

Opening The Black Box

NEDCamp 11/18/2017

Howdy!
I'm an engineer at
Acquia

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<https://github.com/milsyobtaf/prez>

I'm now an engineer at Acquia, a small hosting company based in Boston. Maybe you've heard of us? I work on an internal engineering team, working on tools to help keep the company humming along.

What Is Debugging?



Follow

My code once took down a client's Intranet mid-demo. Tell us your coding screw-ups, so we can show new coders
[#weallmakemistakes](#) 🙏

Glitch
This Junior Dev nuked the prod db on 1st day of new job:
[reddit.com/r/cscareerques...](#)

Retweets 330 Likes 617



5:02 AM - 13 Jun 2017

335 330 617



Zach Holman 
@zholman

Follow



Replying to @gitch

i shipped github to production in
development mode, that was neat

Retweets
9

Likes
85



6:46 AM · 13 Jun 2017



1



9



85



jennosaur js
@jennachiffer

Follow



i miiiight have also taken down the china nba
site for a few min while switching the nets
from nj to brooklyn (long after they moved
fyi)

Likes
26



8:24 AM - 13 Jun 2017



1



20



K Cravens
@CakoRavens

Follow

Replying to @glitch

My first client patch caused all their W2's to print with the "deceased" box checked. It was a nunnery. I KILLED AN ENTIRE NUNNERY.

Retweets
30

Likes
155



12:10 AM · 13 Jun 2017

3

30

155



Dustin Younse
@mlsycbfaf

Follow



Replying to [@gitch](#)

I took down a university library on the 1st day of the semester with a botched FTP transfer of .htaccess. Better than Finals Week I suppose.

10:21 AM · 14 Jun 2017



What Is Debugging?

[illegible]

Here's a pretty basic example. I'm sure many of you have seen this very screen. What could it mean?

Nothing But Text?

- CSS aggregated but not cached
- JS blocked in the browser
- File permissions in sites/default/files

What kind of issues could cause this?

- * CSS aggregated but not cached
- * JS blocked in the browser
- * File permissions in sites/default/files

Debugging vs Troubleshooting

- Mostly a semantic difference
- 5 minutes vs 5 hours?
- “Fixed” vs understood and corrected

What Is The Black Box?

A Familiar Story?

- Non-technical education
- Self taught web skills
- Above average Googling abilities
- Late nights staring at error messages

A little bit about me. Does this sound familiar?

What Is Drupal?

When you're working on something, it's helpful to have a working mental model of it so you can think through problems.

Mental Model of Drupal



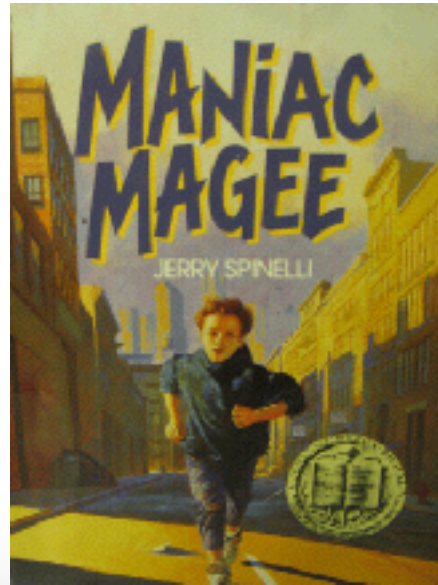
An impenetrable monolith, no ins, no outs, but it just seems to work. Until it doesn't.

Mental Model of Drupal



Maybe it's that same monolith, but with a shiny logo and a light. Not sure what the light does, but hey, it's there, and everything seems to work.

Mental Model of Drupal



A childhood favorite, which taught me a few very important lessons. One about about accepting others, even if they are different from you, a lesson that all of America could probably stand to relearn. And another about patience and methodical problem solving. The title character, Maniac, is faced with a seemingly impossible challenge, unraveling Cobble's Knot. A local store is offering one full year of free pizza to anyone capable of untangling an incredibly large knot.

