# Develop at Scale with Nx Monorepos

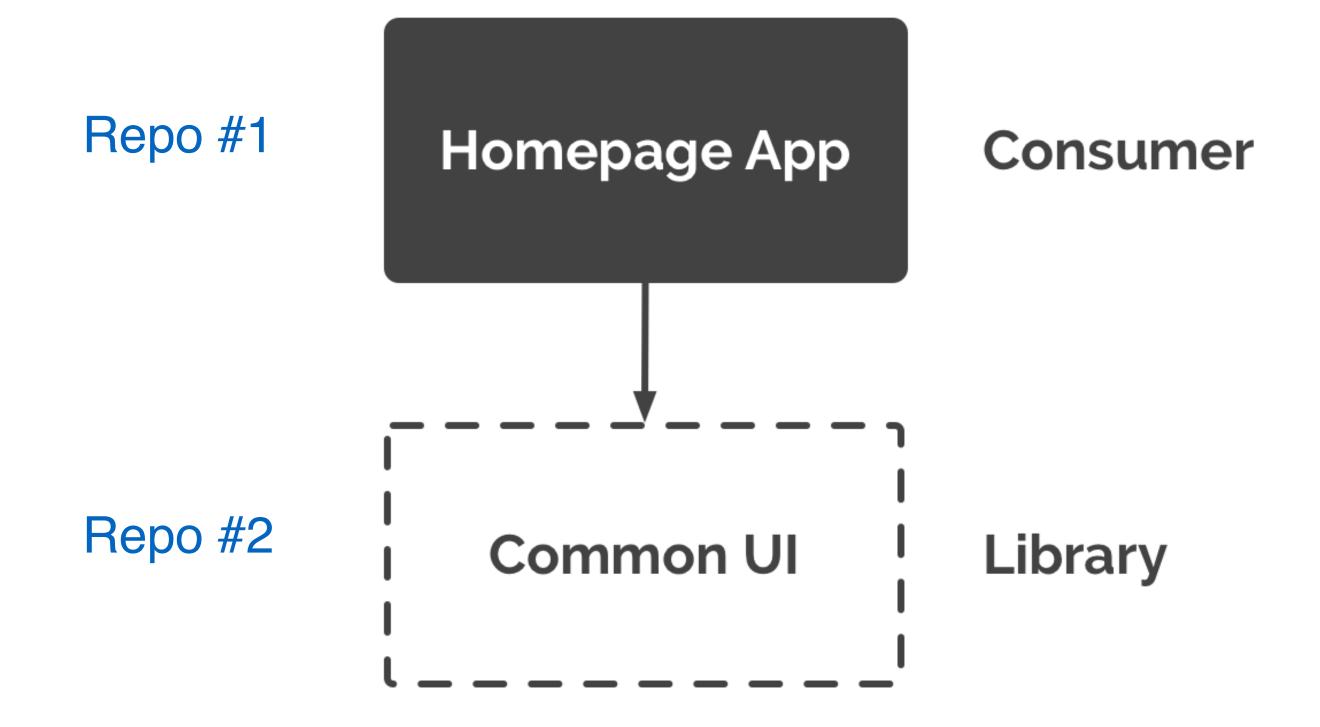


## Why Monorepos?

01 02 03

Atomic Shared Single Set of Changes Code Dependencies

# O1 Atomic Changes



# Why Monorepos?

01

<u>02</u>

03

Atomic Changes

**Shared Code** 

Single Set of Dependencies

## 02 Shared Code

```
function usernameIsValid(username: string): boolean {
  return username.length > 4 && username !== 'jeffbcross';
}
```

# Why Monorepos?

01

02

<u>03</u>

**Atomic Changes** 

Shared Code

Single Set of Dependencies

# O3 Single Set of Dependencies

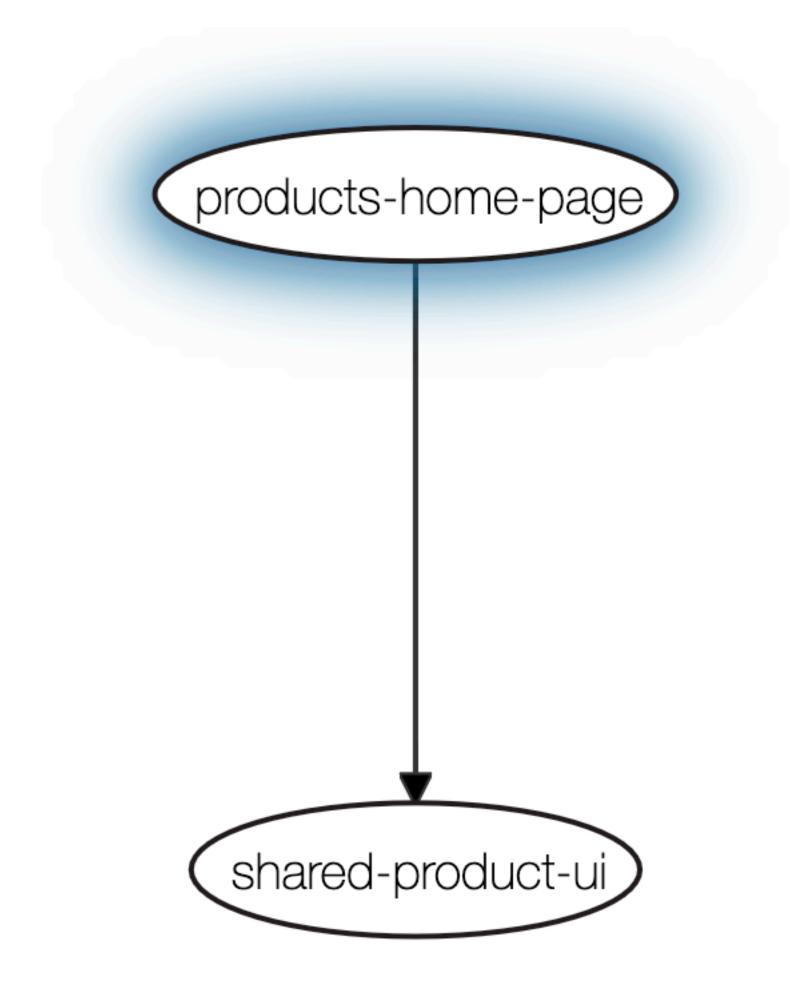
```
"dependencies": {
- "@angular/core": "~2.1.2",
- "@angular/core": "3.x",
- "@angular/core": "^6.0.1",
- "@angular/core": "9.0.1",
+ "@angular/core": "9.0.2",
}
```

