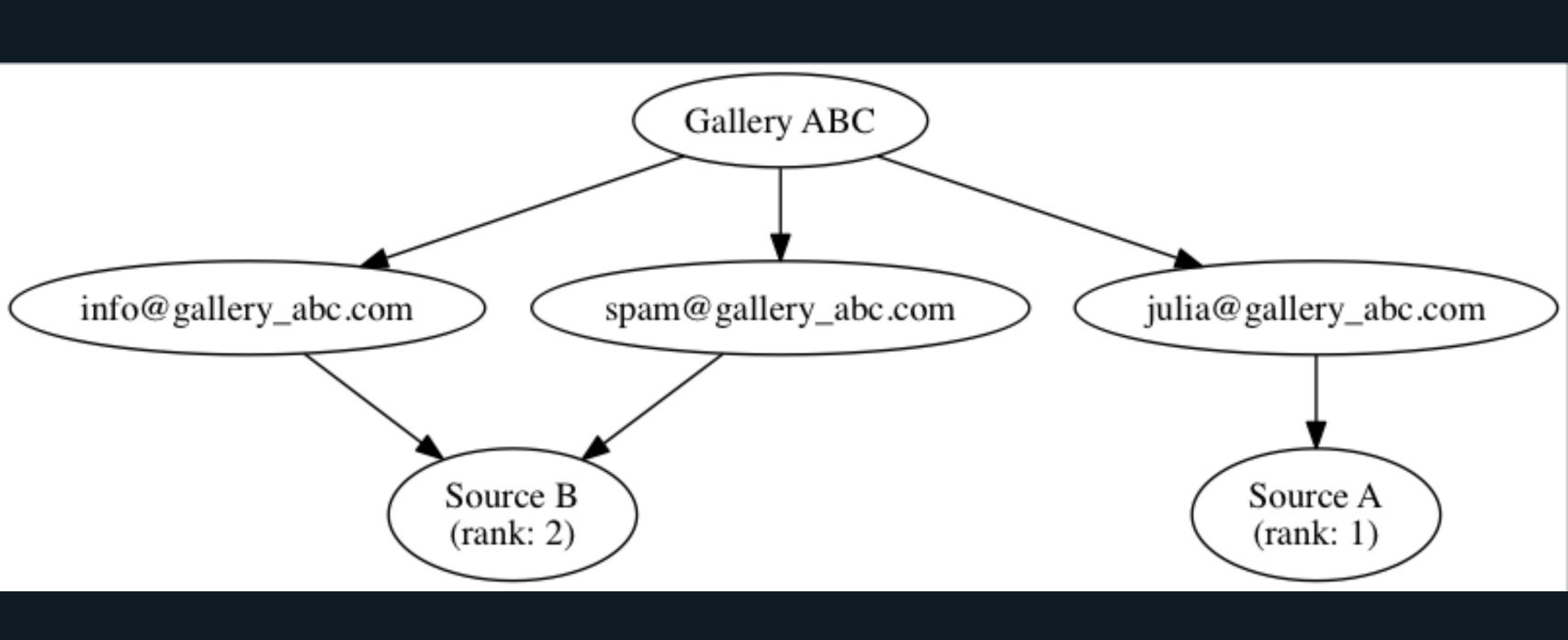
- source rank resolution
- simple state machines
- poor man's Sidekiq batches
- Slack for updates

list_from_source_a.csv

email	name
julia@gallery_abc.com	Gallery ABC

list_from_source_b.csv

email	name
info@gallery_abc.com	Gallery ABC
spam@gallery_abc.com	Gallery ABC



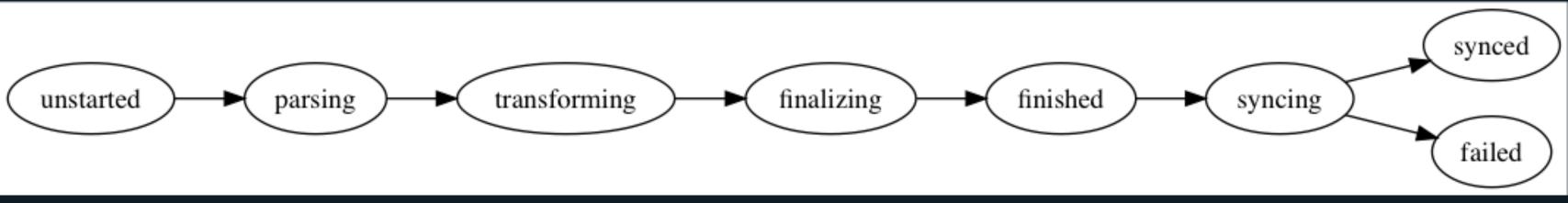
export_list.csv

email	name
julia@gallery abc.com	Gallery ABC

soveran/micromachine

- > 50 lines of code
- composition
- 0 dependencies
- cool name

Import States



```
class Import < ApplicationRecord</pre>
  validates :state, presence: true, inclusion: ImportMicroMachine.valid_states
  def parse
    machine.trigger ImportMicroMachine::PARSE
    ParseCsvImportJob.perform_later id
  end
  private
  def machine
    @machine | = ImportMicroMachine.start(state, method(:update_state))
  end
  def update_state(_)
    update_attributes state: machine.state
  end
end
```

```
class ImportMicroMachine < MicroMachine</pre>
  UNSTARTED = 'unstarted'.freeze
  PARSE = 'parse'.freeze
  PARSING = 'parsing'.freeze
  def self.valid_states
    machine = new(UNSTARTED)
    machine.configure
    machine.states
  end
  def self.start(initial_state, callback)
    new(initial_state).tap { | machine | machine.configure(callback) }
  end
  def configure(callback = nil)
    on(:any, &callback) if callback
    self.when(PARSE, UNSTARTED => PARSING)
  end
end
```

Poor Man's Sidekiq Batch

- Parent job that enqueues child jobs
- Child jobs run in parallel and increment counter
- Heroku Scheduler checks the state of the counter

