

WTF in Clichés

Balajee Mohan

@balajeetm

TESCO Technology



What's The Fun in Clichés

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KISS

K.I.S.S

Keep It Short & Simple



What's The Fun in Clichés

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What's The Fun in Clichés

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What's The Fun in Clichés Agile, Microservices, DevOps

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Transform the way
we build software



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SOFTWARE ENGINEERS

!=

ENGINEERS



Plan

5 years



Build

4 years



Share





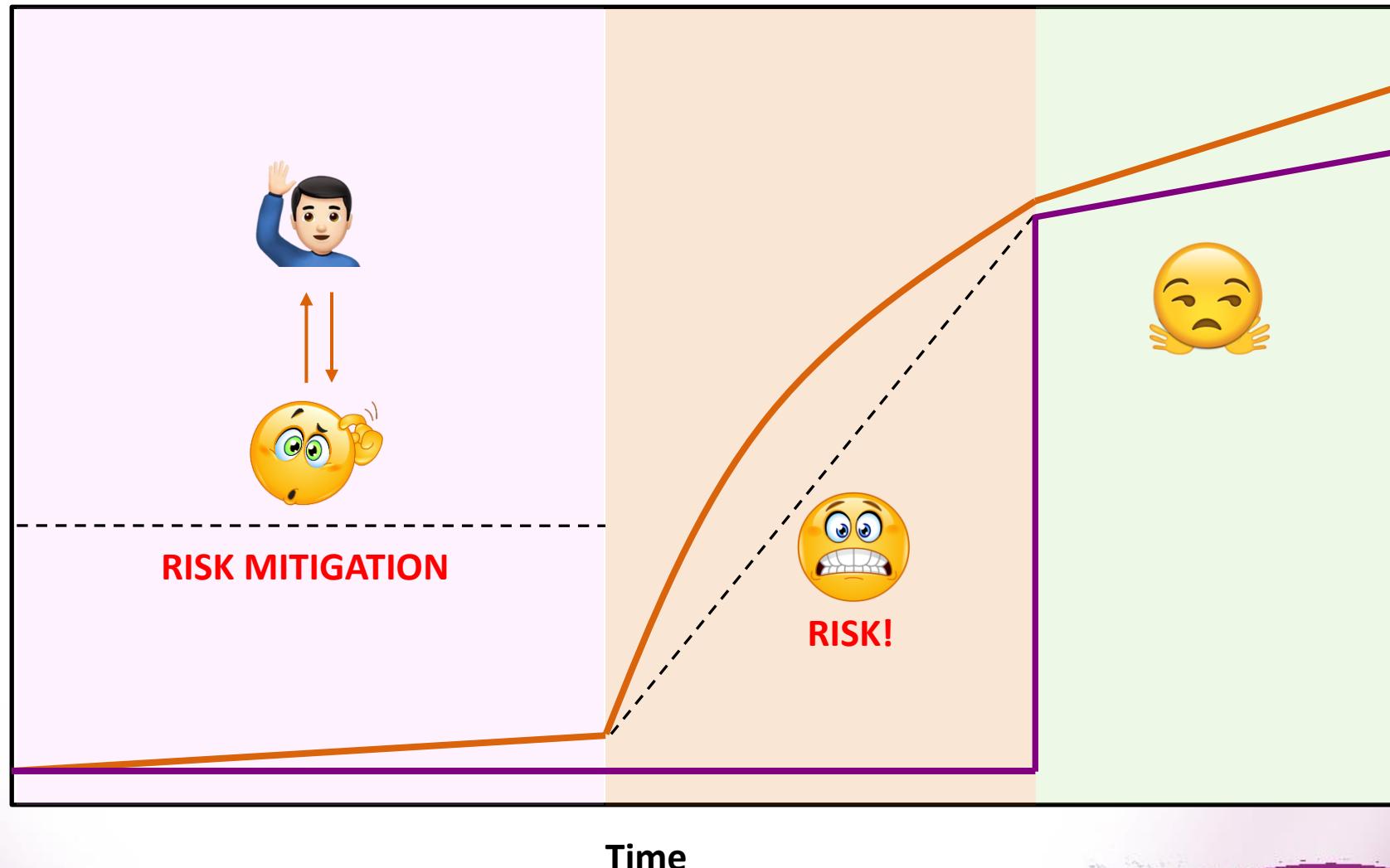
Plan



Build



Share





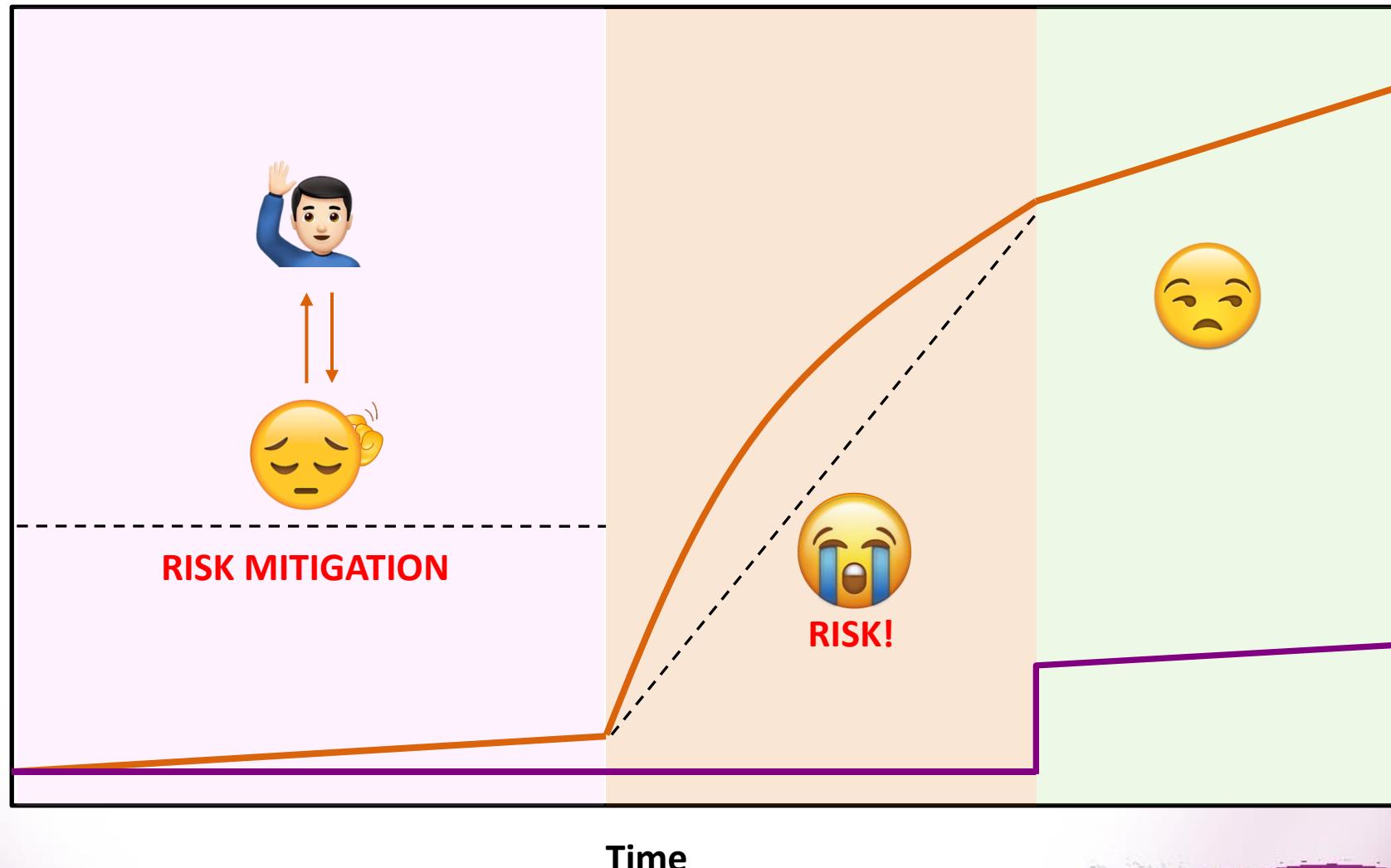
Plan



Build



Share



SOFTWARE



!=

BRIDGE BUILDING



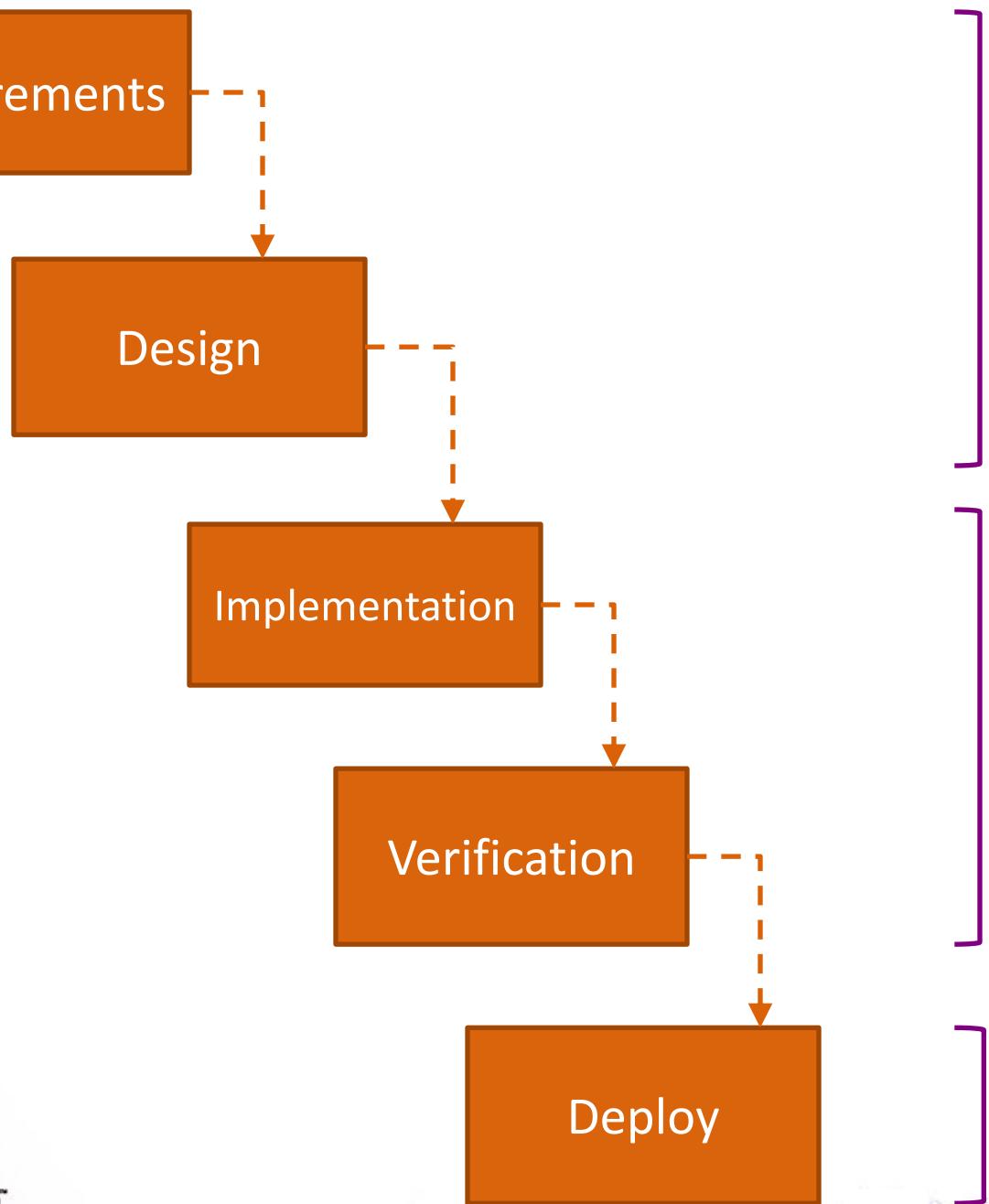


Low Cost to Change
+ Low Cost to Distribute

BUT

A large red circular 'no' symbol is overlaid on the text 'Low Cost to Change' and 'BUT'.