# Why Not Code Collocation?

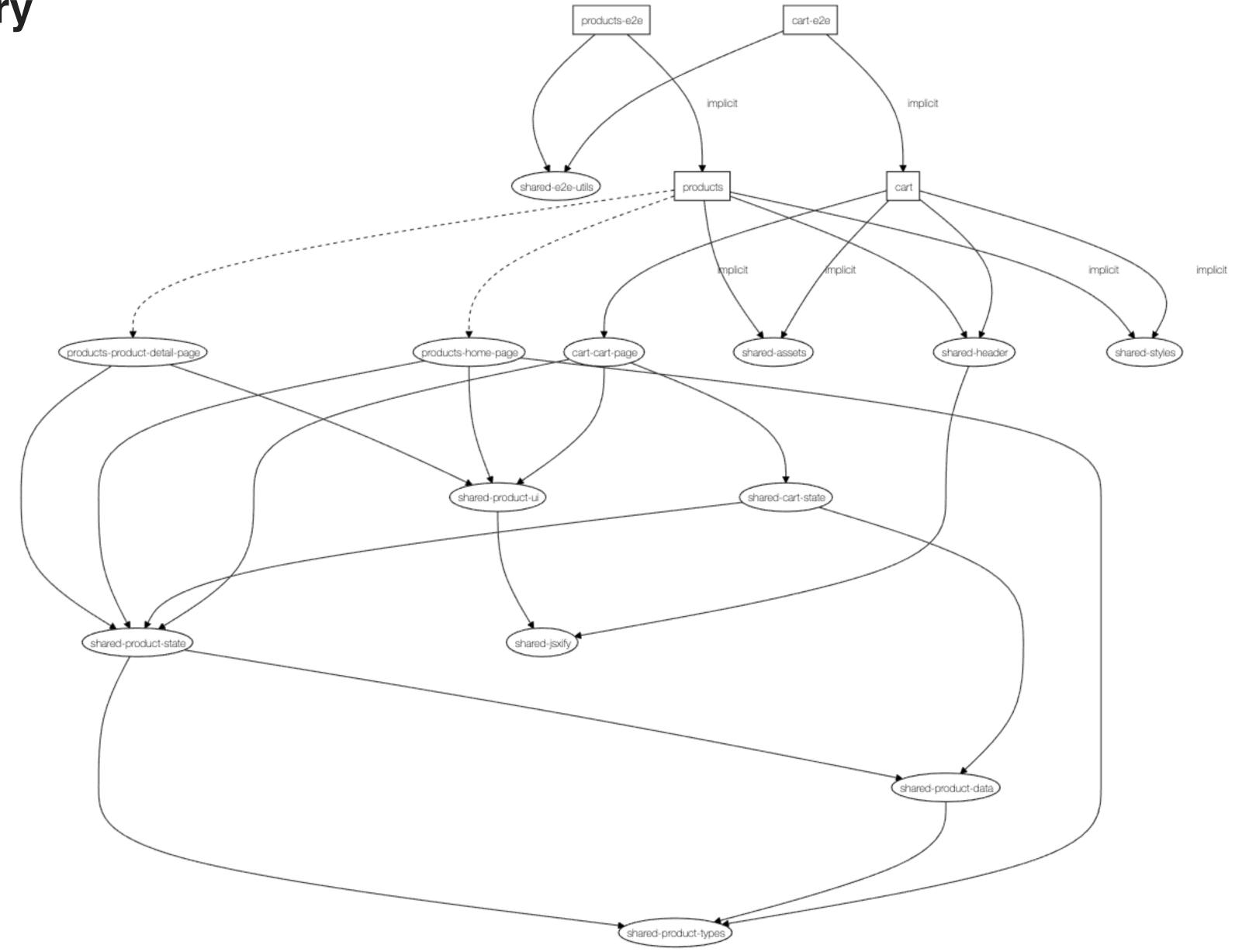
01 02 03

Running
Unnecessary
No Code Inconsistent
Tests
Boundaries
Tooling

# Running O1 Unnecessary Tests



Running
O1 Unnecessary
Tests



# Why Not Code Collocation?

01

<u>02</u>

03

Running Unnecessary Tests

No Code Boundaries Inconsistent Tooling

## No Code Boundaries

```
• • •

import { unstableDontUse } from '@myorg/shared-ui/i/hope/no/one/finds/this';
```

# Why Not Code Collocation?

01

Running Unnecessary Tests 02

No Code Boundaries <u>03</u>

Inconsistent
Tooling

# 03 Inconsistent Tooling

```
npm run launch-homepage-app --exceptOnTuesdays
npm run build-shared-ui --turnOnProductionFlags
npm run i-forget-what-this-does --butItRunsEveryWeek
```

## Nx Can Help

- 01 Faster Command Execution
- 02 Controlled Code Sharing
- 03 Consistent Coding Practices
- 04 Accurate Architecture Diagram

#### 01 Faster Command Execution

- Executors
- nx affected
- Local and distributed caching

## Nx Can Help

- 01 Faster Command Execution
- 02 Controlled Code Sharing
- 03 Consistent Coding Practices
- 04 Accurate Architecture Diagram

#### 02 Controlled Code Sharing

- Library API
- Tags
- Publishable Libraries
- CODEOWNERS

## Nx Can Help

- 01 Faster Command Execution
- 02 Controlled Code Sharing
- 03 Consistent Coding Practices
- 04 Accurate Architecture Diagram

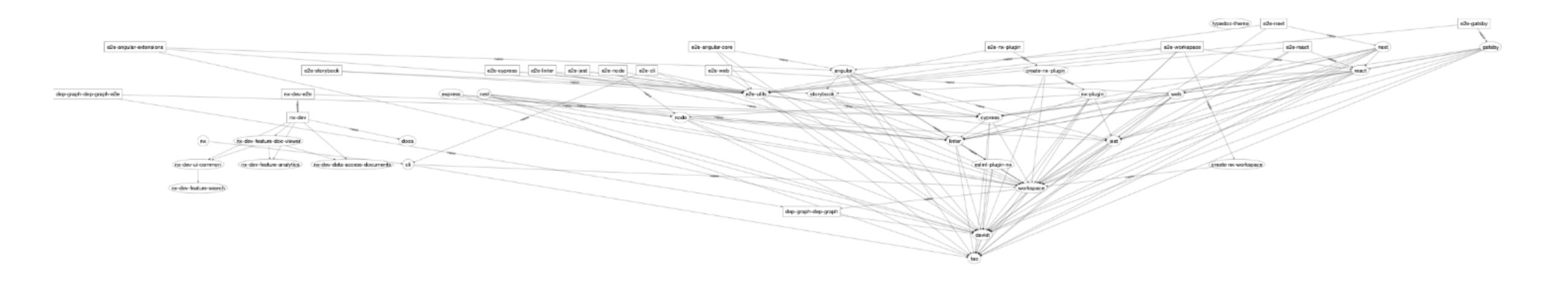
#### 03 Consistent Coding Practices

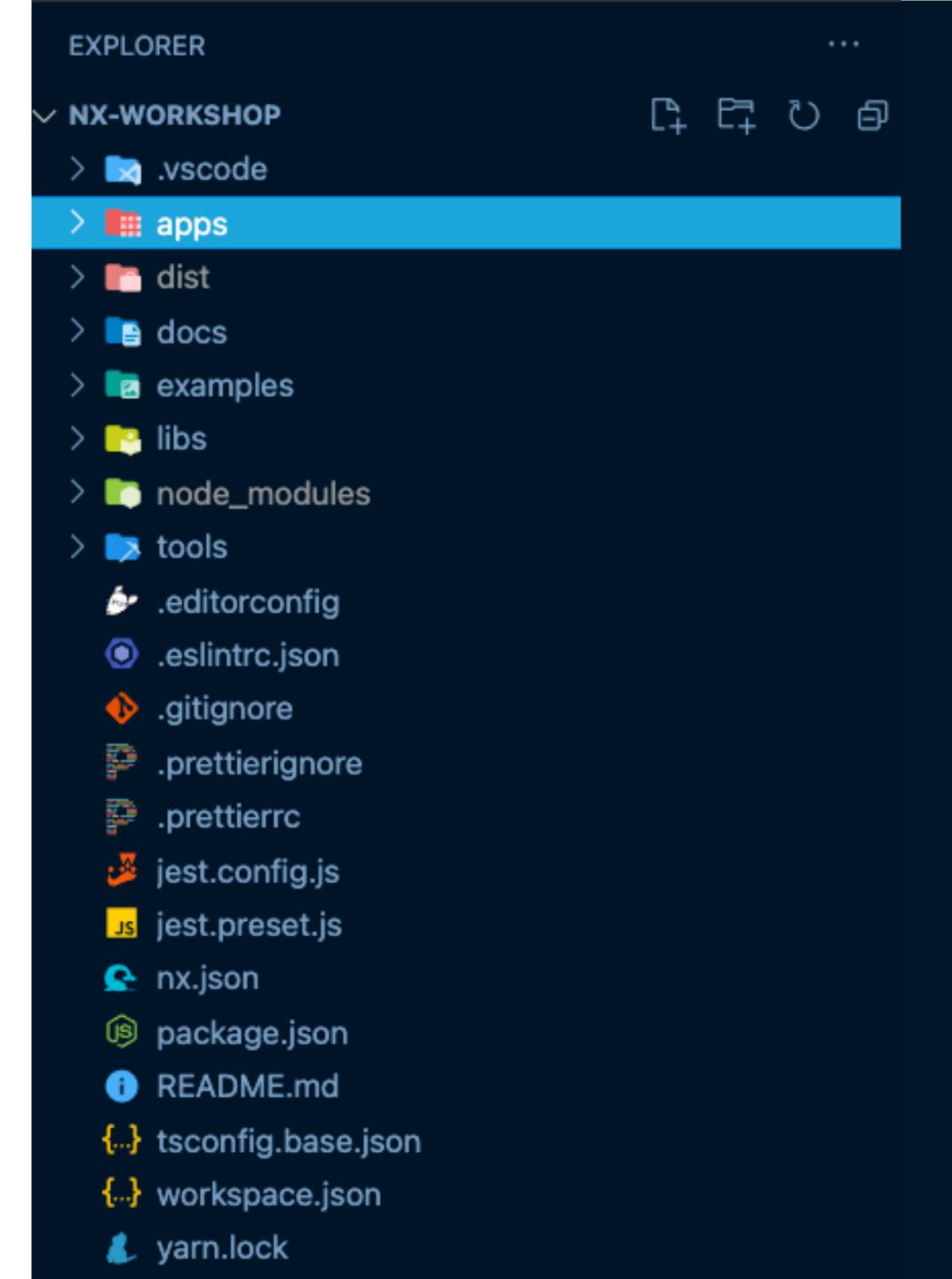
- Linting
- Generators
- Nrwl Plugins
- Community Plugins