Mental Model of Drupal

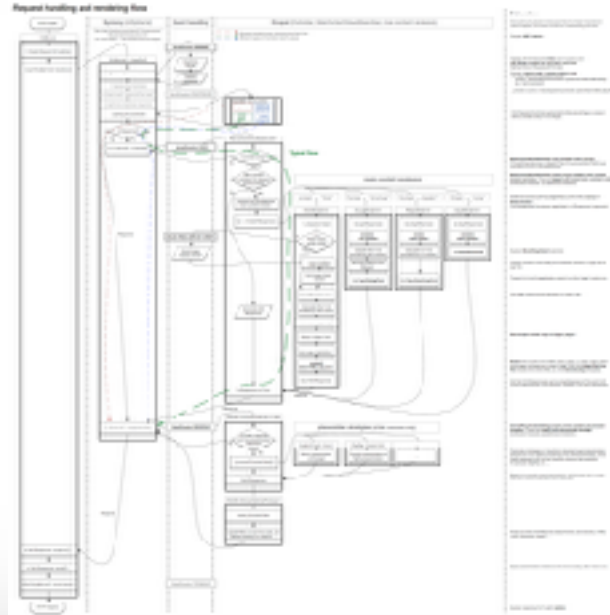


This knot. It takes him days and days of study and probing, but he finally manages to untangle it. I think this makes a much better mental model of Drupal. There are lots of ins and outs, loops and twists, but at the end of the day, it's one single piece of rope. There is a beginning, there is an end, and the trick is simply to figure out how to modify things along the way.

Mental Model of Drupal

This is only part of the highest level of a Drupal 7 bootstrap process. Each of these boxes probably has 2 or 3 other levels inside of it that look exactly like this.

Mental Model of Drupal



This is the render pipeline for Drupal 8, just the render pipeline. Shout out to Wim Leers for the flowchart. But at the end of the day, there is one input and one output, and we can view behavior at any of these points.

Start At The Beginning

Before we start untangling the knot, let's take a minute to find and become familiar with our tools.

When All You Have Is A Hammer



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It's easy to get stuck in a routine. You don't want to get in a habit of shaving yaks, but it's helpful to try new tools occasionally. You might learn something new or find a way to do a task easier.

Text Editors

- “Text Editors”
- Text Editors
- IDEs

There are several levels of text editors

“Text Editors”

- Notepad (Windows)
- Text Edit (Mac)
- Nano (Linux / Mac)

These are pretty barebones, allowing you to edit text, but typically don't have syntax highlighting or formatting options. In a pinch they are useful, but I wouldn't recommend these for a daily driver.

Text Editors

- Notepad++ (Windows)
- Dreamweaver (Mac / Windows)
- Sublime Text (Mac / Linux / Windows)
- Atom (Mac / Linux / Windows)
- Microsoft VS Code (Mac / Linux / Windows)
- vim (Mac / Linux)

These let you edit your code, use syntax highlighting and code formatting plugins, and often have code autocompletion features available. These are the tool of choice for many developers today.

Integrated Development Environments

- PHPStorm (Mac / Linux / Windows)
- Eclipse (Mac / Linux / Windows)
- Komodo (Mac / Linux / Windows)

These are yet another step up in features, with all the abilities of a solid text editor, plus integrated debugging, advanced code autocomplete and more. While many of these features are available as plugins on text editors, here they come out of the box. And can be difficult to disable, which turns many developers away.

Operating Systems With Built In Text Editors

- emacs (Mac / Linux / Unix / Everything else)

Development Environments

- On your server
- On your machine
- On your machine, but it acts like the server

On your server is a standard starting point for development.

On your local machine is a logical next step, but often doesn't replicate your server very well.

Then there is the next level of development, where you develop locally on a machine that acts almost identical to the server

Development Environments

- FTP Development
 - “Cowboy coding”
- Local Environments
 - MAMP / LAMP / Vagrant
- Next generation
 - Kalabox / Lando CLI (And other Docker setups)
 - DrupalVM (And other Vagrant setups)

Once you have your tools, you need to begin working out your environment. The first place you wind up is typically working directly on a server. Maybe its a staging server, maybe its the production server, where cowboys like to code.

A step up from this is some sort of local dev environment. This can be something out of the box like MAMP, or an OS X / Linux style LAMP setup, or a Vagrant box. All of these have their advantages and disadvantages. Vagrant is great for closely replicating a production environment, but it isn't perfect.