Express Iteration



PLAN

BUILD

SHARE



PLAN



BUILD



SHARE



BAD MITIGATION = GREATER RISK



PLAN



BUILD



SHARE



RISK MITIGATION \propto FEEDBACK

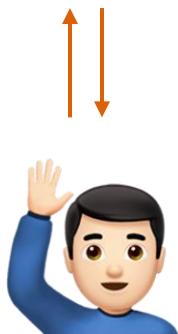




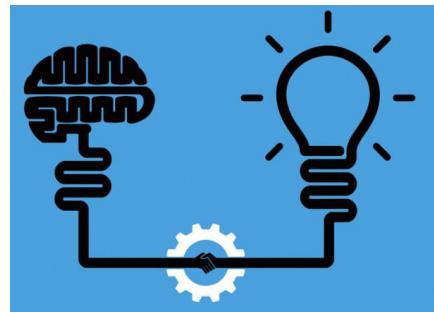
INTERNET ERA

FASTER

FEEDBACK



INNOVATE



DELIVER



VELOCITY

Culture

$$\vec{V} = |V| \cdot \hat{V}$$

Culture
Velocity

Build
Expertise

Learn &
Unlearn



PLAN

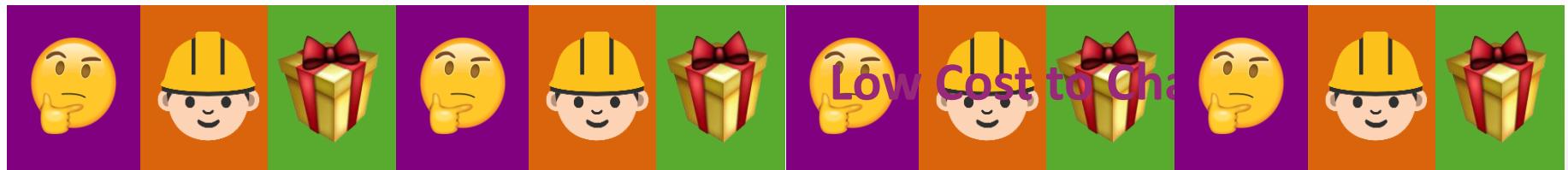


BUILD



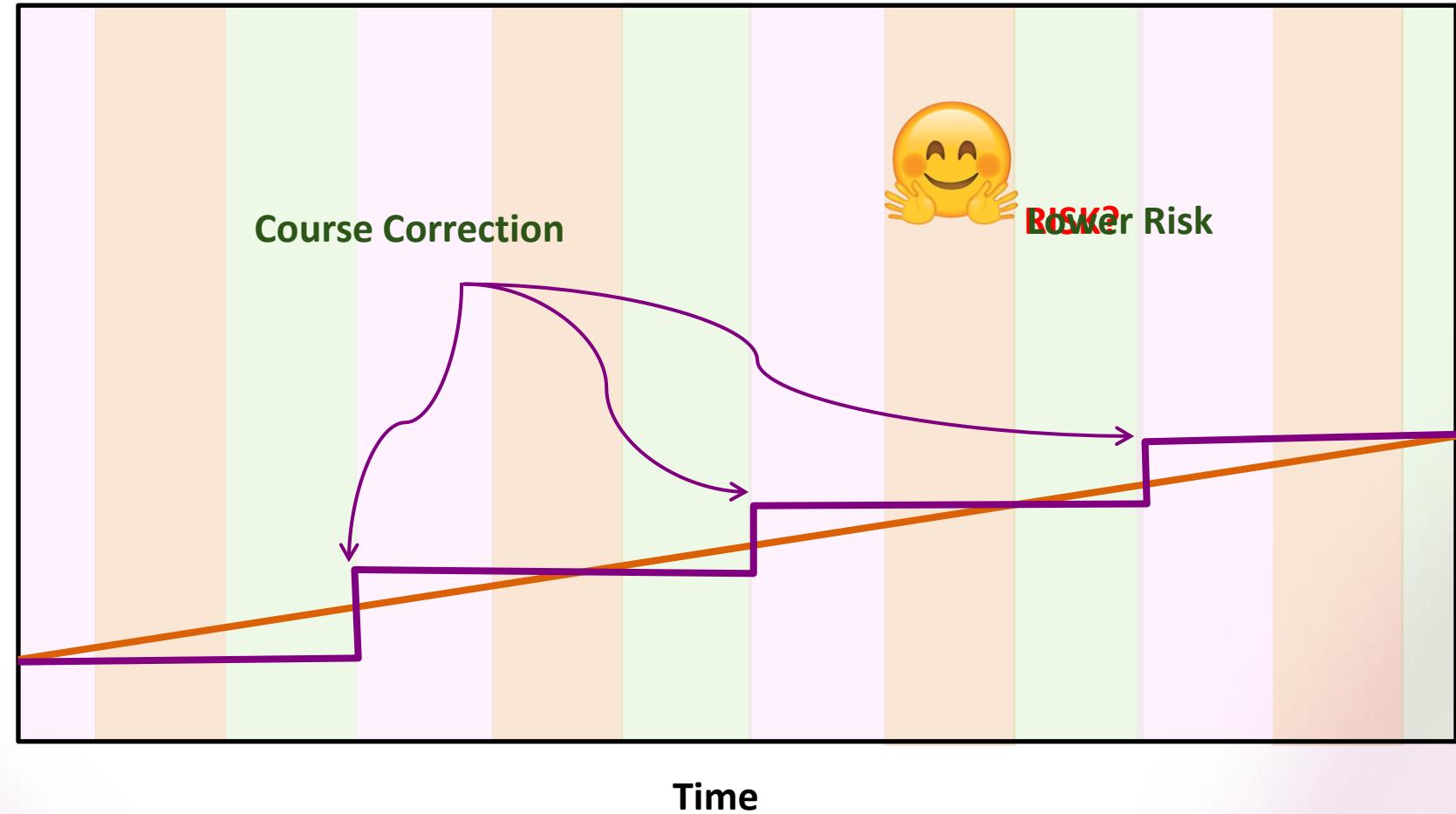
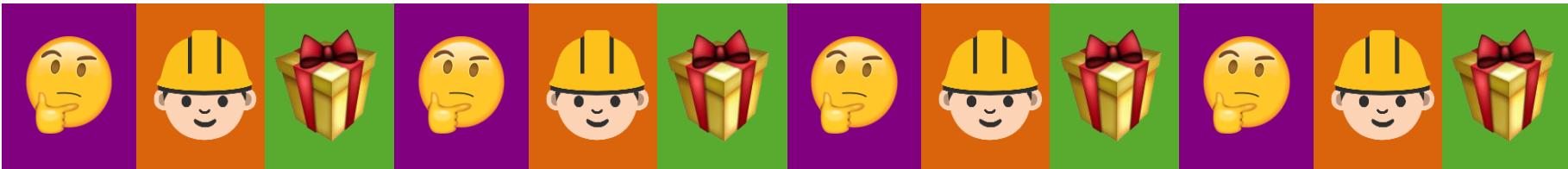
SHARE

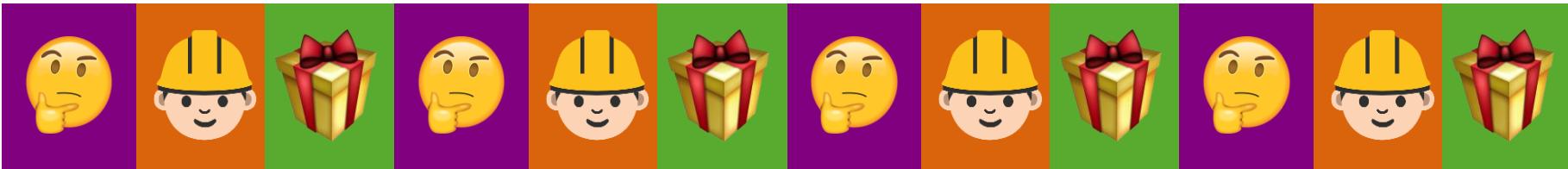




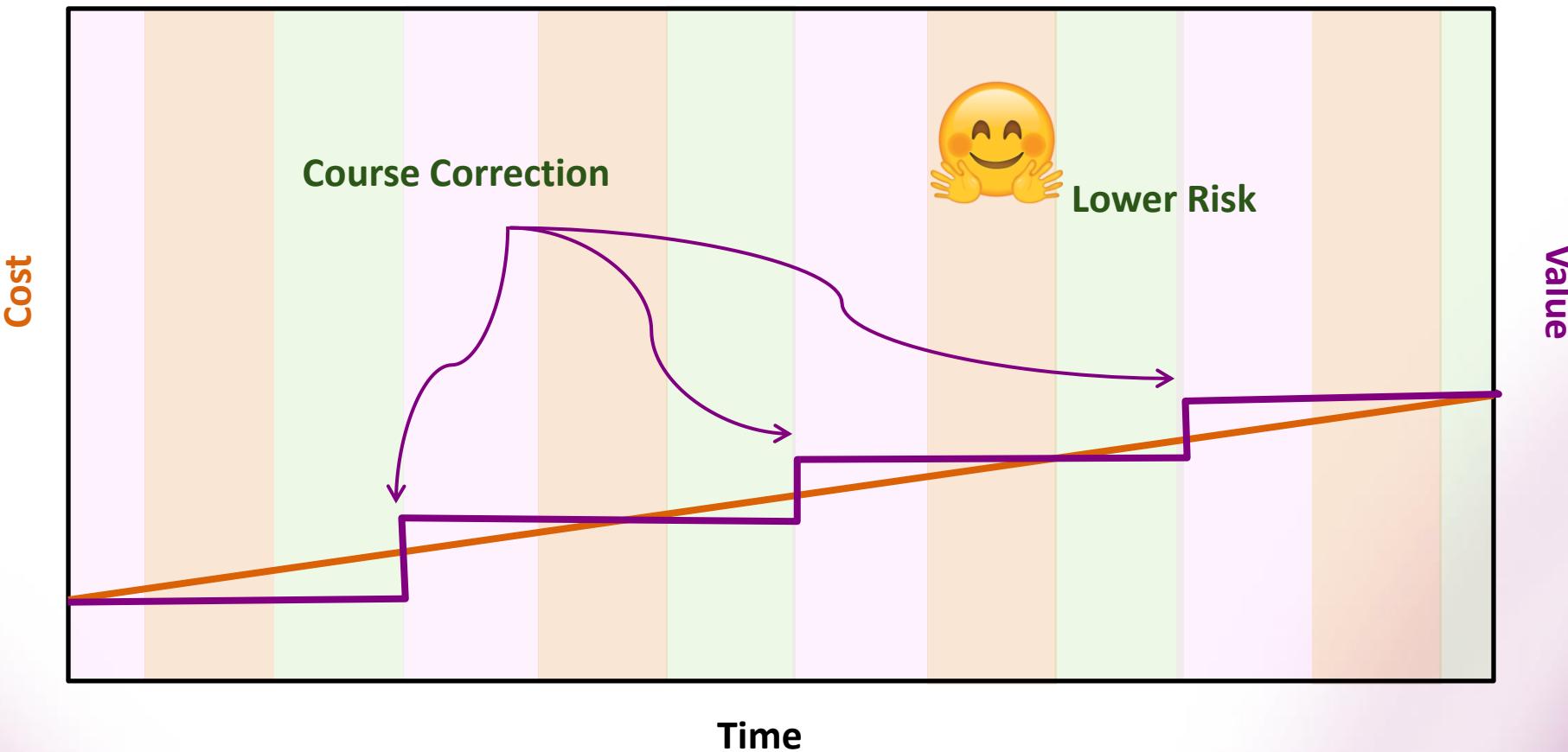
Low Cost to Distribute

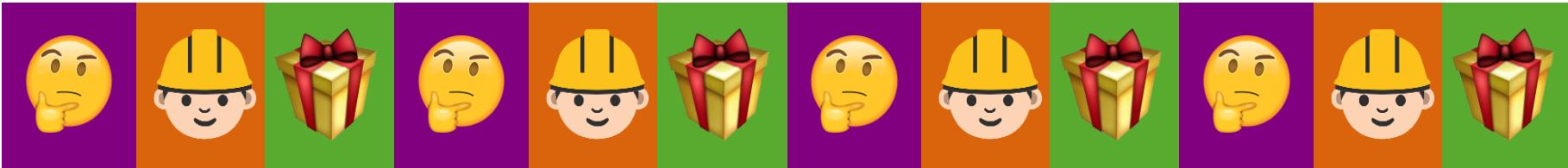






AGILE & EXPRESS ITERATION

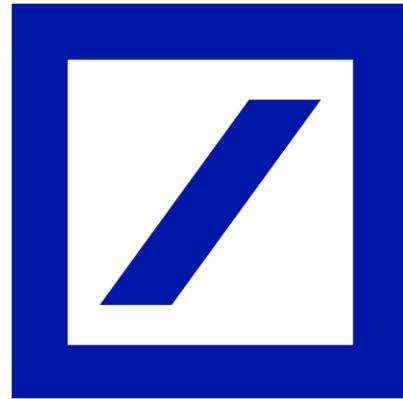




AGILE & EXPRESS ITERATION
are the way to succeed in a
competitive & unpredictable
software economy

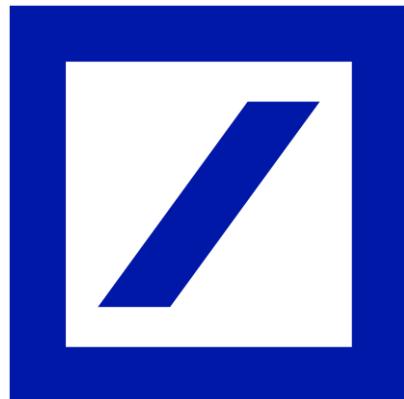
What is AGILE ?

Is a philosophy



What is AGILE ?

Is a philosophy



Deutsche Bank

<https://www.db.com/company/en/media/logo-history.pdf>

To achieve velocity by being flexible to change



Low Cost to Change

Low Cost to Distribute



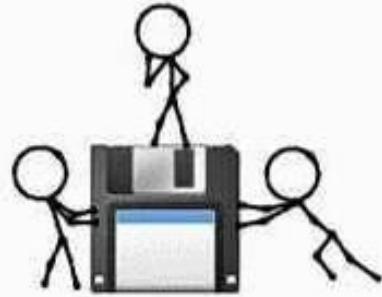
Low Cost to Change ?