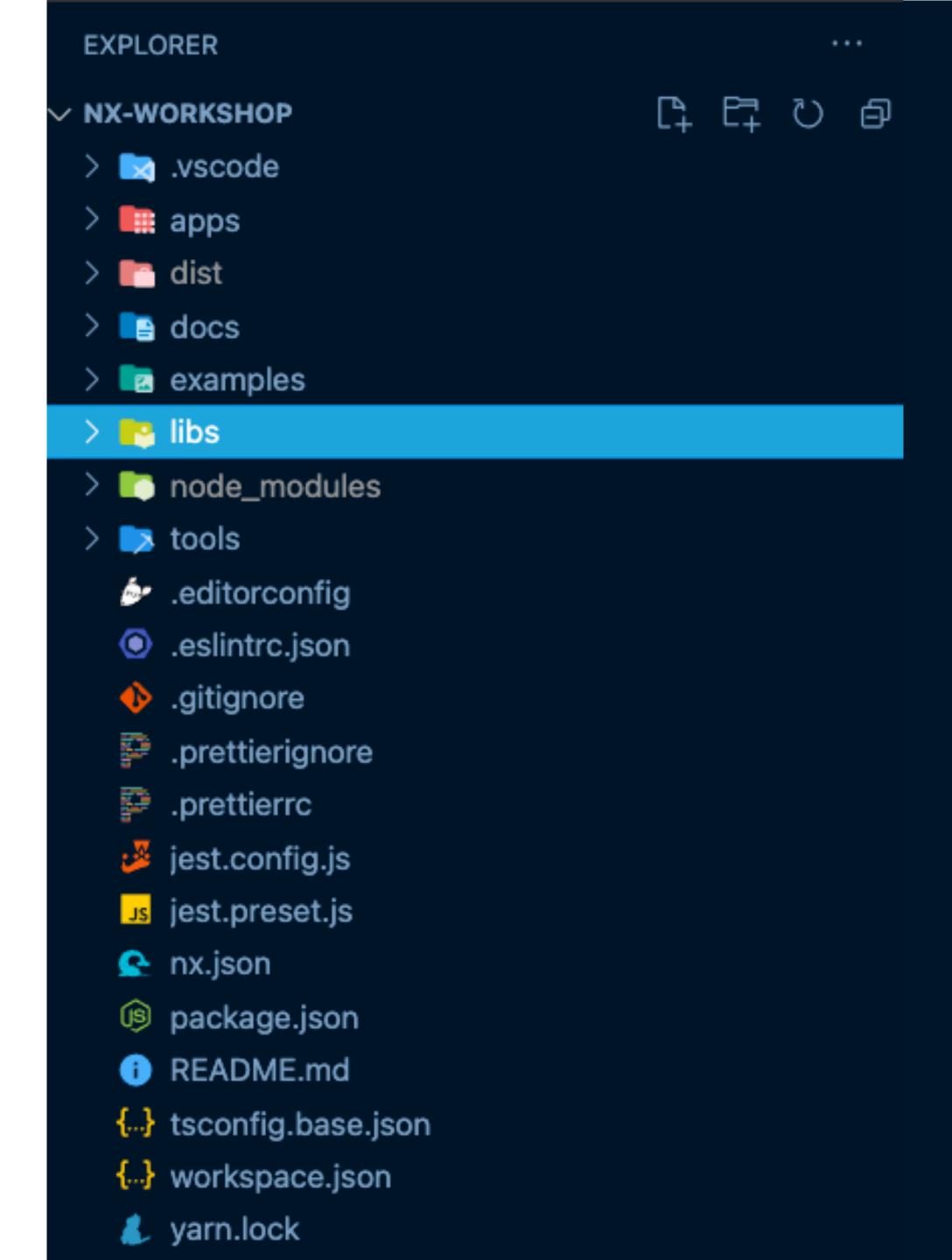
## Nx Can Help

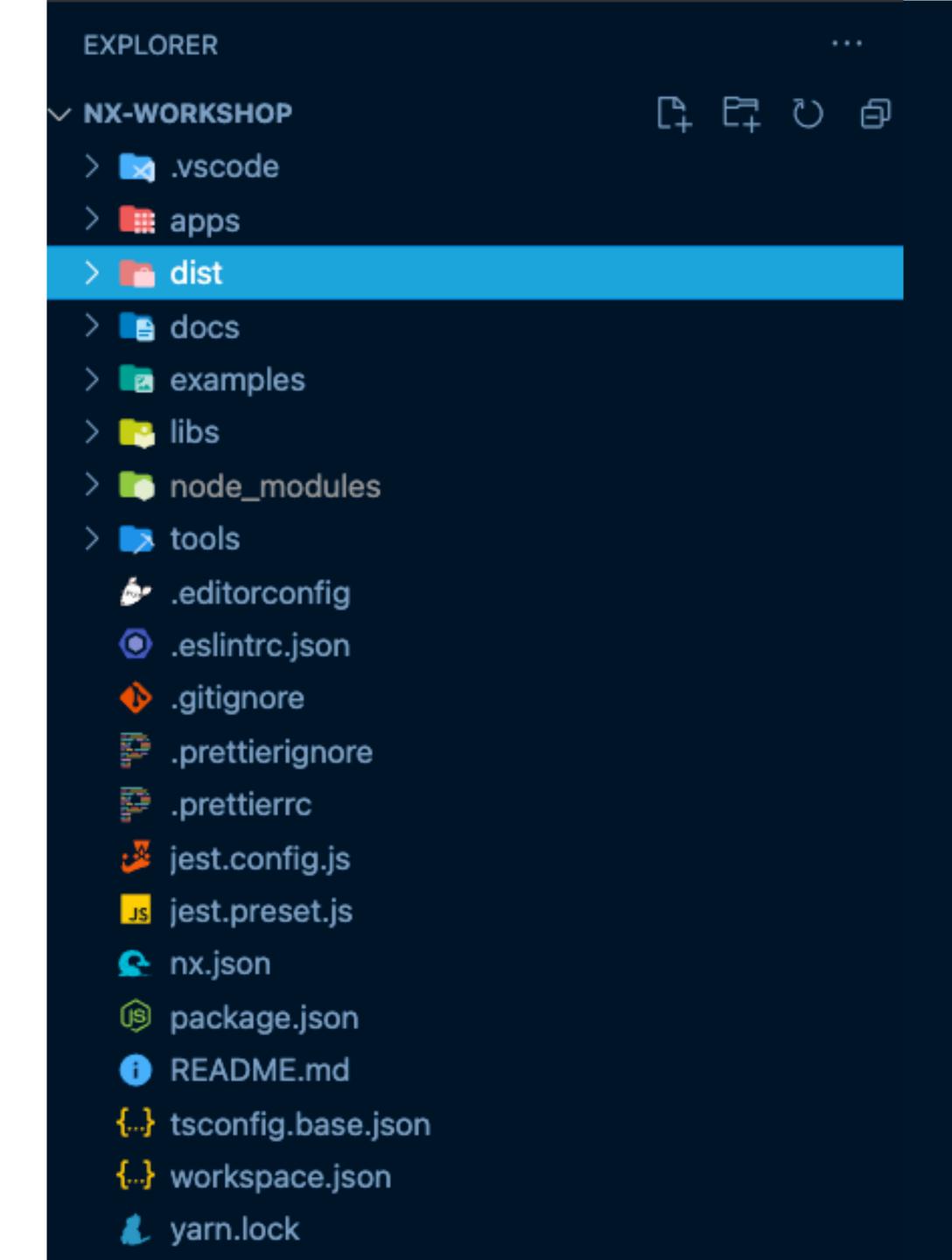
- 01 Faster Command Execution
- 02 Controlled Code Sharing
- 03 Consistent Coding Practices
- 04 Accurate Architecture Diagram