Kalabox is a newer system that allows for near perfect replication of complex environments like Pantheon, on your local machine.

FTP Development

- FTP Development
 - “Cowboy coding”
 - No version control up front
 - Little debugging visibility
 - Log files (maybe), debug statements
 - Watchdog logs (maybe)

Developing directly on a server is a straight forward, efficient way of developing. You save your file, and the change is live on the site. This, of course, means you can't mess up without taking down the site for some period of time. Yeehaw!

In addition, you typically don't have the protection of version control like Git, until after the fact.

Your debugging is very limited, and very reactionary. You can see what went wrong with log files, but only if you have the correct server permissions. You can see what a variable looks like at a specific point using a debug statement.

Debug Statements in Code

- `print_r()`
 - Raw dump of a variable or context, no formatting
- `print_r($node);`
 - `<pre><?php print_r($node); ?></pre>`
- `dsm()` / `kint()`
 - Formatted dump of a variable or context
- `dsm($node);`

These are the roughly the extent of your debugging abilities while working remotely.

Local Development

- MAMP / Dev Desktop / Native LAMP
 - Code runs entirely locally
 - Added bonus of offline work, no internet required
- `print_r()`, `dsm()`, `kint()`, but also more
- xdebug

xdebug allows you to inspect the state of the entire application at a given breakpoint, not just the state of individual variables.

This is a great way to visualize the many, many loops and detours that Drupal takes from request to finished page.

IDEs are built around the concept of debugging, and most PHP IDEs have xdebug as a central feature.

Local Development: The Next Generation

- Kalabox / Lando with Pantheon / Acquia integration
- DrupalVM and other Vagrant boxes
- `print_r()`, `dsm()`, `kint()`, `xdebug`
- Very accurate performance profiling
 - XHProf
 - Blackfire
 - Tidewater

This type of development gives you all of the advantages and shortcuts of local development while also giving you a mirror image of the final production environment. This allows you to do things like more accurately profile the memory usage of a module.

What's xdebug?

xdebug: Step Through Debugging

- Hitting pause on code execution
- Inspecting the current state of “the stack”
- Modifying values *live*

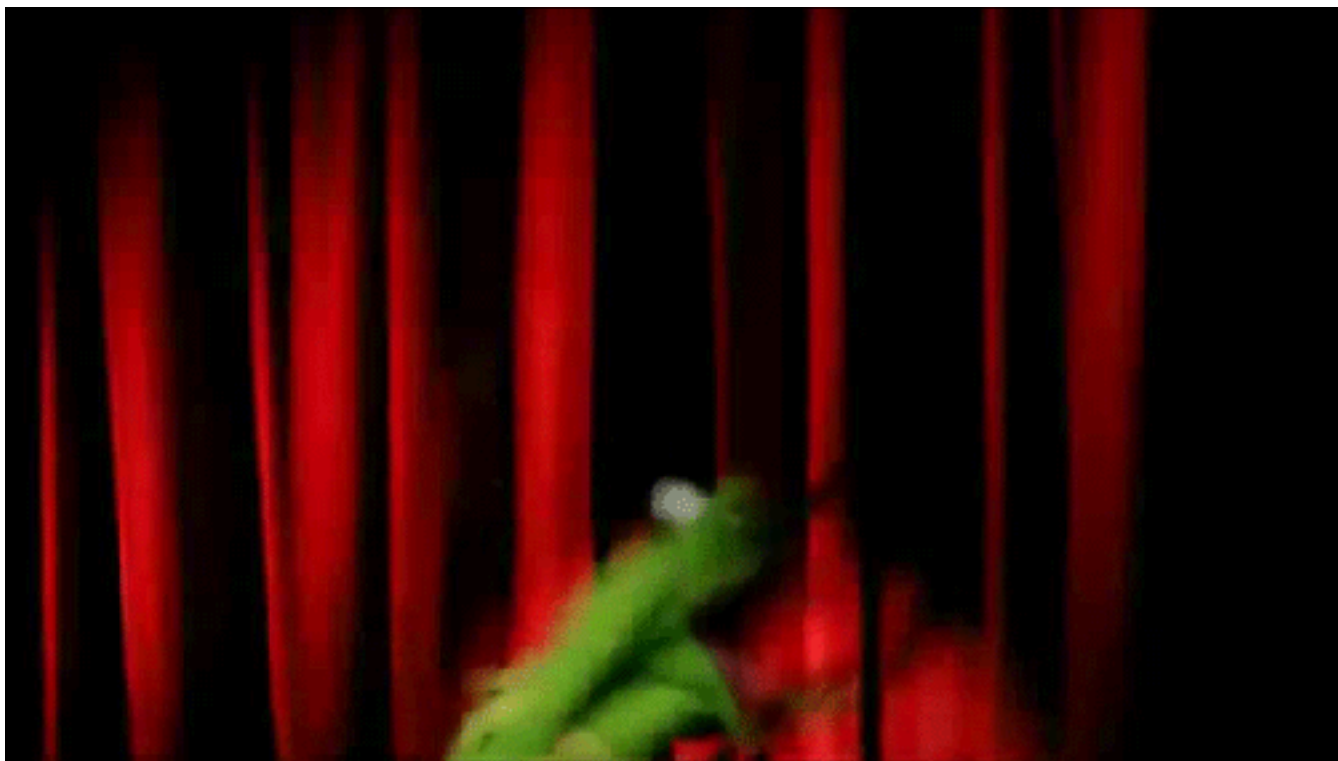
This type of development gives you all of the advantages and shortcuts of local development while also giving you a mirror image of the final production environment. This allows you to do things like more accurately profile the memory usage of a module. Let's show a quick demo!