Low Cost to Distribute

Low Cost to Change



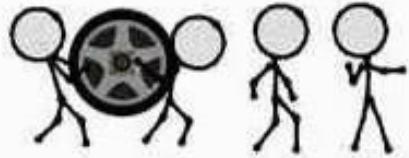
Low Cost to Change



Low Cost to Change



Low Cost to Change



Low Cost to Change



Low Cost to Change



Low Cost to Change



Low Cost to Change



Low Cost to Change



Low Cost to Change

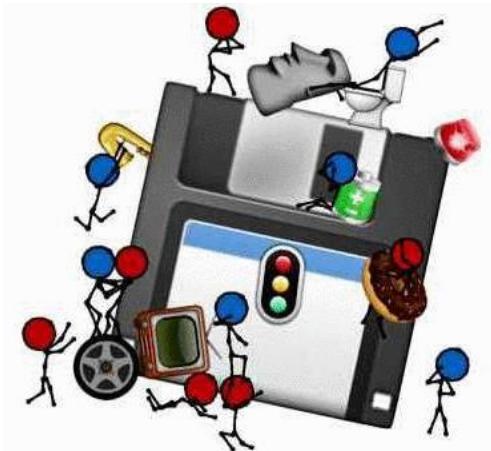


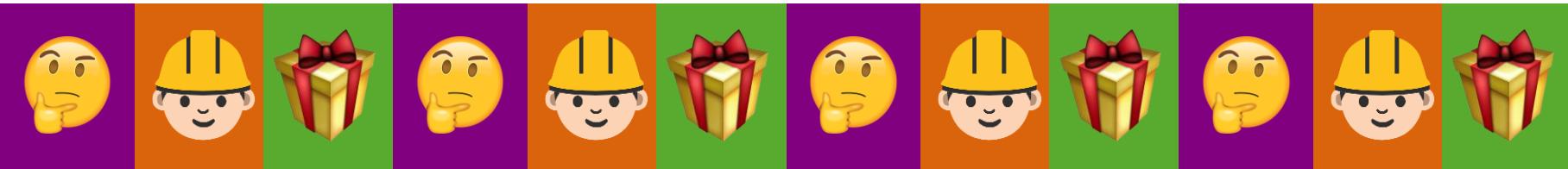
MISCOMMUNICATION COMPLEXITY MONOLITH INCONSISTENCY CONFLICT COMPETING DIRECTIONS