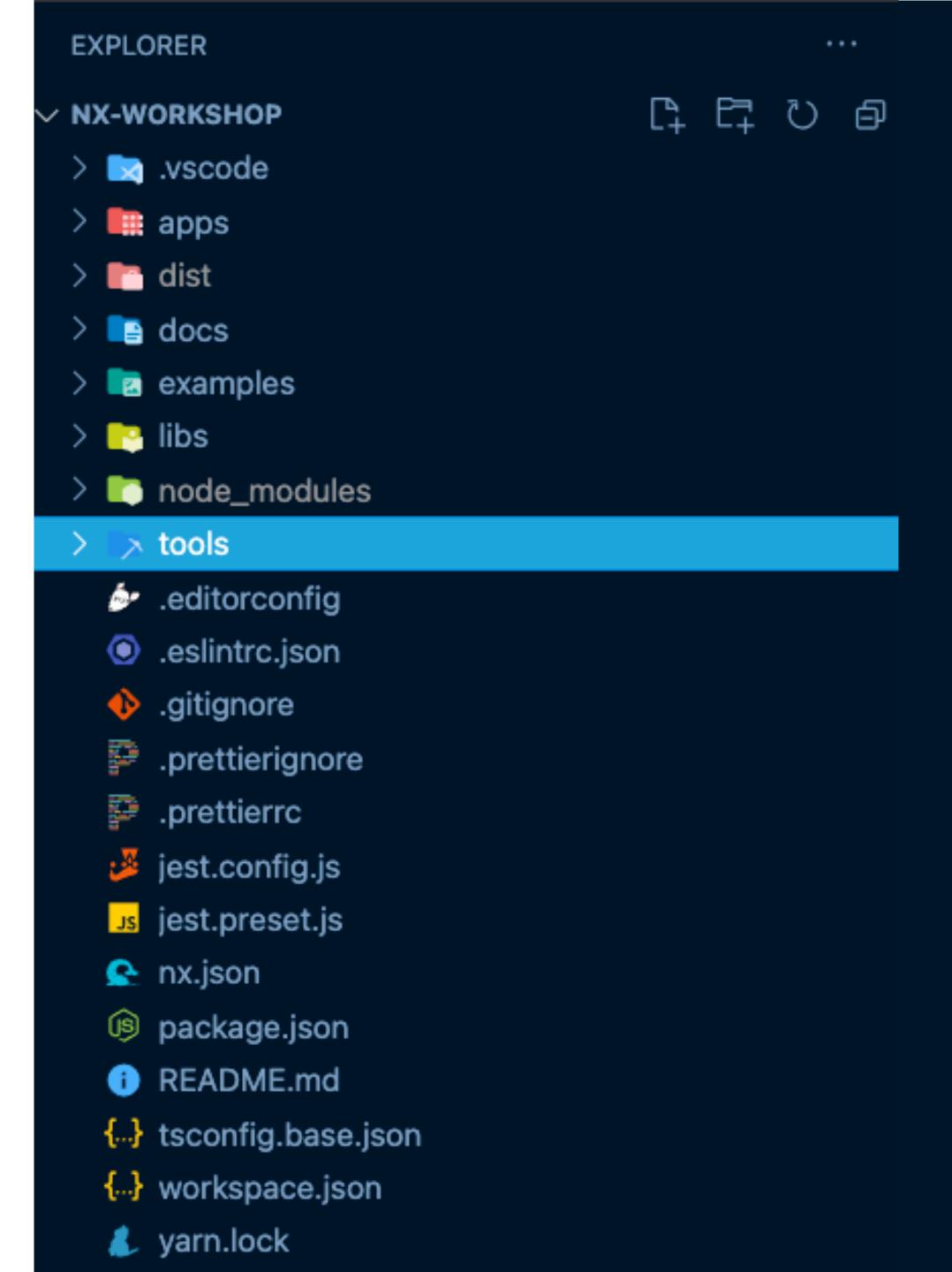
#### 04 Accurate Architecture Diagram

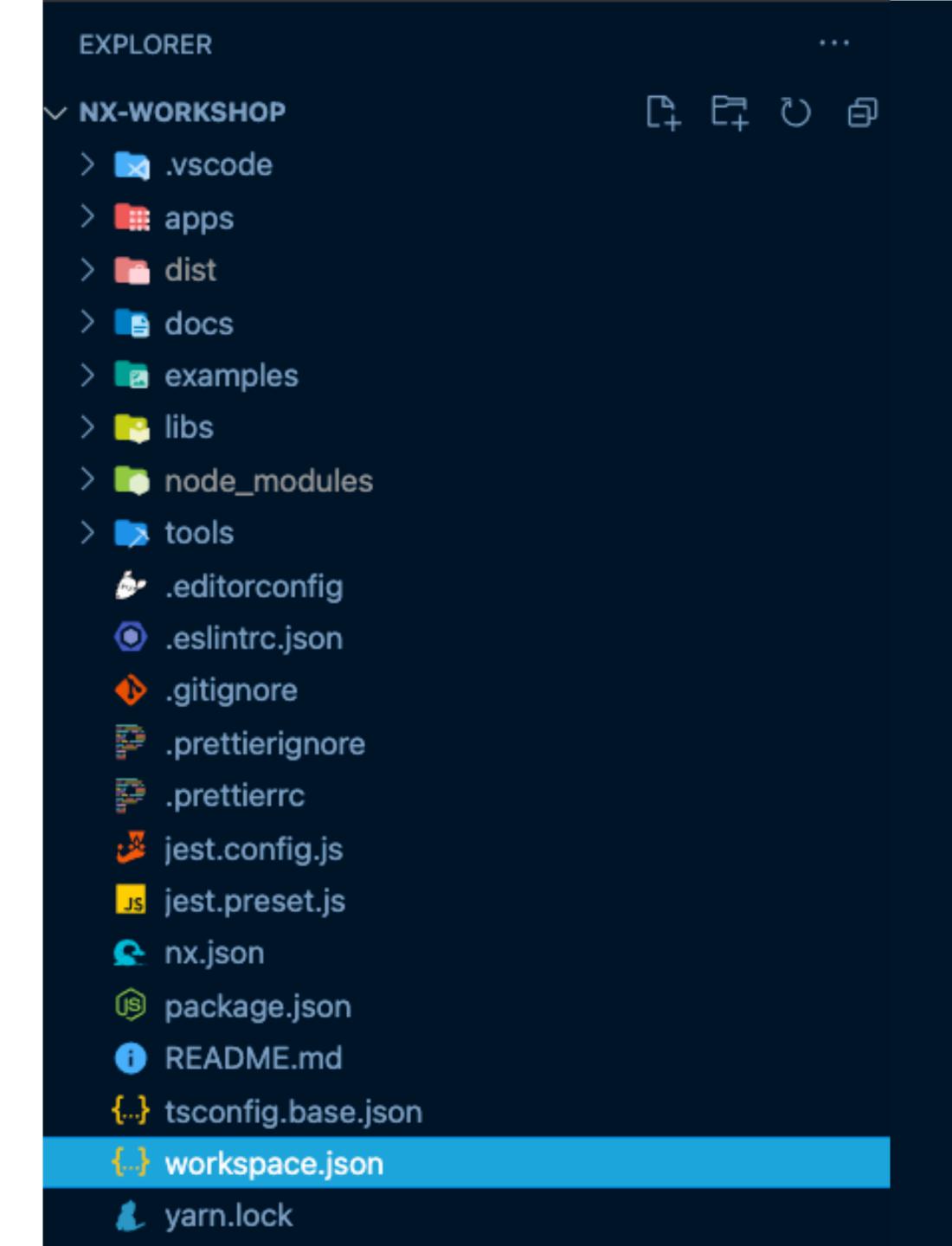


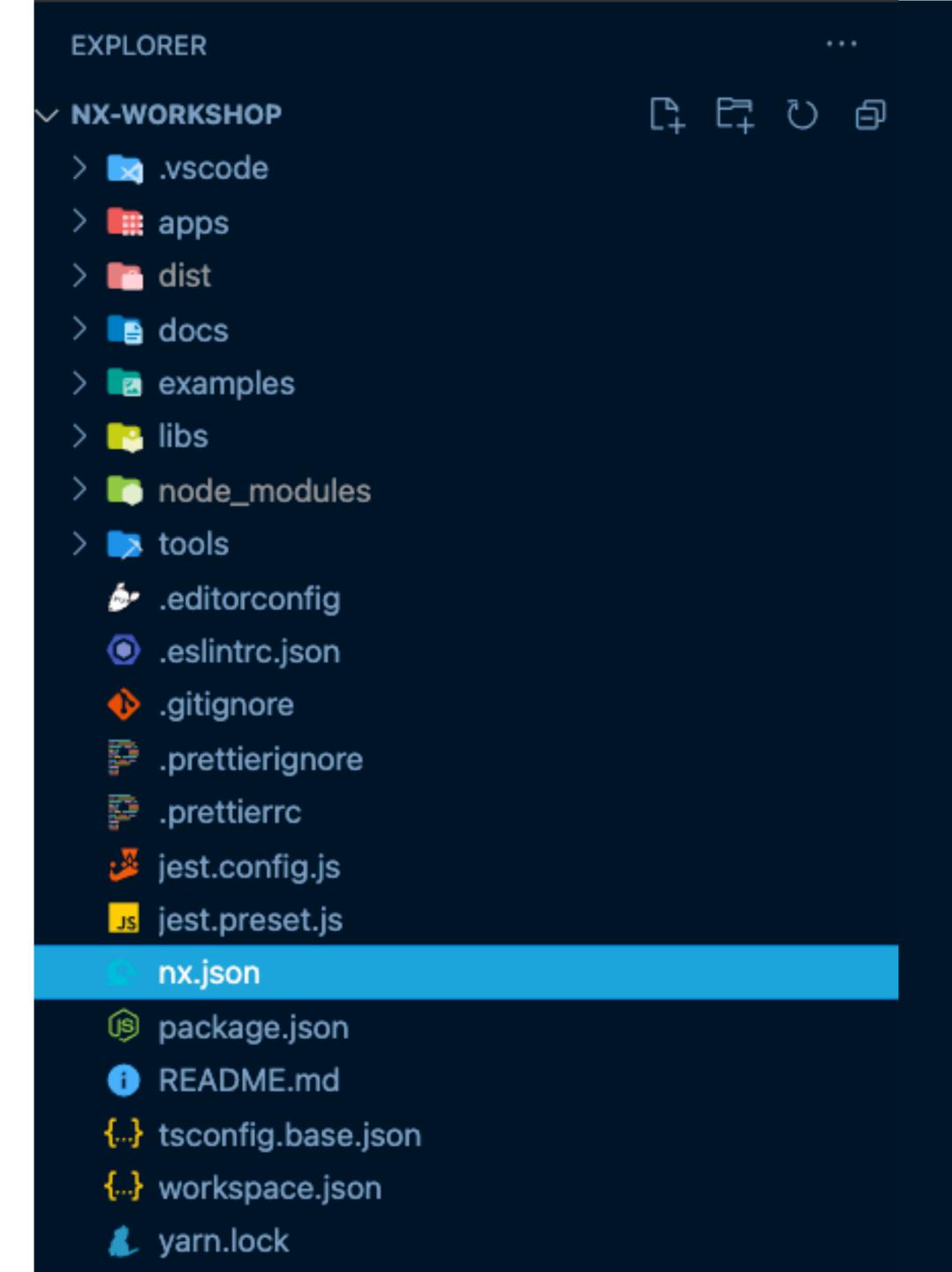


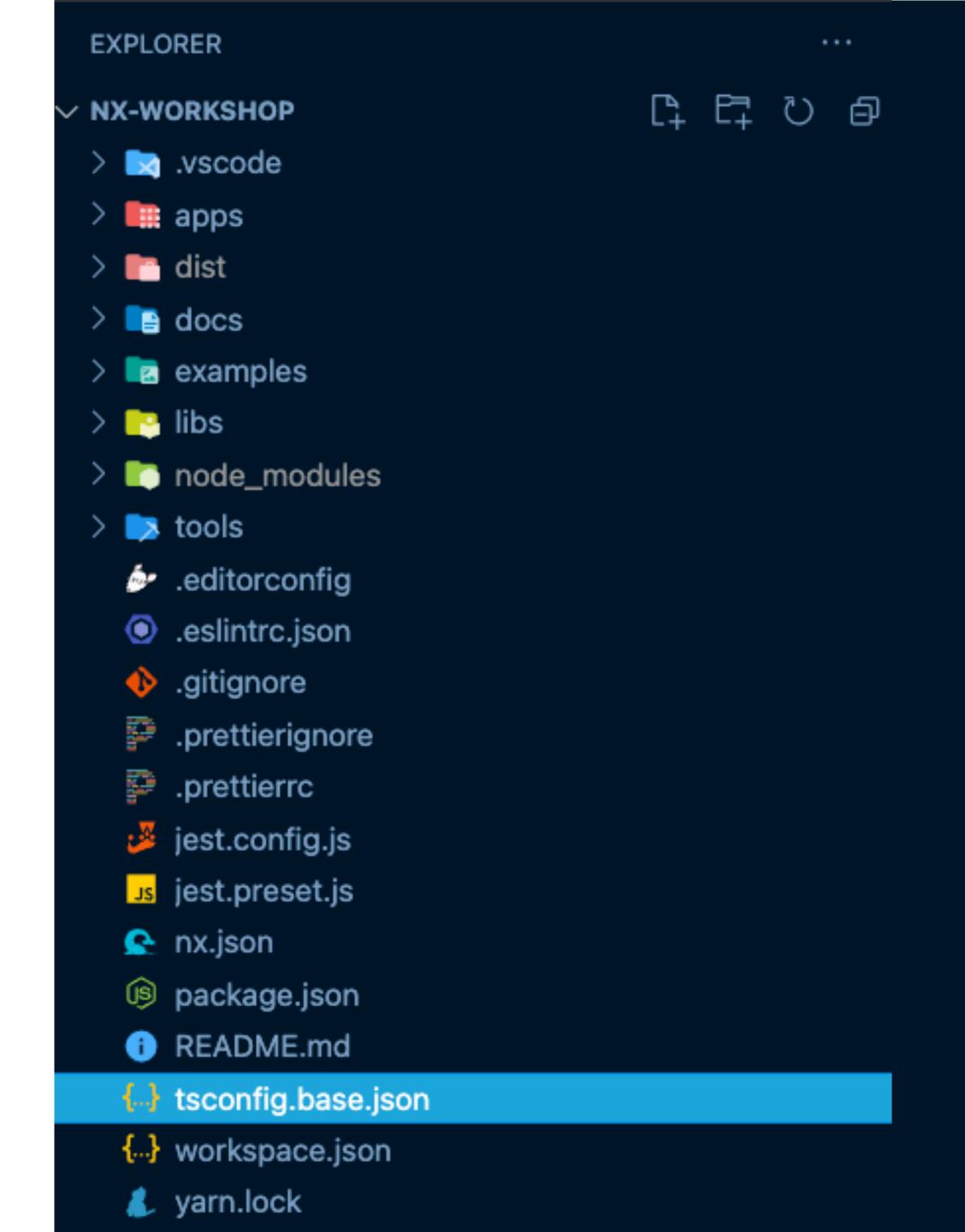




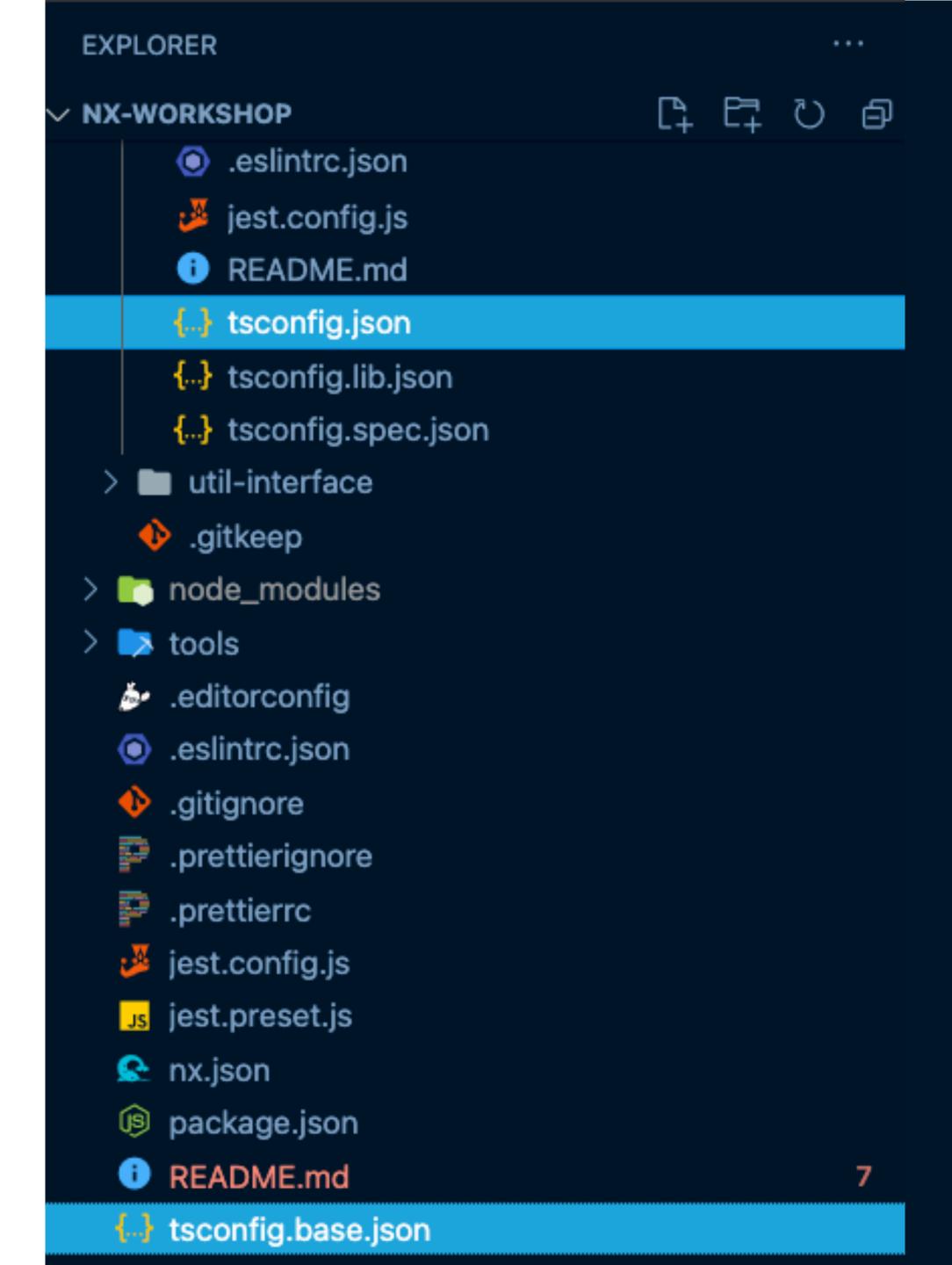




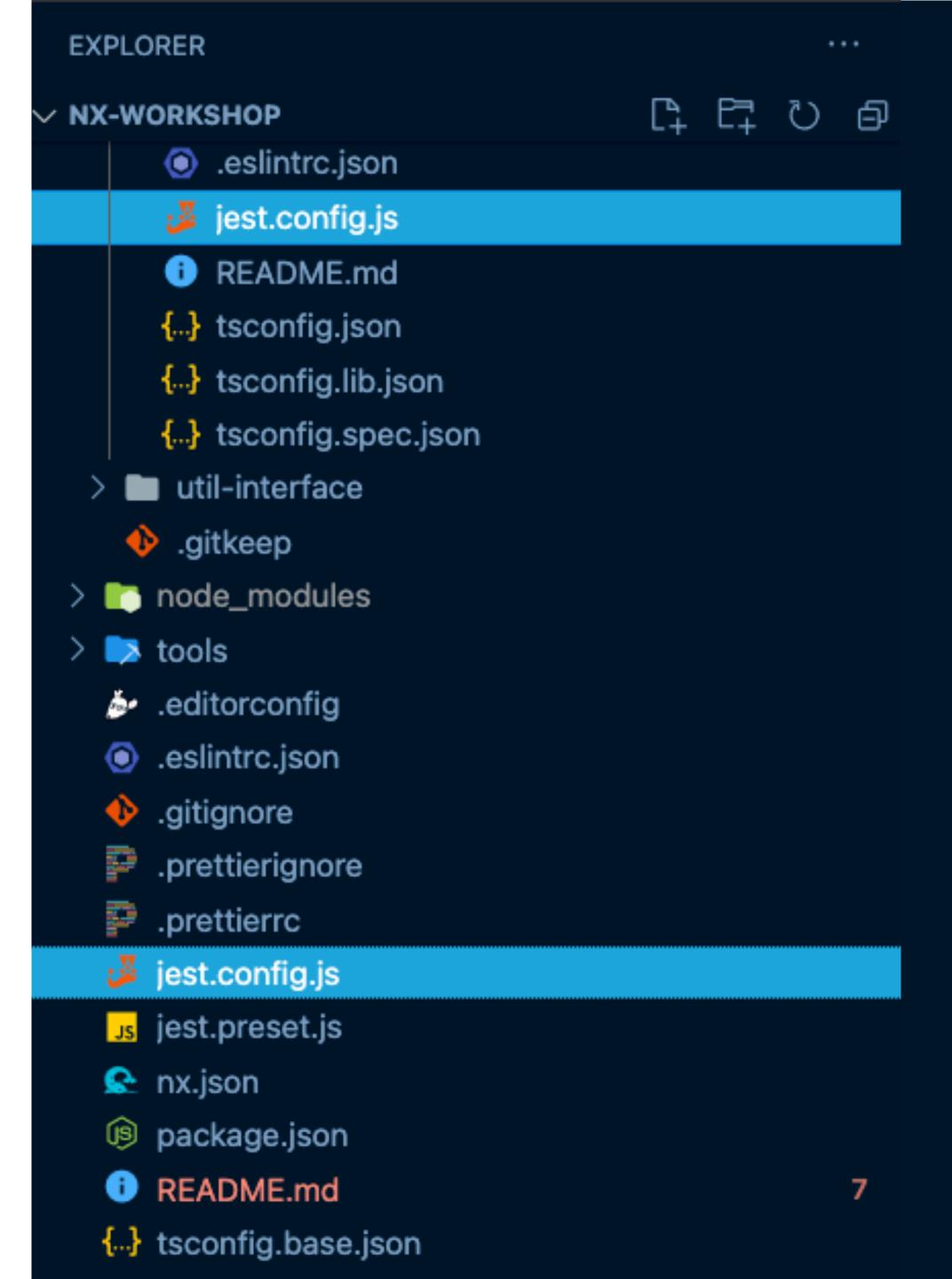




Workspace Config and Project Config



Workspace Config and Project Config



#### Day 1

- <u>§</u> Lab 1 Generate an empty workspace
- Lab 2 Generate an Angular app
- Lab 3 Executors
- Lab 4 Generate a component lib
- Eab 6 Generate a route lib
- Lab 8 Displaying a full game in the routed game-detail component
- Lab 9 Generate a type lib that the API and frontend can share
- <u>Mail Lab 10 Generate Storybook stories for the shared ui component</u>
- Lab 11 E2E test the shared component



## Create a New Workspace

npx create-nx-workspace [workspace name]

- Workspace name sets three things
  - Directory (/Users/bob/Documents/my-org)
  - Path alias (import {} from '@my-org/some-projects';)
  - npm scope (npm install @my-org/published-library)

## Lab 1

Generate an empty workspace

# Plugins

```
nx list

yarn add [plugin]

Ex: yarn add @nrwl/nest
```

## Schematics

- CLI
  - Syntax:

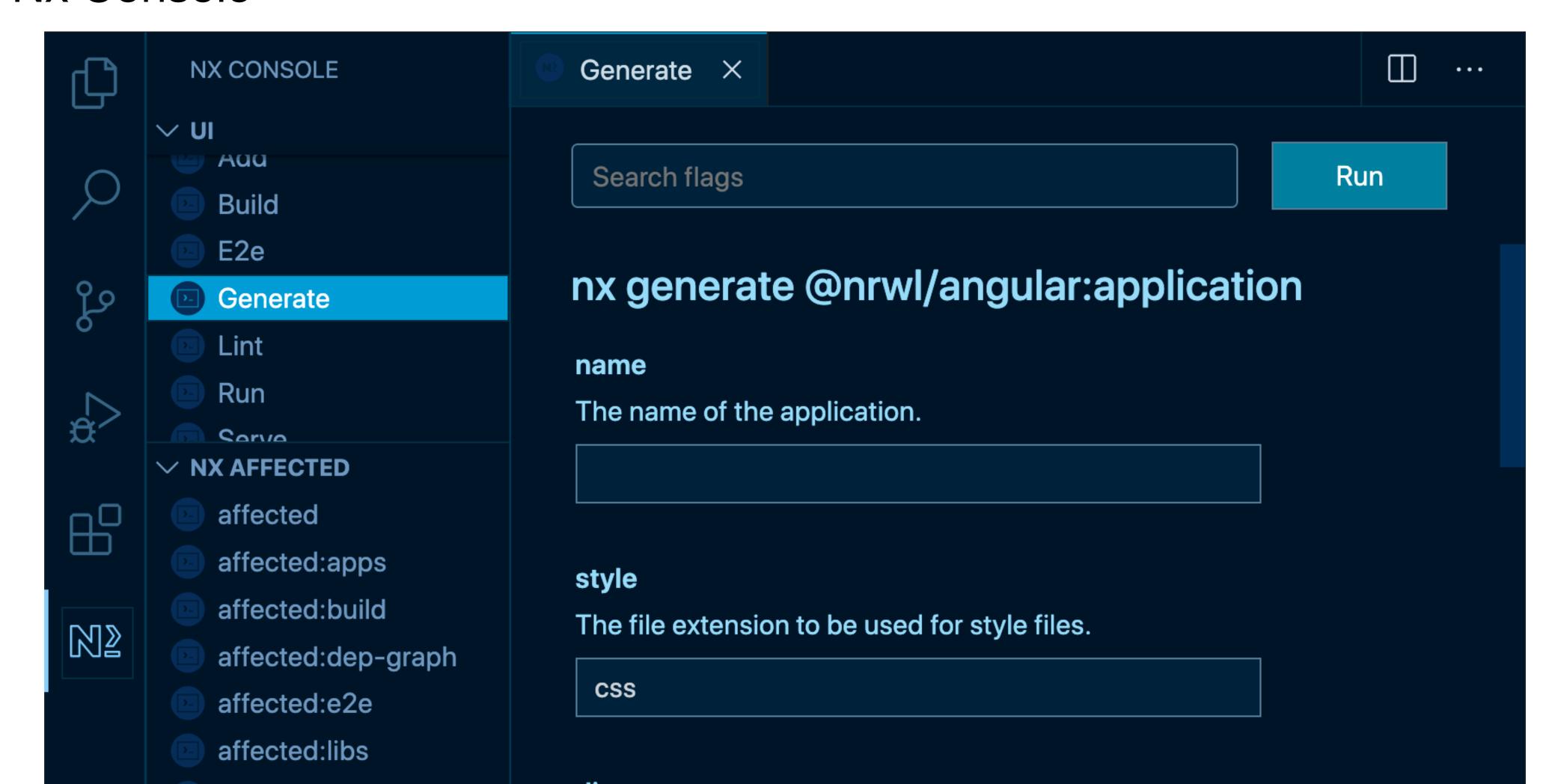
```
nx generate [plugiun]:[generator] [options]
```

Example:

```
nx g @nrwl/angular:app my-app
```

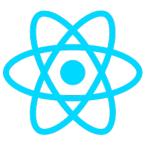
# Schematics

Nx Console



#### Code Generation for...



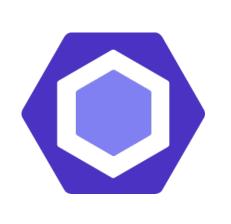




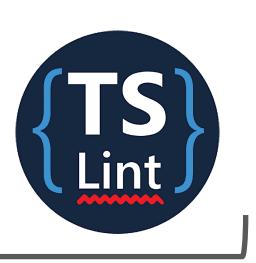




Angular, React, Ngrx, Storybook,...







**TSLint, ESLint, Prettier** 







NestJS, NextJS, Node







**Protractor, Jest, Cypress** 

nx generate @nrwl/workspace:workspace-generator my-generator

# Nx Workspace Generators

- Create custom generators
- Optimized for your business
- Increase Dev Velocity
- Guarantee compliance

Generate an Angular app

### Executors

Defined in workspace.json

```
workspace.json ×
                                        \leftrightarrow
{...} workspace.json > { } projects > { } review > { } architect
        Isaac Mann, 4 months ago | 1 author (Isaac Mann)
          "version": 1,
          "projects": {
   4
             "review": {
               "root": "apps/review",
   5
               "sourceRoot": "apps/review/src",
   6
               "projectType": "application",
               "schematics": {},
   8
               "architect": {
   9
                 "build": {--
  10 >
  56
                 },
                 "serve": {--
  57 >
  68
                 "lint": {--
  69 >
  80
                 "test": {
                                 Isaac Mann, 6 months ago • initial
  81
  82
                   "builder": "@nrwl/jest:jest",
                   "options": {
  83
                     "jestConfig": "apps/review/jest.config.js",
  84
                     "tsConfig": "apps/review/tsconfig.spec.json"
  85
  86
  87
  88
                 "doc": {
                   "builder": "./tools/builders:typedoc",
  89
```

# Executors

CLI

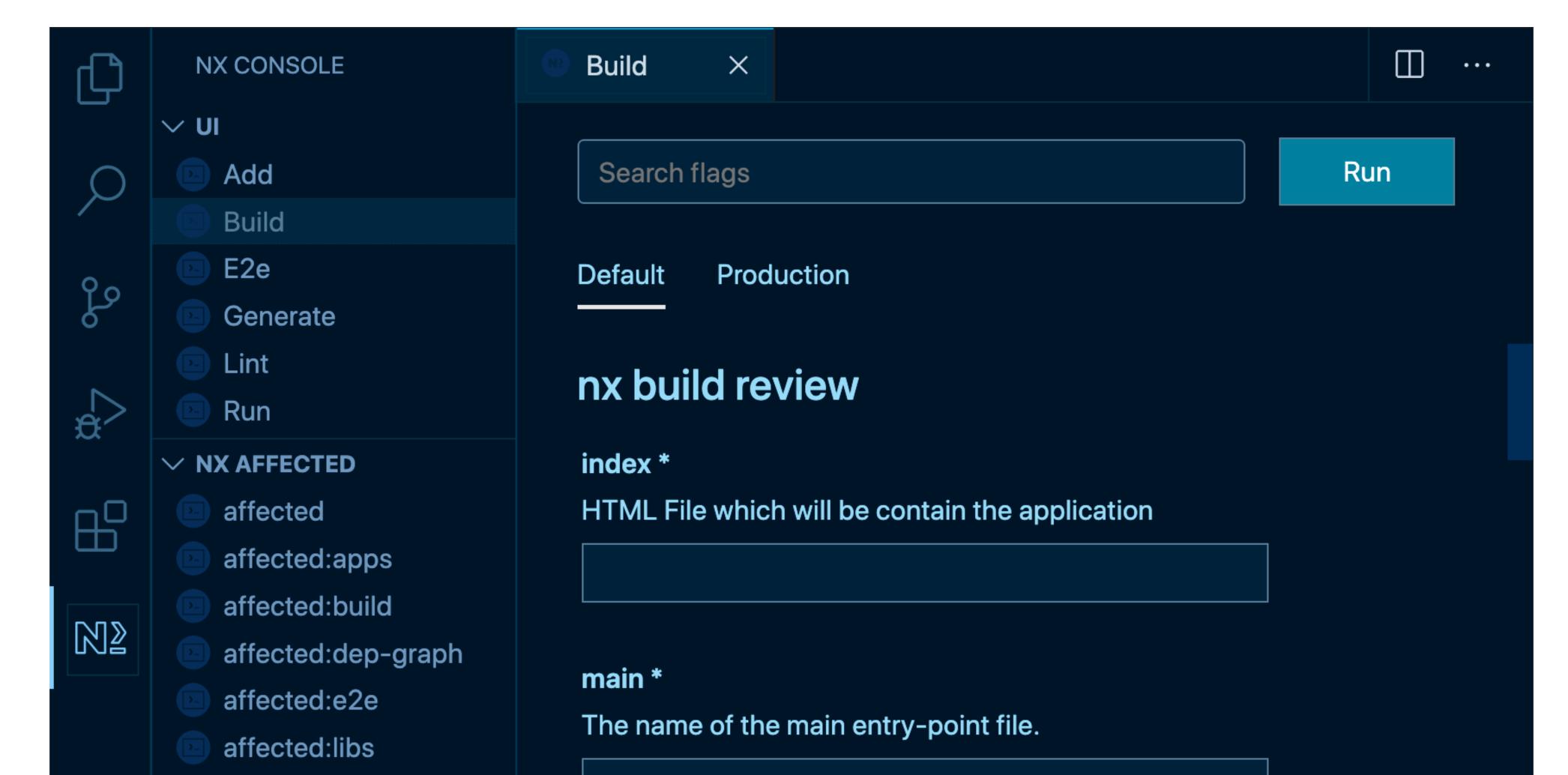
```
nx run [project]:[target] [options]
Ex: nx run my-app:serve
```