The Ever Dangerous Live Demo



Something Is Broken!

I'm a former support developer, so my default state is panic and terror. I get the cranky, worried, angry emails and phone calls when the site isn't working. It's easy at this point to start getting cranky, worried or angry yourself, but the trick is:



The site is down!

Relax.

The first step: Relax. Stop and think about the situation.



Getting angry with the knot isn't going to help.
Getting frustrated with the knot isn't going to help.
The knot is still going to be the knot.

Relax.

So remember: Relax.

Remember Cobble's Knot



Getting angry with the knot isn't going to help.
Getting frustrated with the knot isn't going to help.
The knot is still going to be the knot.

What's Broken?

- Is something not showing up?
 - New content - is it published?
 - Old content - are permissions set properly?
- Is something showing up that shouldn't?
 - Raw HTML and Javascript in a WYSIWYG field?

First you need to figure out what is broken. It doesn't matter where it's broken, we'll get to that.

Work From The Bottom Up

- Log Files
 - You should learn how to find your log files before you need your log files
- multital
 - Linux / Mac utility to easily view logs with more options than tail

If you're getting the old White Screen Of Death, most of your Drupal debugging techniques are out the window – for now.

multitail lets you output multiple log files together, so you can view Apache and mysql logs in the same stream. Log errors will hopefully point you to a specific line on a specific file, but sometimes they can only give you something to Google for.

Where Is It Broken?