Low Cost to Change

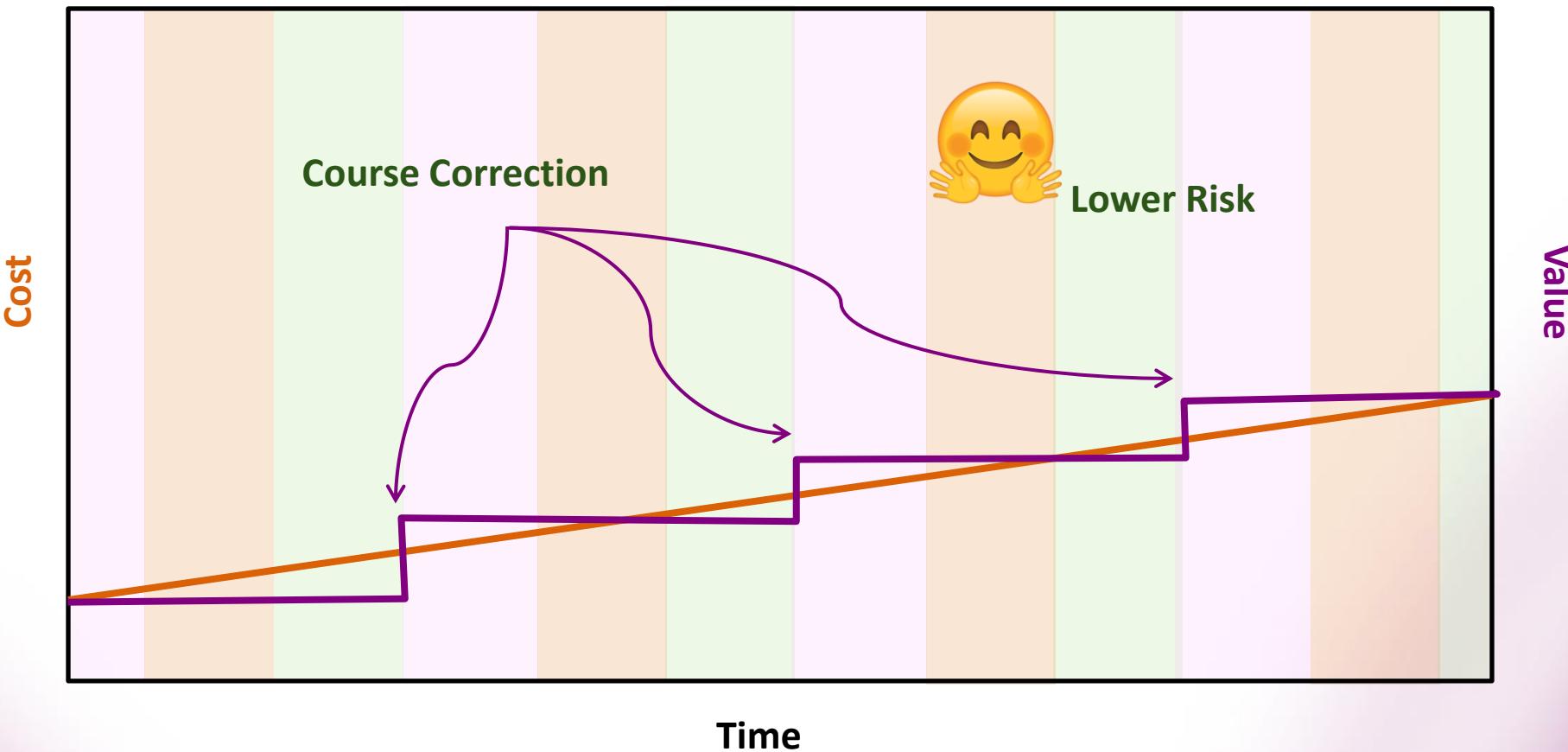


Low Cost to Change



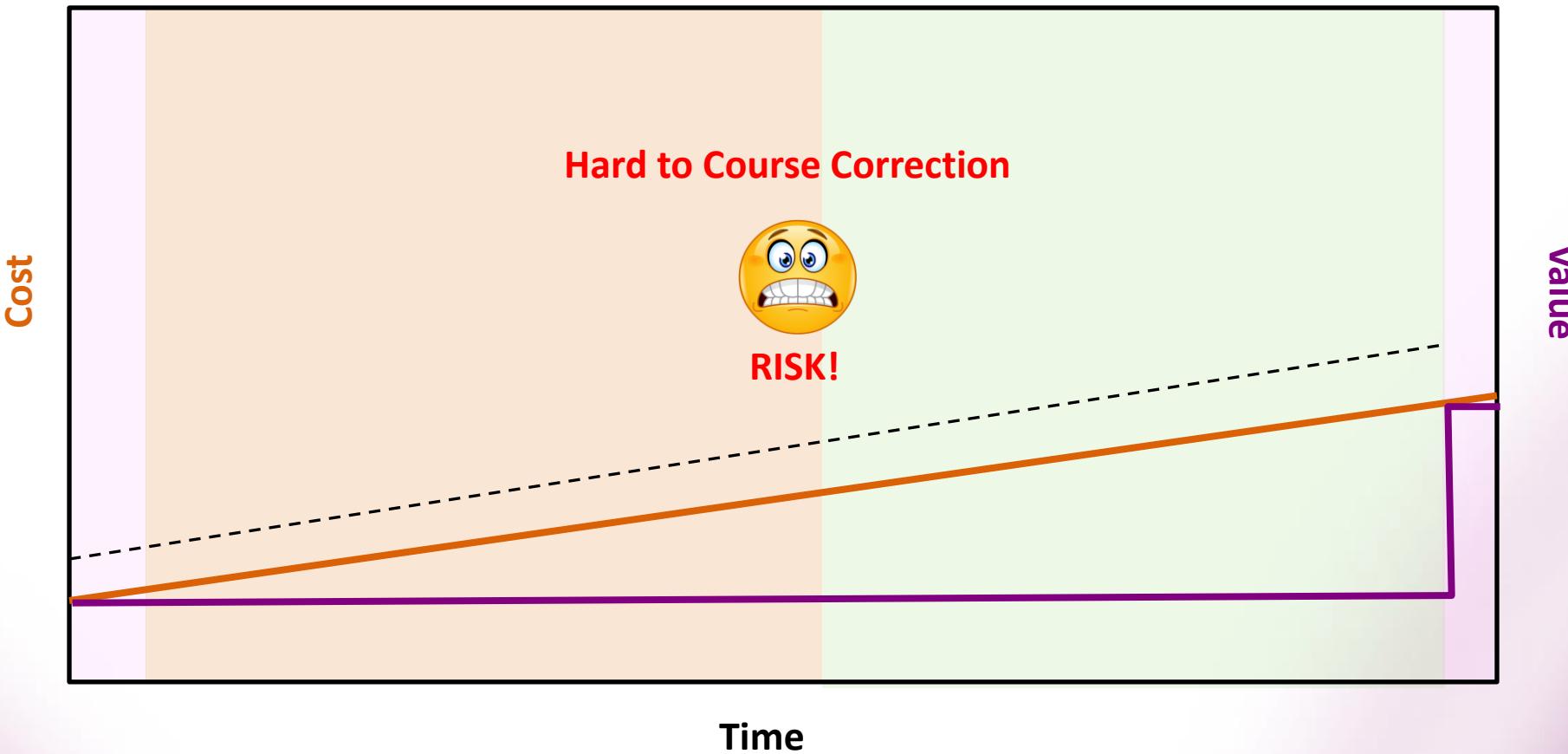


AGILE & EXPRESS ITERATION



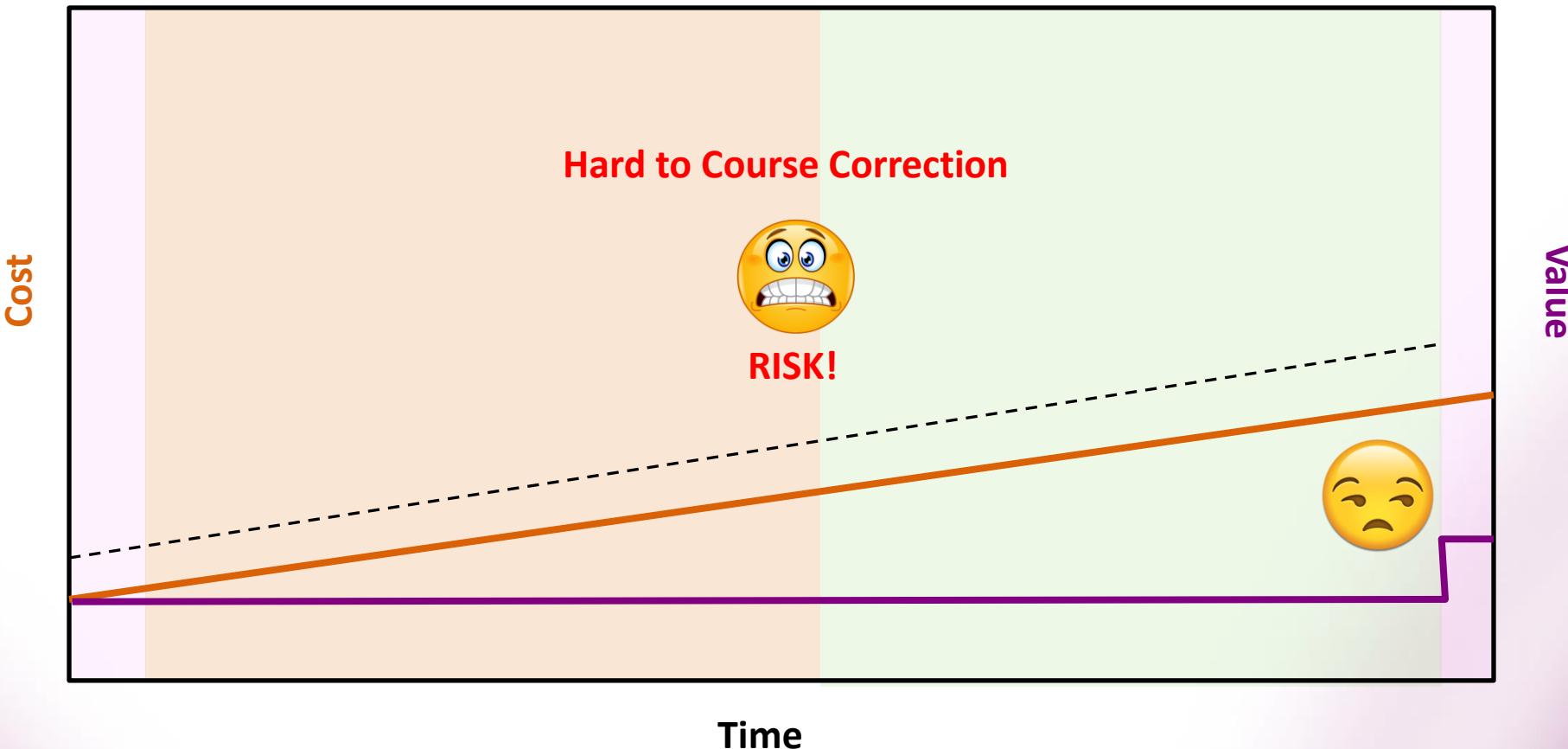


PAINFULLY SLOW ITERATION





PAINFULLY SLOW ITERATION



SOFTWARE



!=

BRIDGE BUILDING



VELOCITY

Development

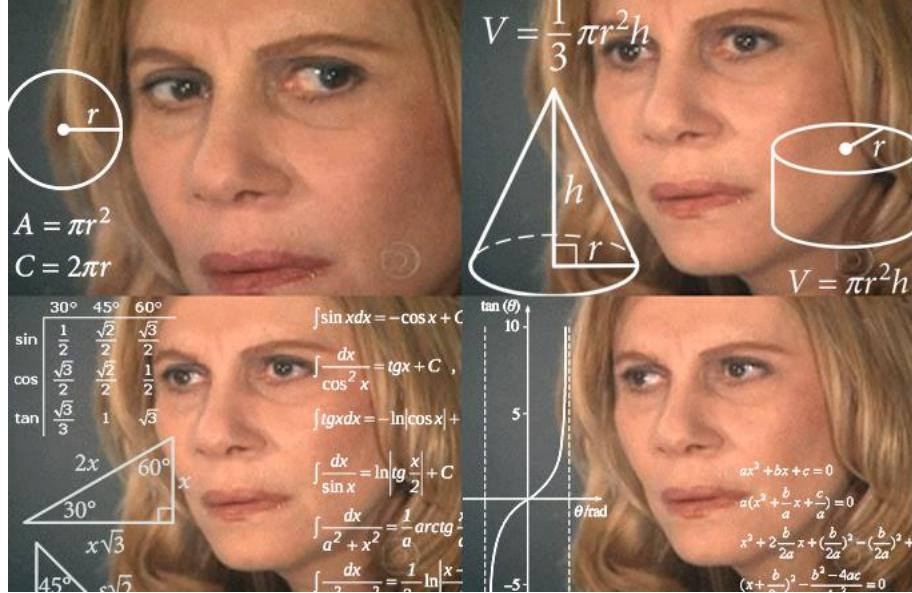
$$\vec{V} = |V| \cdot V^{\wedge}$$

Development
Velocity

How many
features are
Delivered

How soon
are they
delivered

ISN'T IT
SIMPLE
MATH?

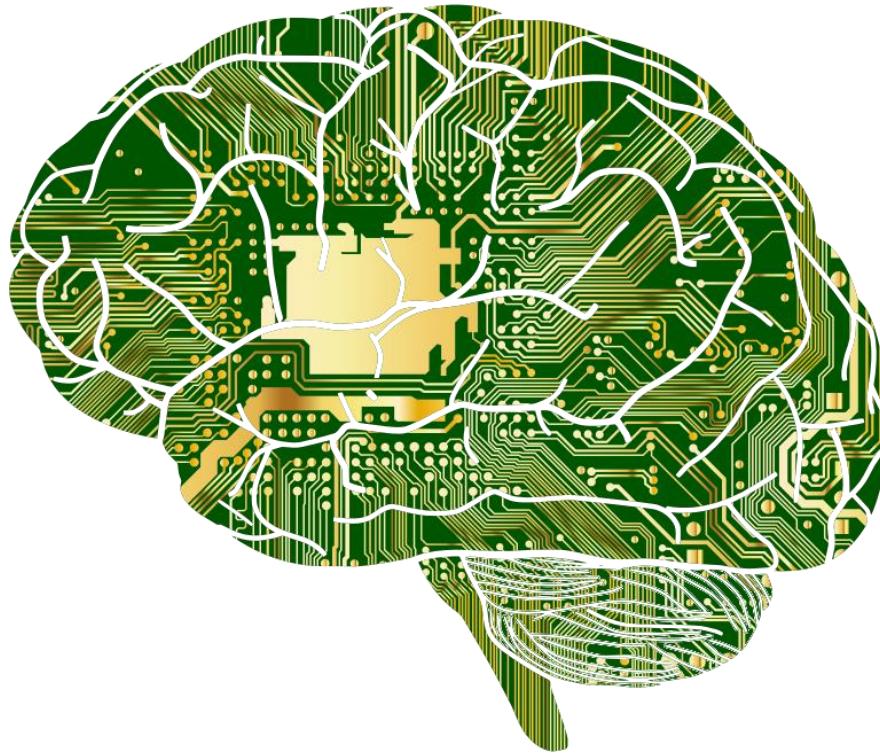


**PROJECT
MANAGER**



**Thinks nine women can deliver
a baby in one month**

Why art thou a MONOLITH?



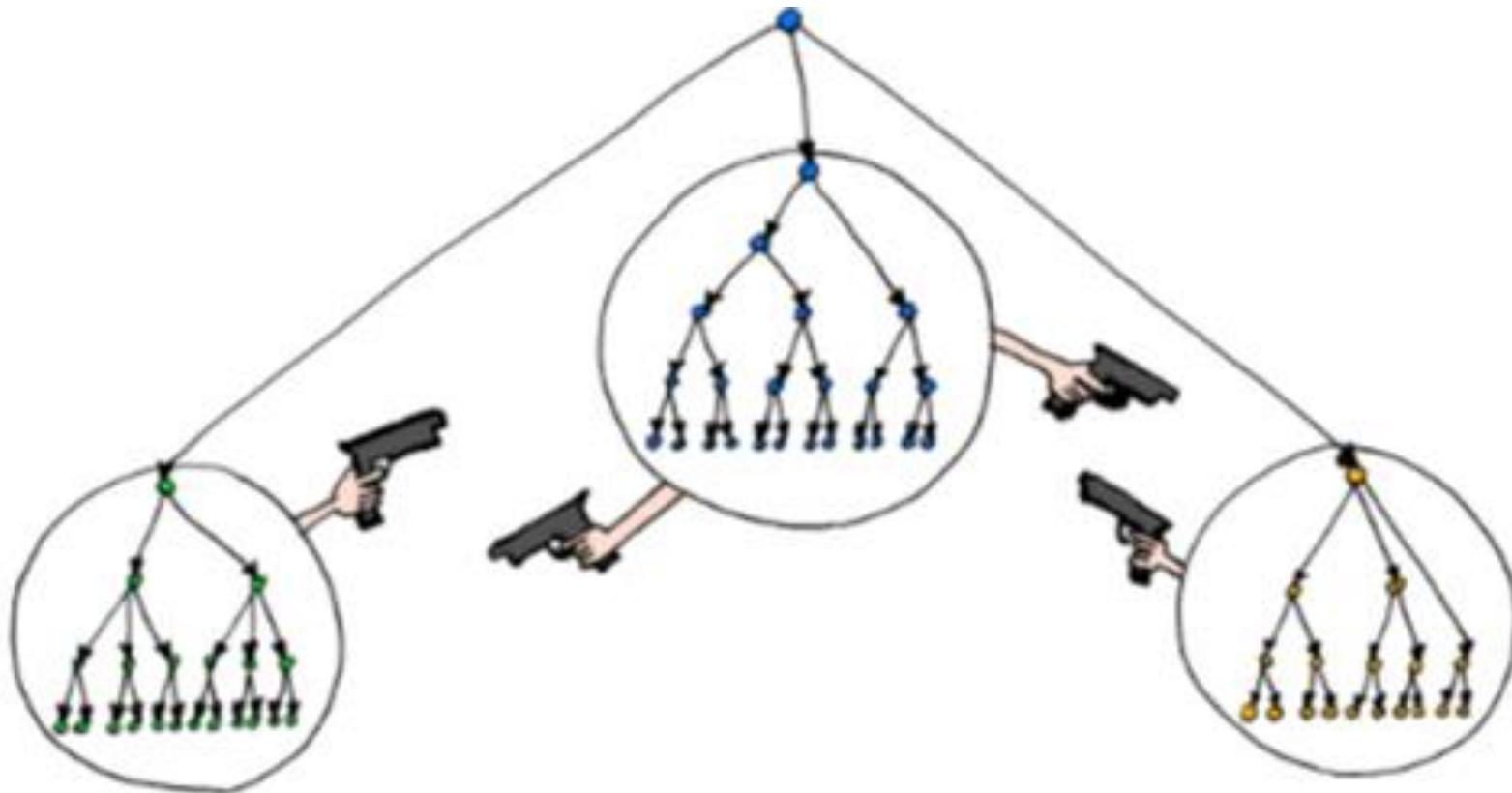
YOU ONLY HAVE ONE BRAIN

ORG STRUCTURE

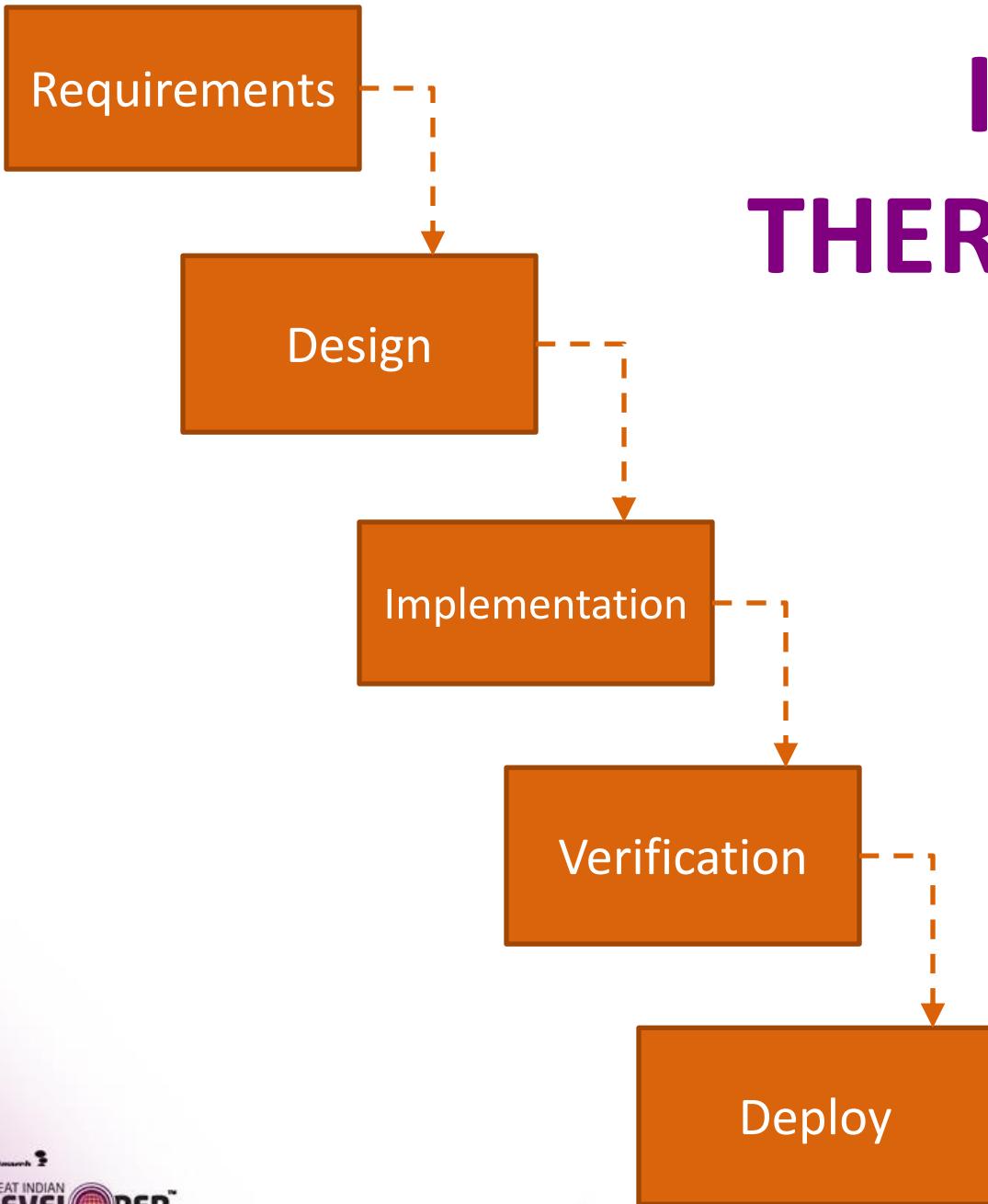
CONWAY'S LAW

**SOFTWARE
ARCHITECTURE**

CONWAY'S LAW



I THINK, THEREFORE I AM



Design Patterns to the rescue!

Design Patterns



YAGNI

DRY

S.O.L.I.D



CAME UP WITH THE
BEST DESIGN EVER

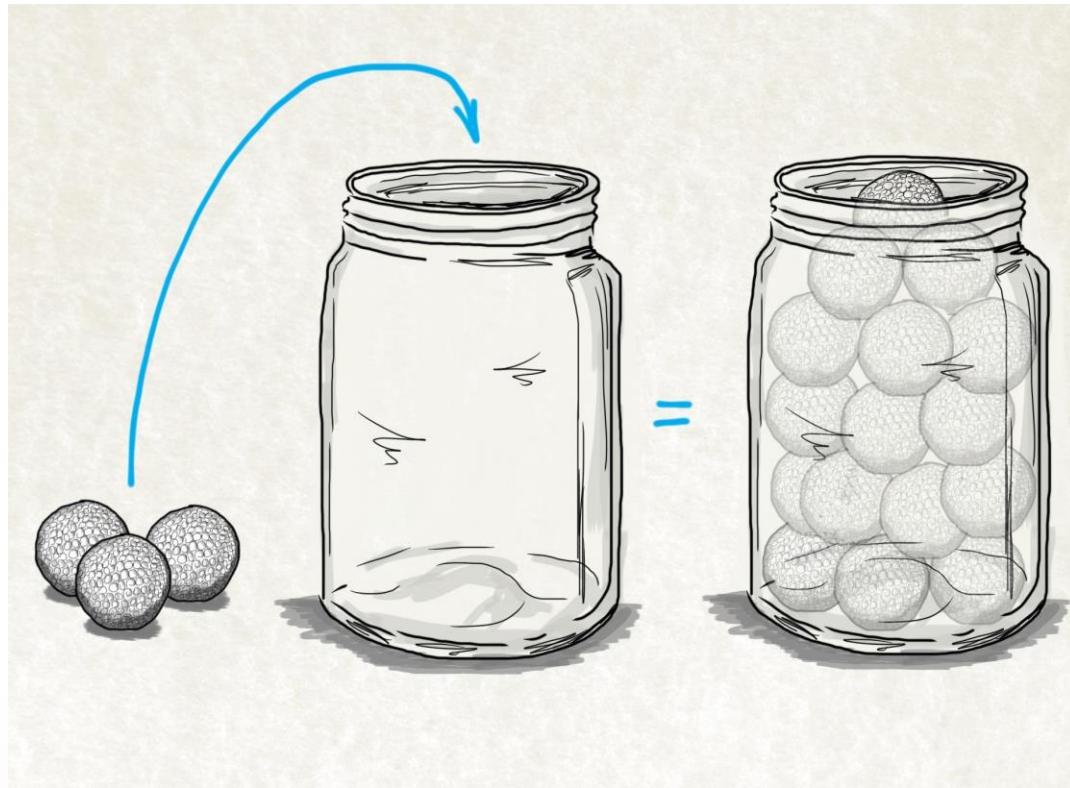


REQUIREMENTS CHANGED

imgflip.com

BAD LUCK
DEV

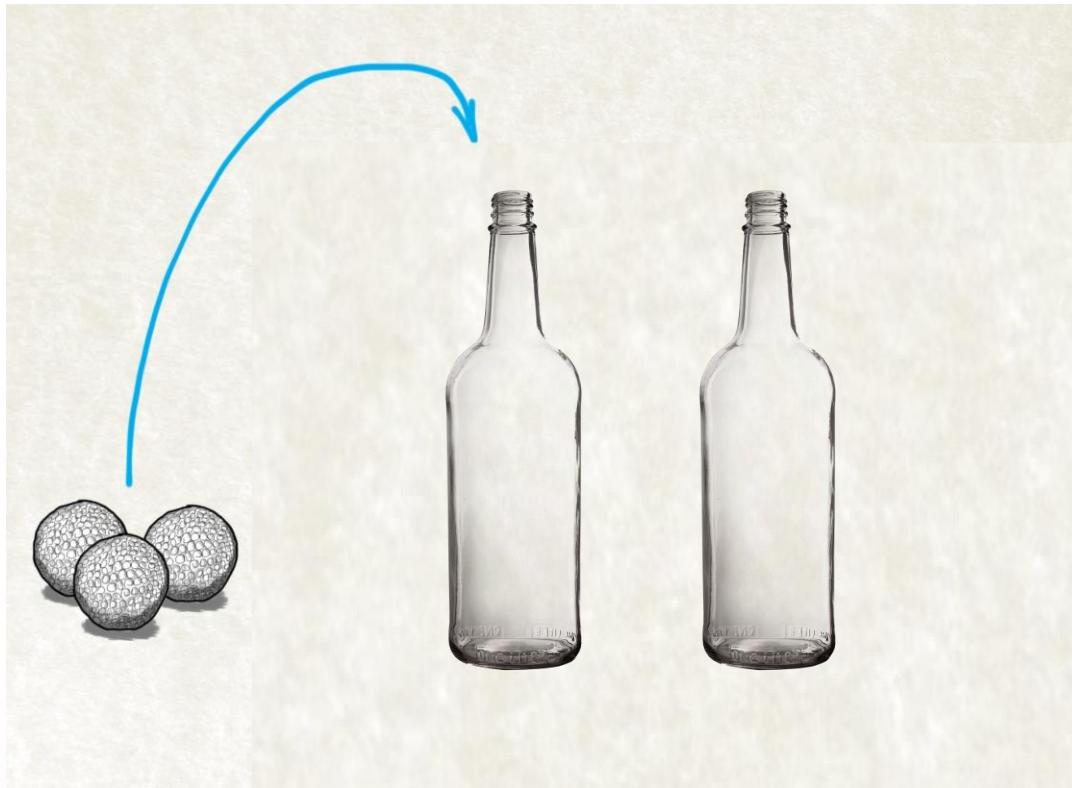
BAD LUCK DEV



CAME UP WITH THE
BEST DESIGN EVER



BAD LUCK DEV

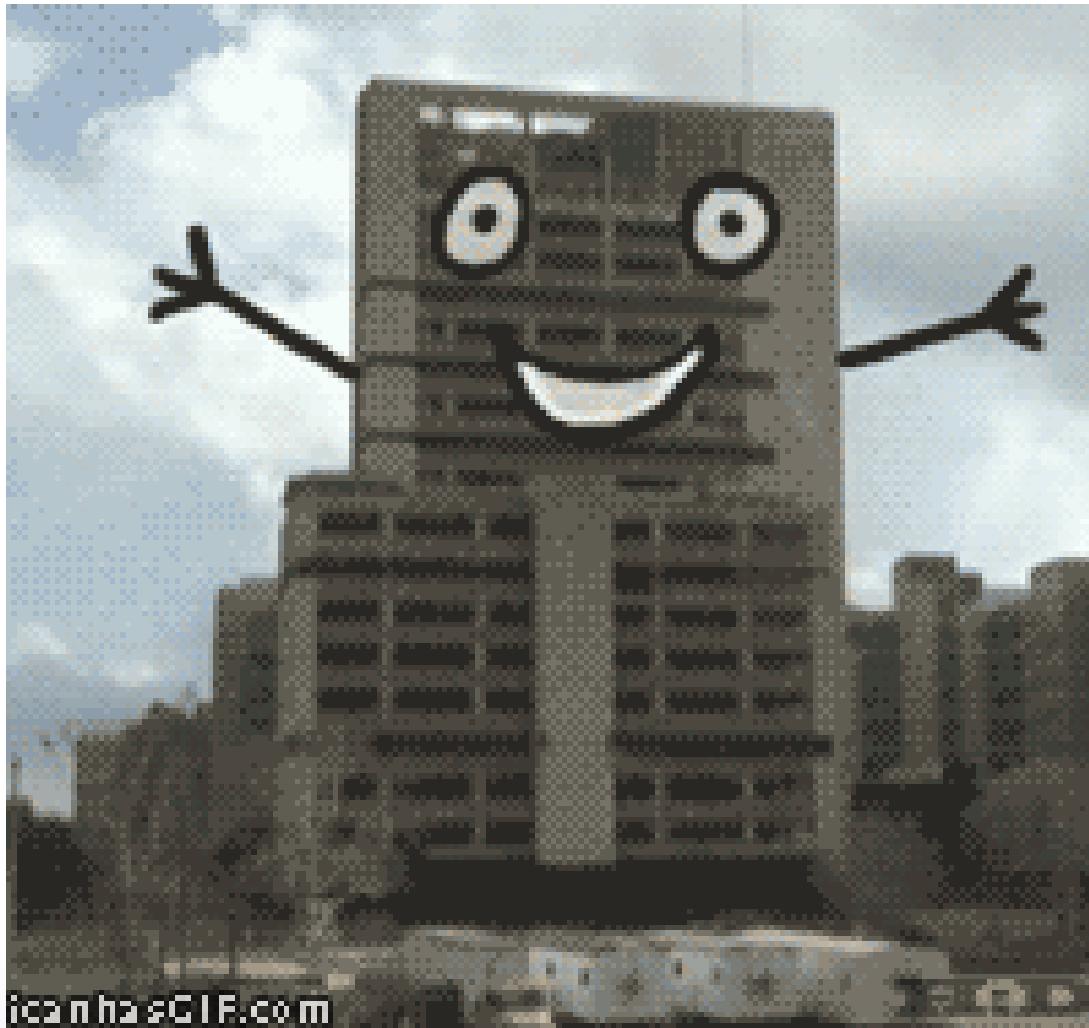


CAME UP WITH THE
BEST DESIGN EVER



imgflip.com

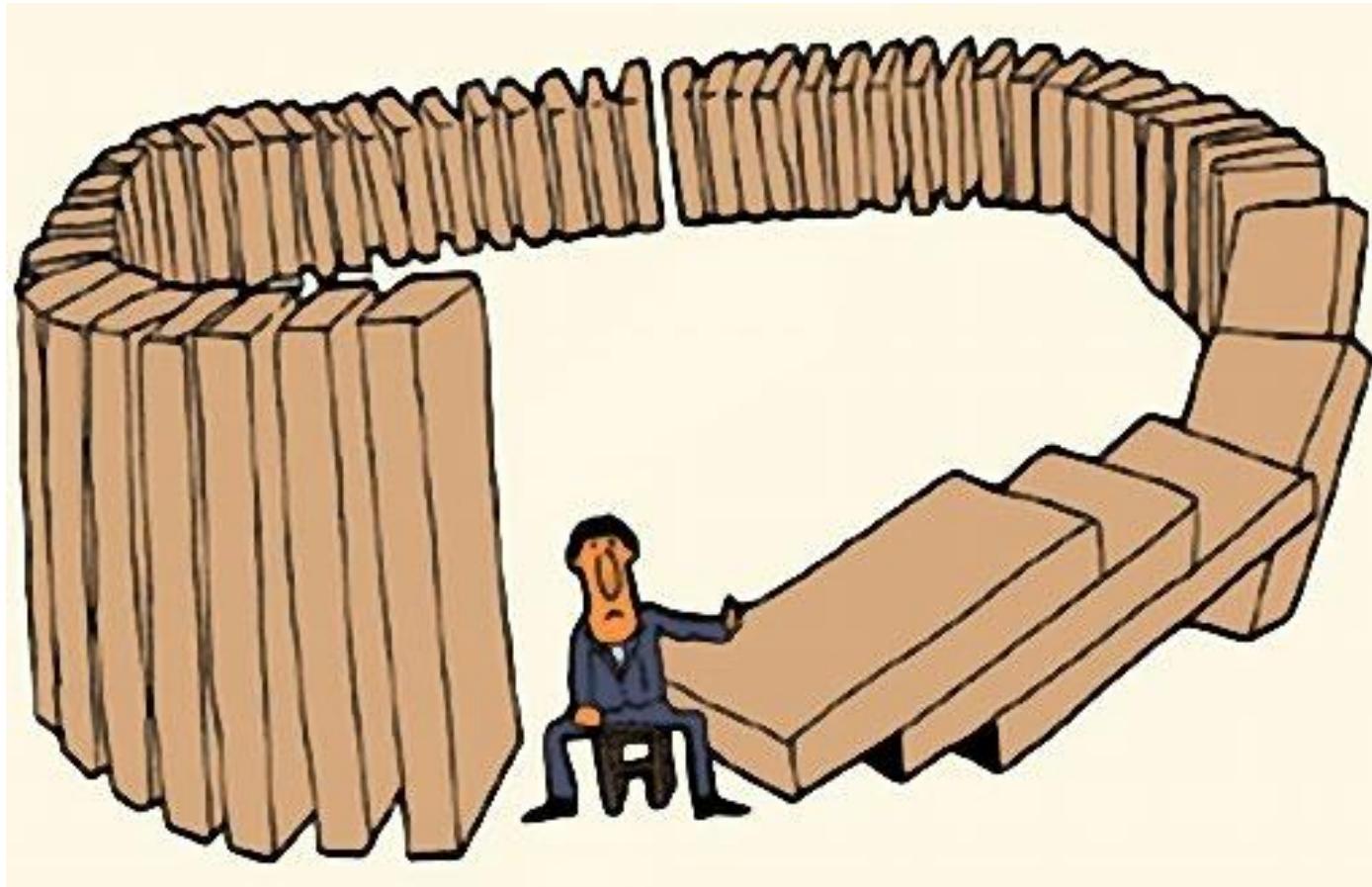
THERE GOES MY DESIGN !