- Custom Module
- template.php / .theme file
- Theme Template

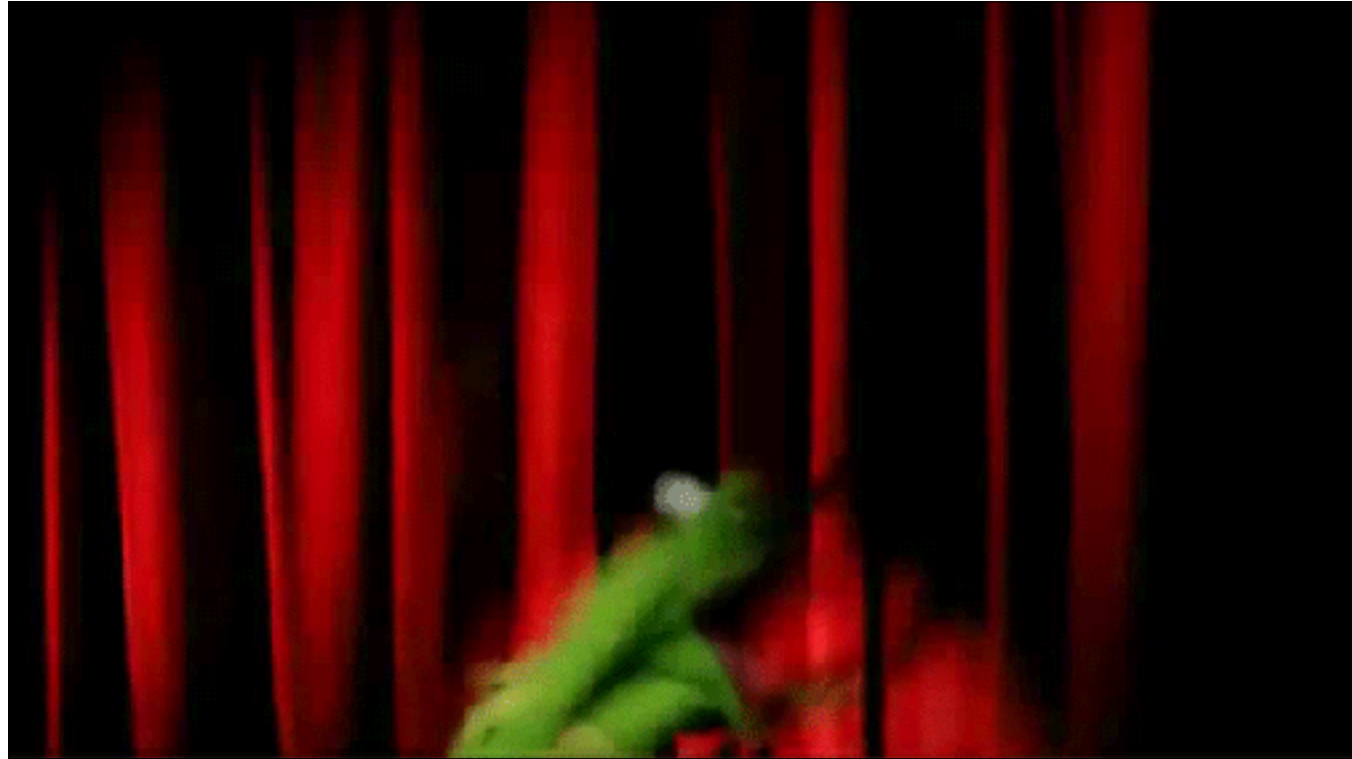
Hopefully by now you know `_what_` is broken, but you still need to find `_where_` it is broken.

For most of what we do in Drupal, it's going to be broken in three places. It can help to look at these from the bottom up as well.

The lowest level is likely to be in the custom module logic.

The next level where data is typically modified is in the theme's `template.php`. A quick and dirty way to see if the issue lies in a theme is to change the theme. If the problem disappears, you know the gremlin must be inside the theme.

By the time you are working in a theme template, you are working with the final processed data, so you can do some dirty things here, if necessary, to make the data match what you need. Drupal 8 is taking away that option, since templates will be fully PHP-less, but that isn't necessarily a bad thing, particularly for future support of a project.



I don't know if you forgot, but the site is down. Again. We gotta relax.

The Scientific Method

Now that we know what we are working on and where we are working on it, it's important that we slow down and apply a bit of scientific rigor.

Finally, Debugging

- Change **one** thing at a time
- Test that change
- Repeat

We need to do this methodically. Change one thing. Test it. Repeat.

git Is Your Friend

- Save your progress as you work
 - Recreate your Features or config.yml
- Makes rabbit holes manageable

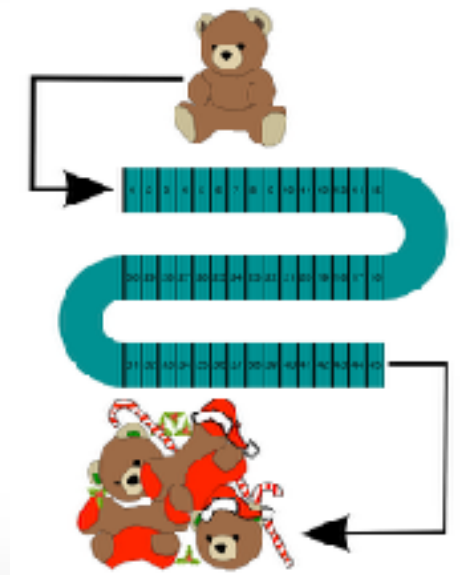
Recreate Features. Make branches. Use git stash. This way a 2 hour rabbit hole doesn't become a black hole, just something you can easily back out of.