BAD LUCK DEV



CONSEQUENCES



CONSEQUENCES

Invasive Code Changes

Functionality

NFRs

Design



ISOLATION

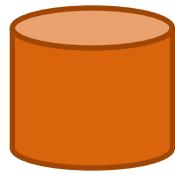
THOUGHT

DESIGN

IMPLEMENTATION

ISOLATION

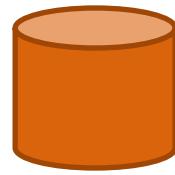
DOMAIN



THOUGHT

DESIGN

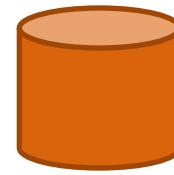
IMPLEMENTATION



THOUGHT

DESIGN

IMPLEMENTATION



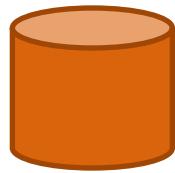
THOUGHT

DESIGN

IMPLEMENTATION

ISOLATION

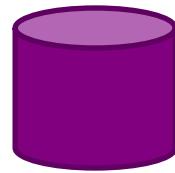
DOMAIN



THOUGHT

DESIGN

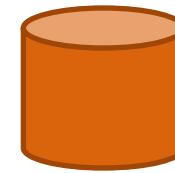
IMPLEMENTATION



THOUGHT

DESIGN

IMPLEMENTATION



THOUGHT

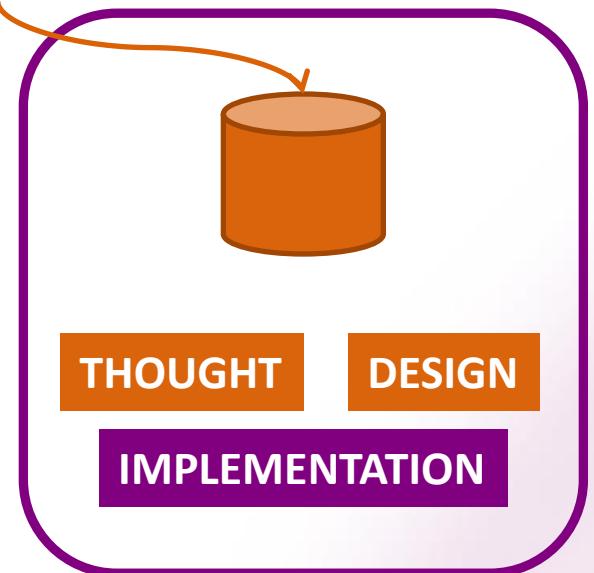
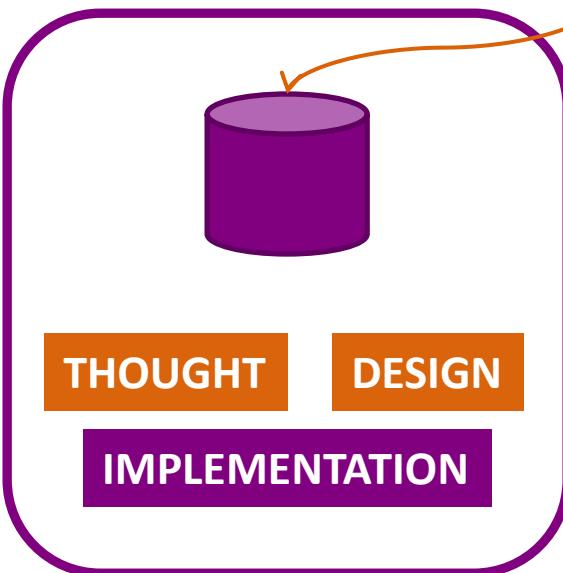
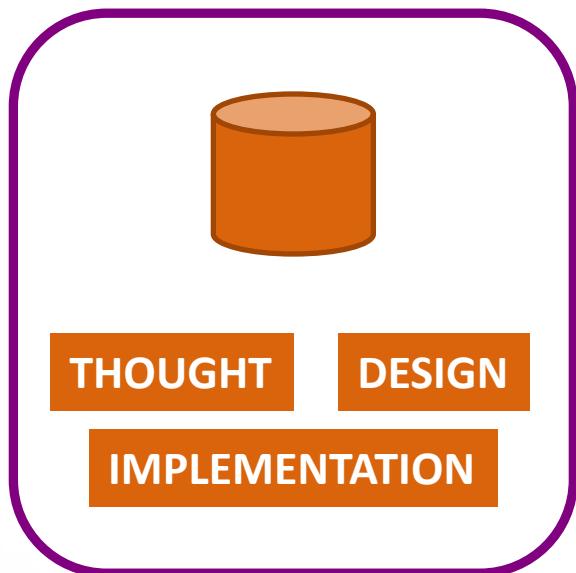
DESIGN

IMPLEMENTATION

ISOLATION

DOMAIN

Duplication



DRY ?

DO NOT REPEAT YOURSELF

DRY ?

DO REPEAT YOURSELF

Lambda

Project Jigsaw

Functional
Programming

JAVA IS DEAD, LONG LIVE JAVA

Threads & Mutex
Asynchronous

Synchronized
Non-Blocking

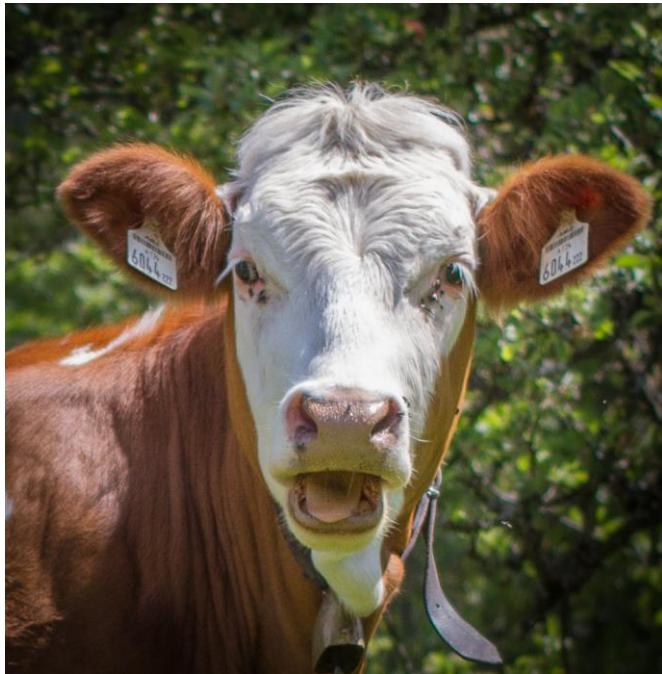
Joins & Waits
Immutable

Reactive

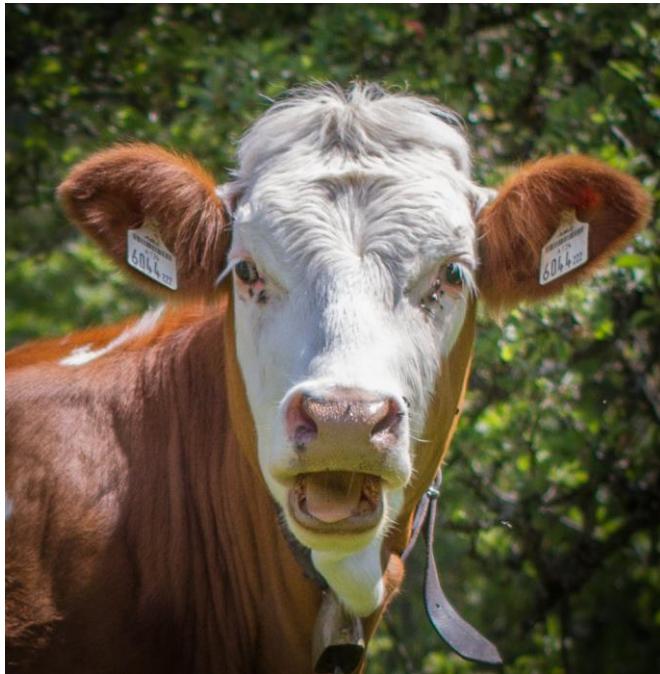
We can build enterprise apps without OOPs



We SHOULD build enterprise apps without OOPs



We can build enterprise apps without OOPs



SOFTWARE ENGINEERS



==

ENGINEERS



EOL OF RIGID STRUCTURES

SQL -> NOSQL

NORMALIZATION -> DENORMALIZATION

OOPS -> FUNCTIONAL

DRY -> DRY

MONOLITH -> MICROSERVICES

WATERFALL -> AGILE



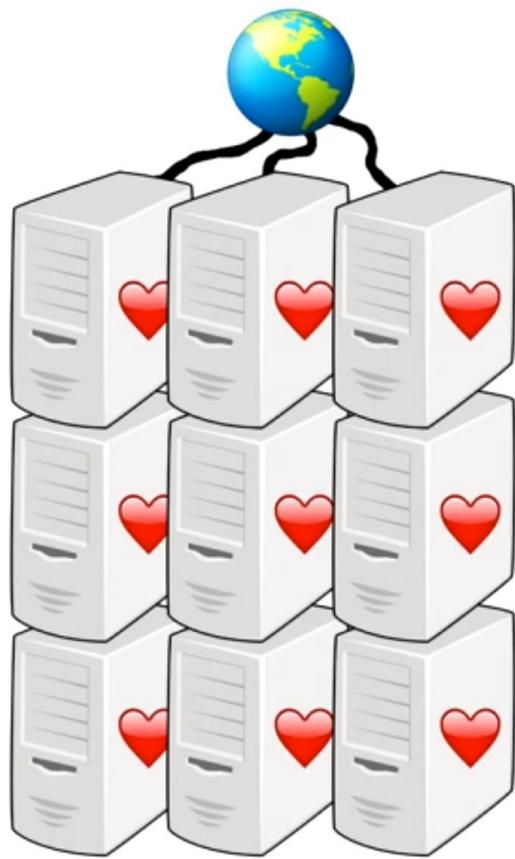
Low Cost to Change

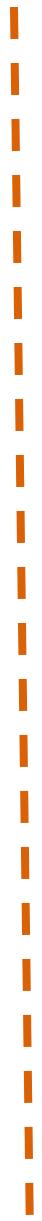
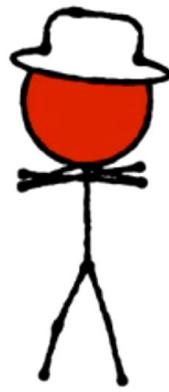
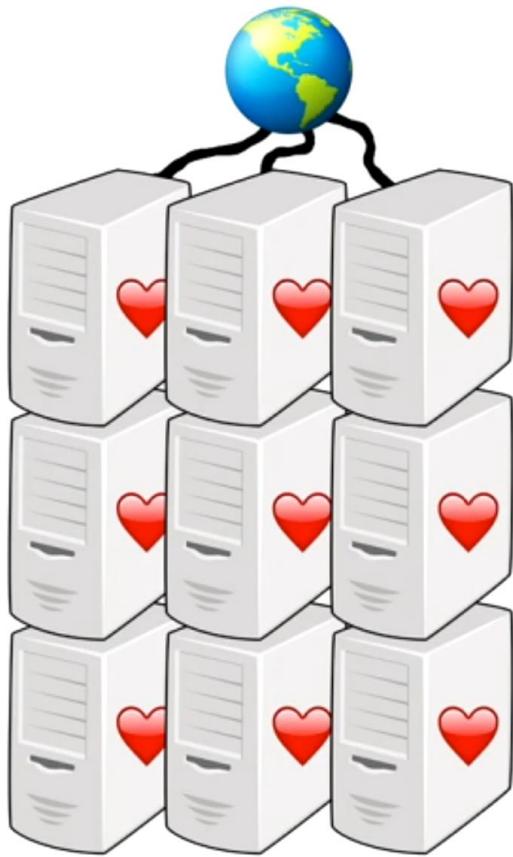
Low Cost to Distribute

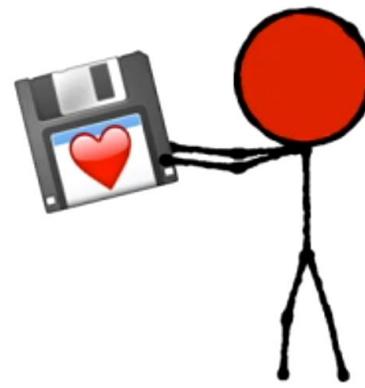
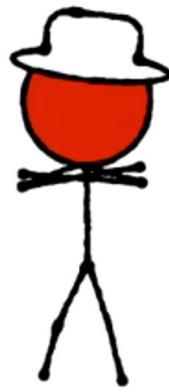
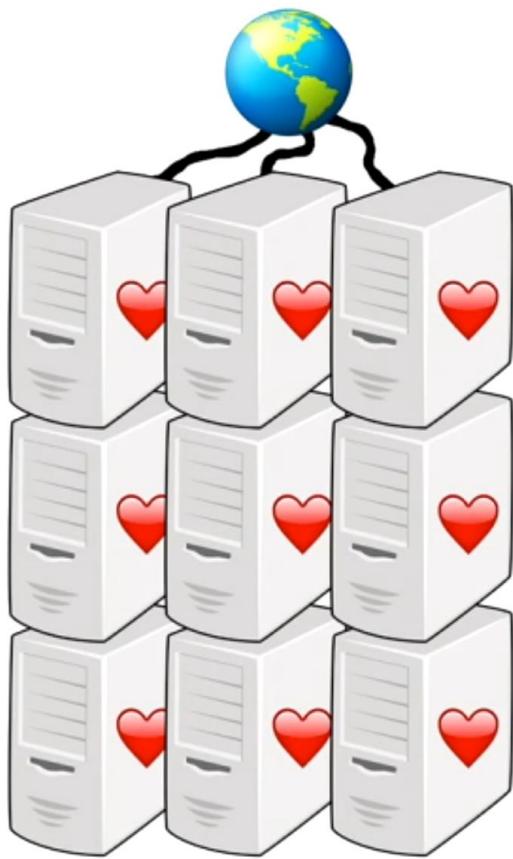


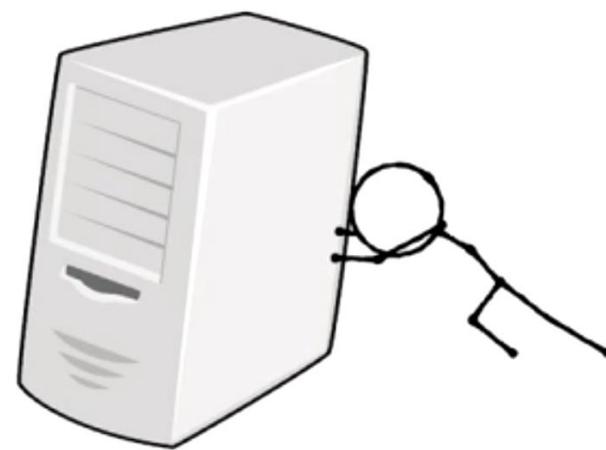
Low Cost to Change

Low Cost to Distribute ?

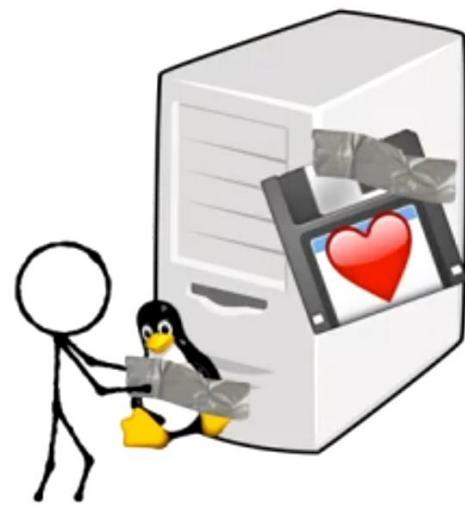


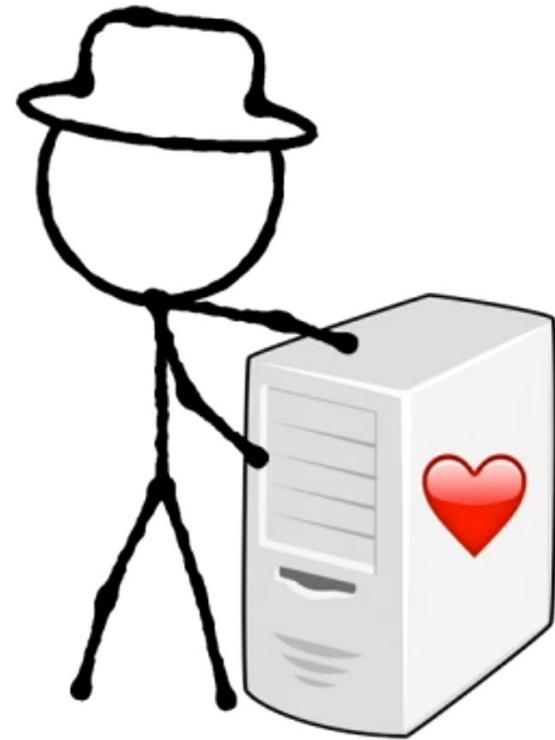












VELOCITY

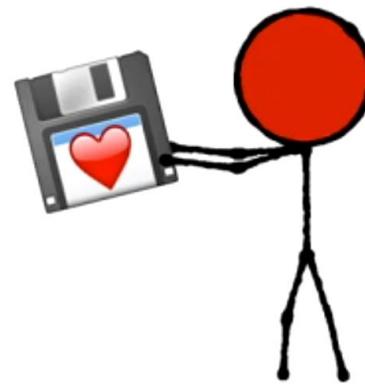
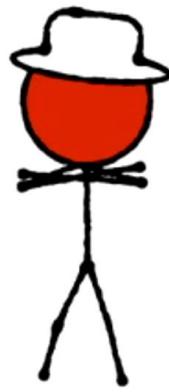
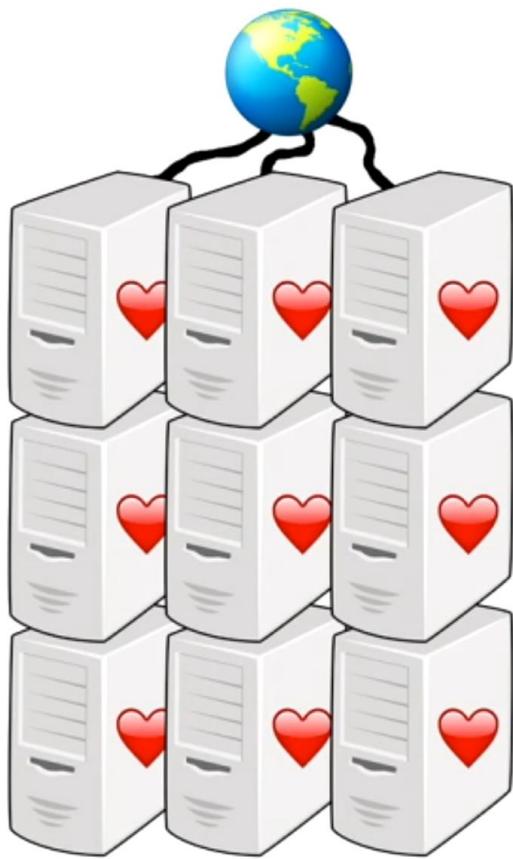
Deployment

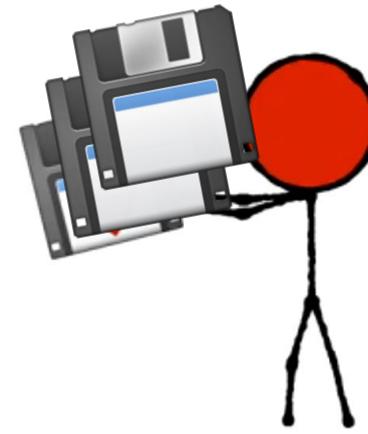
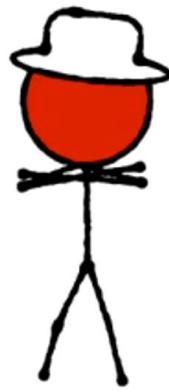
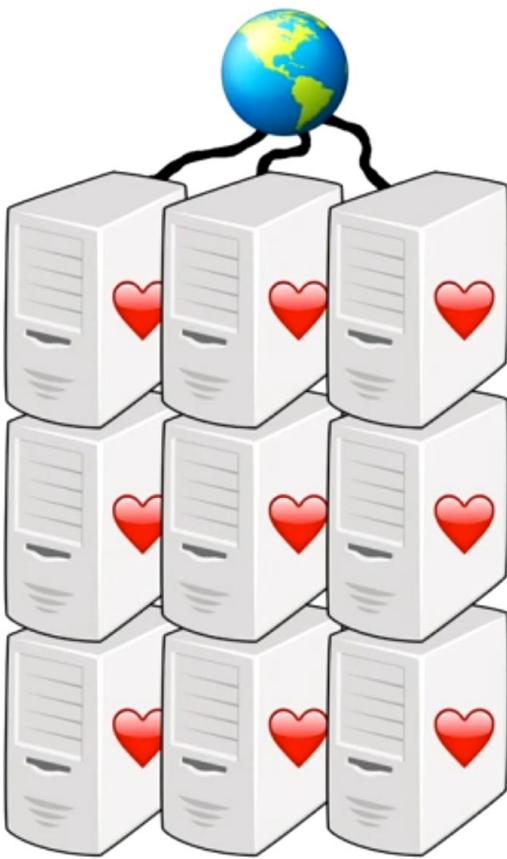
$$\vec{V} = |V| \cdot \hat{V}$$

Deployment
Velocity

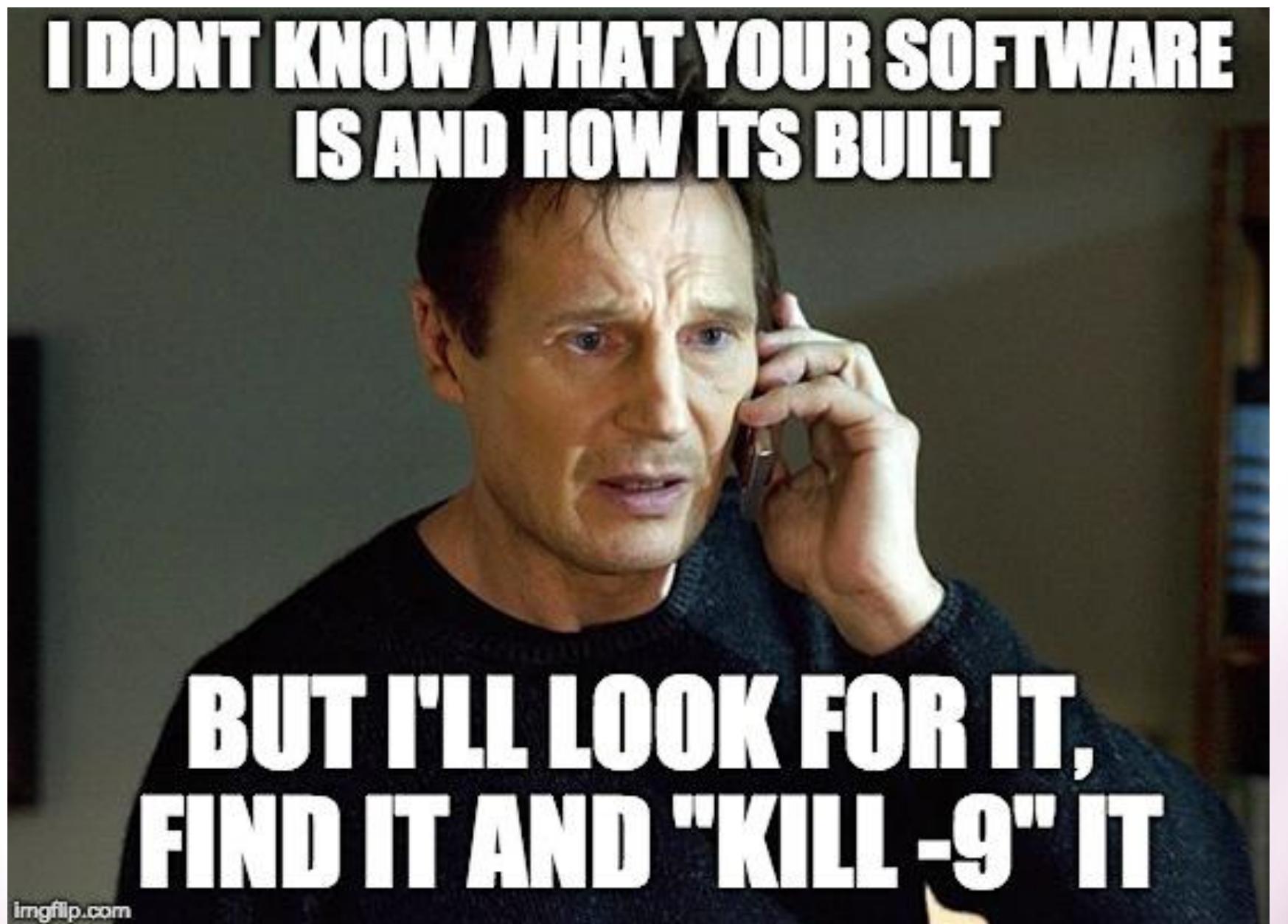
Deploy
software
without
downtime

Again and
again and
again...





I DONT KNOW WHAT YOUR SOFTWARE
IS AND HOW ITS BUILT

A man with short brown hair, wearing a dark blue/black crew-neck sweater, is shown from the chest up. He is holding a silver flip phone to his right ear with his right hand. His left hand is resting against his head, with his fingers near his temple. He has a serious, focused expression on his face. The background is a plain, light-colored wall.