git bisect Is Your Friend

- Let's you isolate changes between commits

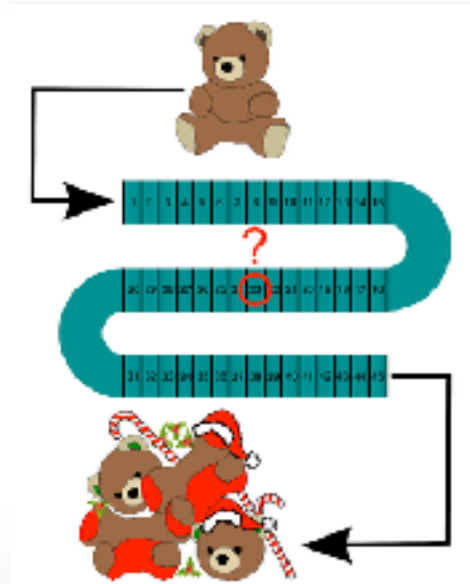
Recreate Features. Make branches. Use git stash. This way a 2 hour rabbit hole doesn't become a black hole, just something you can easily back out of.

git bisect Is Your Friend



This example comes from a really great book, [The Art of Troubleshooting](#) – link at the end. Let's say you have a Drupal function that should turn a normal teddy bear into a christmas teddy bear. But something is obviously wrong.

git bisect Is Your Friend



Mathematically the best place to start? Right in the middle. I know I know, we're all probably web developers because we hated math in school, but it's not _that_ bad.

git diff Is Your Friend

- Remove your debug statements
- Ensure you only changed **as much** as you needed to change
- You only commit **print_r('Butts');** to master **once**

Before you call it a day, make sure you carefully go through your git diff. You only commit something embarrassing to master once. I hope.

git blame Finds Your Enemies

git blame Finds Your Enemies

git blame Is *Your* Friend

git annotate Is *Your* Friend

- Can help you track down who wrote the offending code
 - This ***should not*** be a witch hunt
 - This ***should*** be a chance to find context for the issue

Other Debugging Methods

Most of my time is dedicated to working in someone else's code, but once it's in my hands, I try to make it easier to work with going forward

Debugging Techniques

- Walk away. Seriously.
- Talk to a coworker.
 - Talk to a rubber duck.
- Write it down. By hand.

Make The Future Easier

Most of my time is dedicated to working in someone else's code, but once it's in my hands, I try to make it easier to work with going forward

Proactive Debugging

- watchdog() (D7)
- \Drupal::logger() (D8)
- syslog Module
 - <https://www.elastic.co/blog/hey-elasticsearch-stack-and-x-pack>
 - <https://loggly.com>
 - <https://www.sumologic.com>
- Write a test!
 - Simpletest / PHPUnit / Behat

Now that you've fixed the problem, it's time to take a minute and think about the future, make things better for you down the road.

Watchdog is great, but is database bound, and often truncates right before the data you need.

Syslog lets you write Drupal events to the system log instead, giving you access to more space and lets you integrate with standard logging tools like Loggly, which monitors and can alert you in real time of a logged issue.

- **The Art of Troubleshooting** by Jason Maxham
 - <https://artoftroubleshooting.com/book/>
- **Debugging: The 9 Indispensable Rules for Finding Even the Most Elusive Software and Hardware Problems** by David Agans
 - <http://debuggingrules.com>
- **Debugging During Development in Drupal 8** by Allie Jones
 - <https://www.gitbook.com/book/zivtech/debug-tools-for-drupal8/>
- **Using the PhpStorm Debugger** by JetBrains
 - https://confluence.jetbrains.com/x/_idqAw
- **Maniac Magee** by Jerry Spinelli
 - <https://www.worldcat.org/oclc/20422223>

**Further
Reading**

Resources

Thanks!
Questions?
War stories?

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<https://github.com/milsyobtaf/prez>