BUT I'LL LOOK FOR IT,
FIND IT AND "KILL -9" IT

imgflip.com

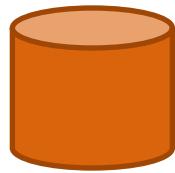
2

GREAT INDIAN
DEVELOPER™
SUMMIT

www.developersummit.com

ISOLATION

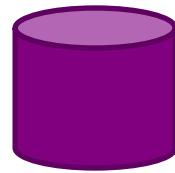
DOMAIN



THOUGHT

DESIGN

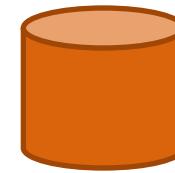
IMPLEMENTATION



THOUGHT

DESIGN

IMPLEMENTATION



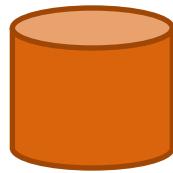
THOUGHT

DESIGN

IMPLEMENTATION

ISOLATION

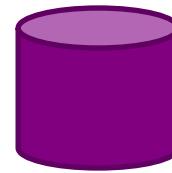
DOMAIN



THOUGHT

DESIGN

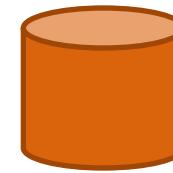
IMPLEMENTATION



THOUGHT

DESIGN

IMPLEMENTATION



THOUGHT

DESIGN

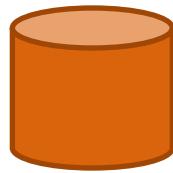
IMPLEMENTATION

Give up heterogenous tech stacks

ISOLATION

DOMAIN

Forsake freedom of choice



THOUGHT

DESIGN

IMPLEMENTATION

THOUGHT

DESIGN

IMPLEMENTATION

Use similar data stores

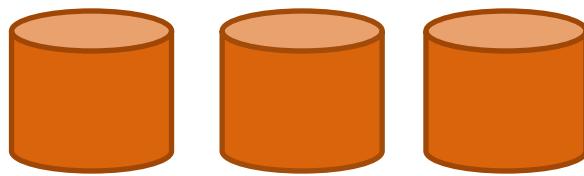
Give up heterogenous tech stacks

ISOLATION

DOMAIN

Forsake freedom of choice

Structures EMERGE



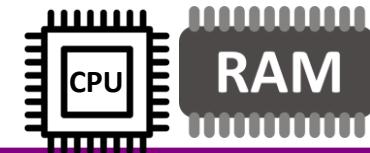
Use similar data stores

Give up heterogenous tech stacks

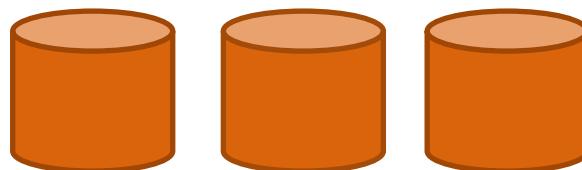
ISOLATION

INSTANCE 1

Forsake freedom of choice

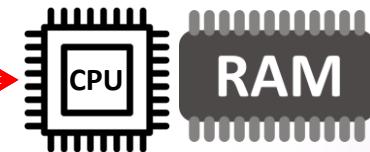


Structures EMERGE



INSTANCE 2

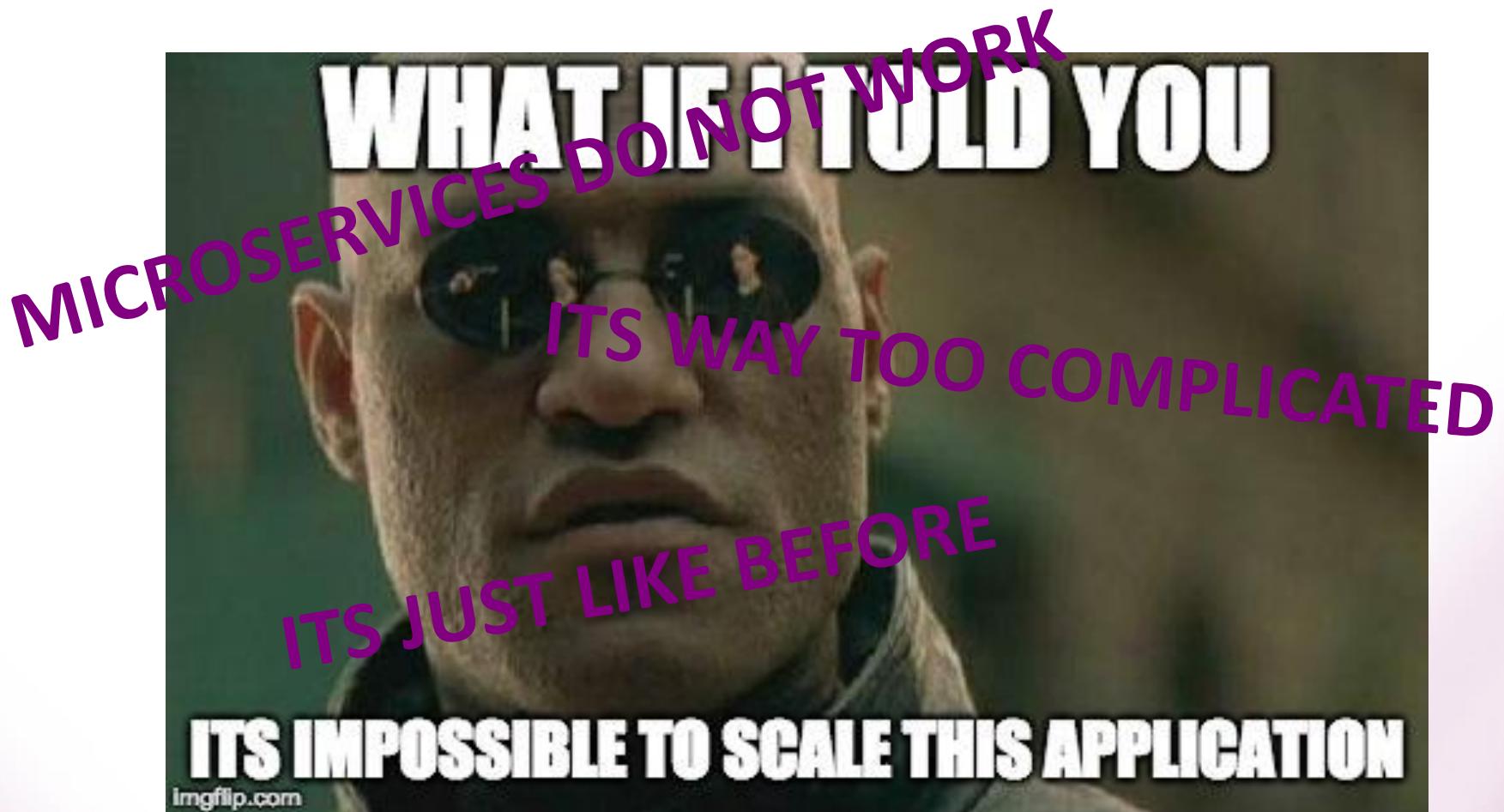
RESOURCE CONTENTION



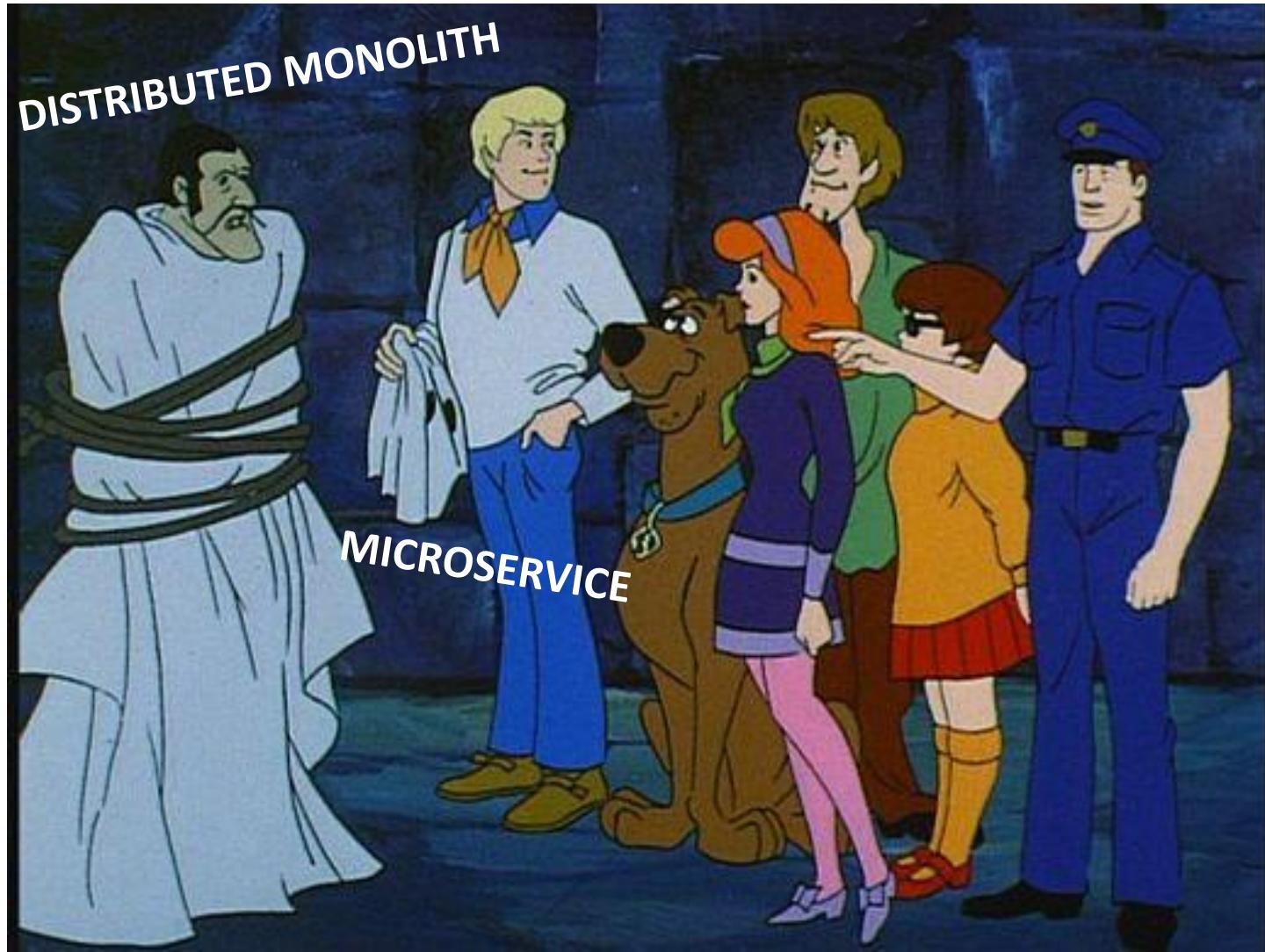
Use similar data stores

Give up heterogenous tech stacks

ISOLATION FAILED @ DEPLOYMENT



IT WAS YOU ALL ALONG



APP SOFTWARE

Spawn app resources

Scale on need

Continuously monitored

Improved on constant feedback

DEVELOPMENT

INFRASTRUCTURE

Spawn infra resources

Scale on need

Continuously monitored

Improved on constant feedback

OPERATIONS

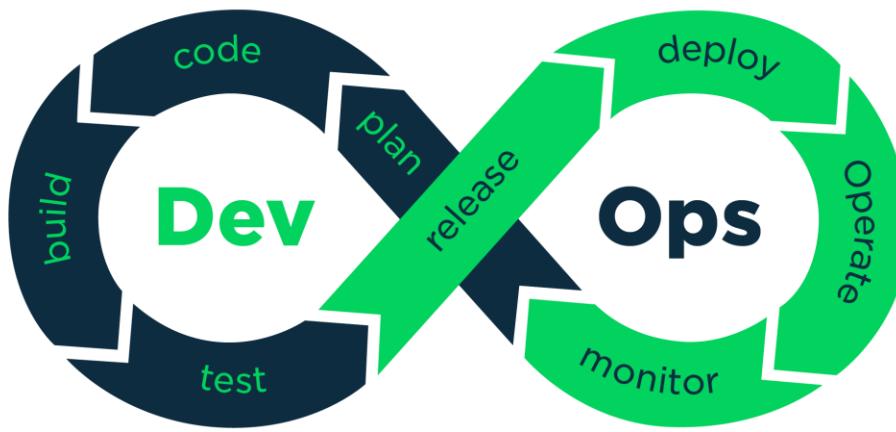
DEVELOPMENT



OPERATIONS



DEVOPS



CONTINUOUS INTEGRATION

CONTINUOUS DELIVERY

CONTINUOUS DEPLOYMENT

python



python™



Boto 3

**Being flexible to change
is the way to succeed in a
competitive & unpredictable
software economy**

THE MARRIAGE OF AGILE, MICROSERVICES & DEVOPS

$$\vec{V} = |V| \cdot \begin{matrix} \uparrow \\ V \end{matrix}$$

Culture Velocity Build Expertise Learn & Unlearn

$$\vec{V} = |V| \cdot \begin{matrix} \uparrow \\ V \end{matrix}$$

Development Velocity How many features are Delivered How soon are they delivered

$$\vec{V} = |V| \cdot \begin{matrix} \uparrow \\ V \end{matrix}$$

Deployment Velocity Deploy to live Again and again



All of us are capable of being a
walking software factory

BDD

BRUCE-LEE DRIVEN DEVELOPMENT

BRUCE-LEE DRIVEN DEVELOPMENT

The stiffest tree is most easily cracked,
while the bamboo ,
survives by bending with the wind.

~ Bruce Lee

Moving away from rigidity

BRUCE-LEE DRIVEN DEVELOPMENT

**Use only that which works, and take
it from any place you can find it.**

~ Bruce Lee

Picking heterogenous tools

BRUCE-LEE DRIVEN DEVELOPMENT

I fear not the man who has practiced
10,000 kicks once,
but I fear the man who has practiced
one kick 10,000 times.

Single Responsibility

~ Bruce Lee



AMC

EMPTY YOUR MIND.

**BE FORMLESS.
SHAPELESS. LIKE WATER.**

YOU PUT WATER INTO A CUP.

IT BECOMES THE CUP.

YOU PUT WATER INTO A BOTTLE.

IT BECOMES THE BOTTLE.

YOU PUT WATER INTO A TEAPOT.

IT BECOMES THE TEAPOT.

WATER CAN

FLOW OR IT CAN CRASH.

BE WATER, MY FRIEND.



As you think,
so you shall be



References - https://www.youtube.com/watch?v=xdw_9dADM-4

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