CLI Shorthand

```
nx [target] [project] [options]
Ex: nx serve my-app
```

## Executors

Nx Console



Executors

Feature

Ex: feat-home

• UI

Ex: ui-input-forms

Data

Ex: data-access-authentication

Util

Ex: util-validation-fns

- Directory structure
- Note: Moving libraries is easy (see Lab 9)

#### **EXPLORER: BGHOARD**





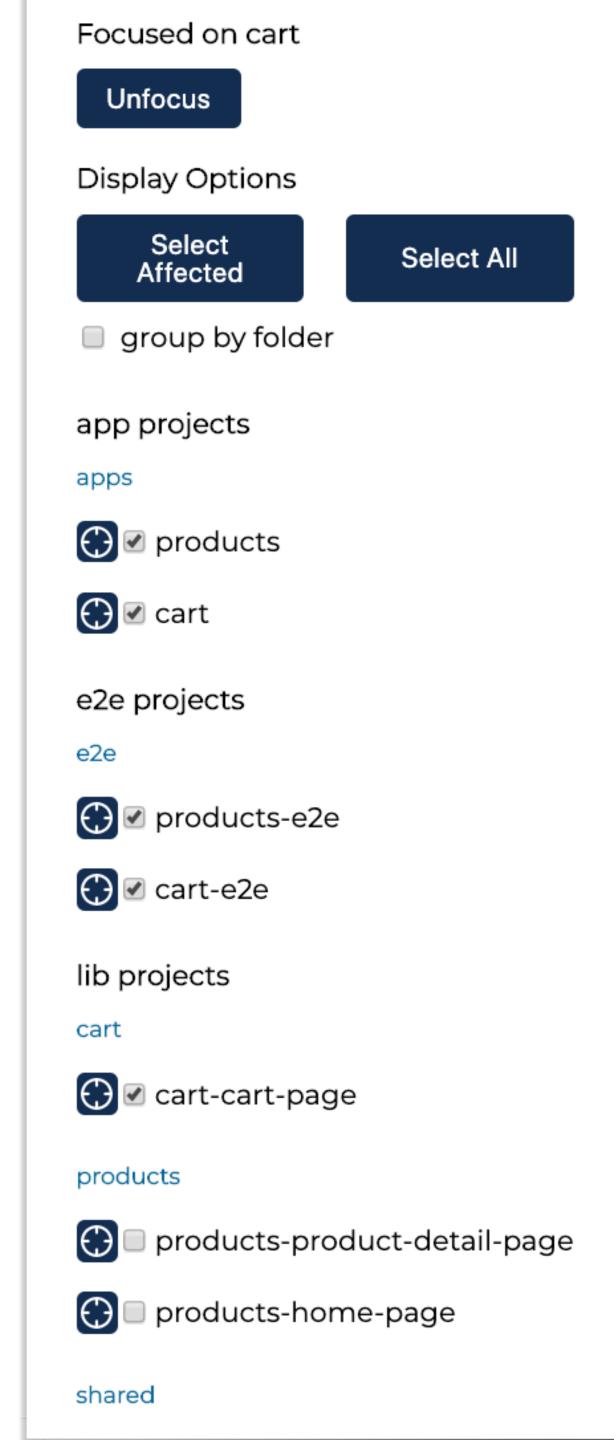


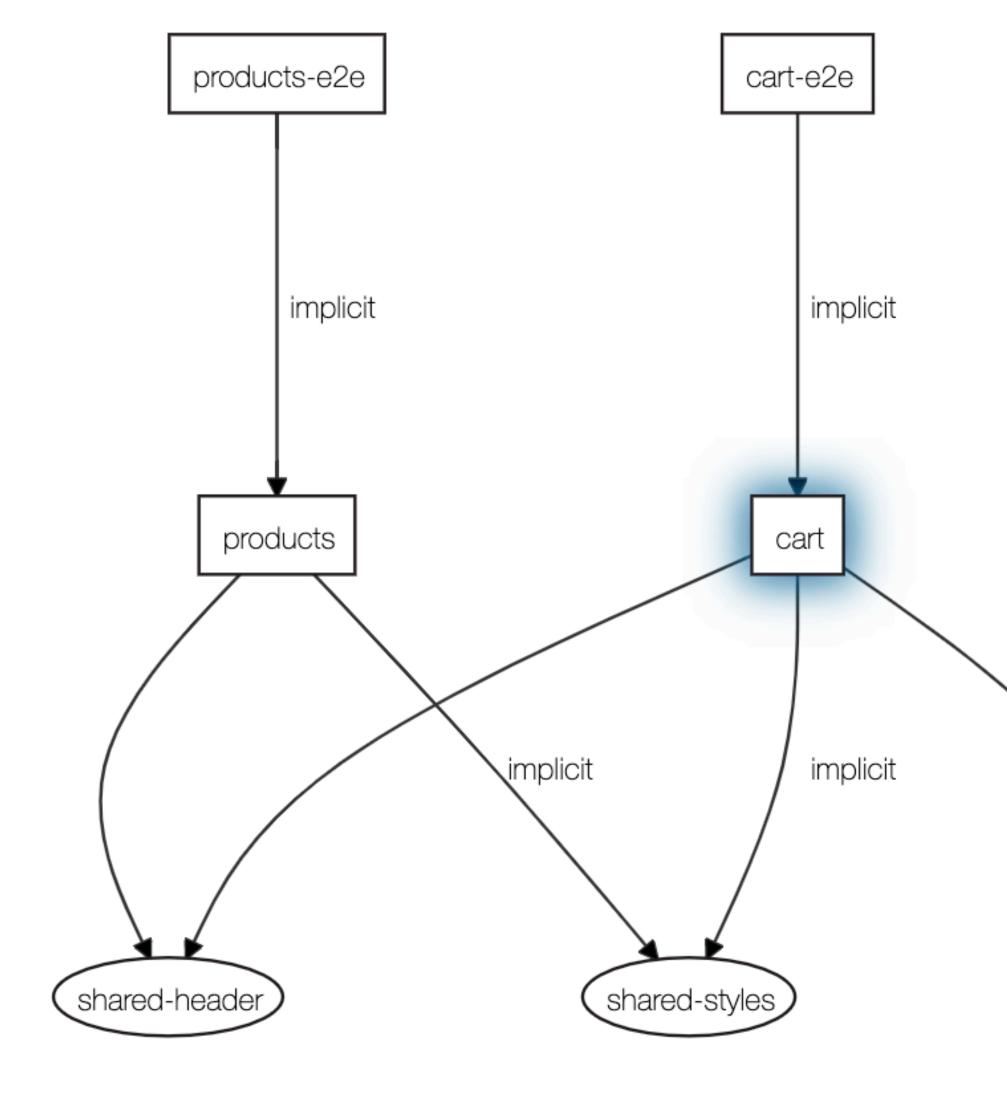


- > **m** apps
- > indist
- V 🏲 libs
  - > angular-publish
  - > api-interfaces
  - > react-publish
  - > 🔂 review
- ✓ Image: Shared sh
  - > 🥫 assets
  - > ui-tile
  - > util-formatters
- > data-access-cart
- > adata-access-games
- > **e** feature-cart
- > leature-details
- > eature-list
- > **ui-formatters**
- .gitkeep
- > node\_modules

- When should I split code into a new library?
- When do I have too many libraries?

Dependency Graph





Generate a Component Library

Generate a Utility Library

Generate a Route Library

Add a NestJS API

Displaying a Full Game in the Routed game-detail Component

Generate a Type Library that the API and Frontend Can Share

# Poll

# Develop at Scale with Nx Monorepos

Day 2



#### Day 1

- <u>§</u> Lab 1 Generate an empty workspace
- Lab 2 Generate an Angular app
- Lab 3 Executors
- Lab 4 Generate a component lib
- Eab 6 Generate a route lib
- Lab 8 Displaying a full game in the routed game-detail component
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- <u>Mail Lab 10 Generate Storybook stories for the shared ui component</u>
- Lab 11 E2E test the shared component

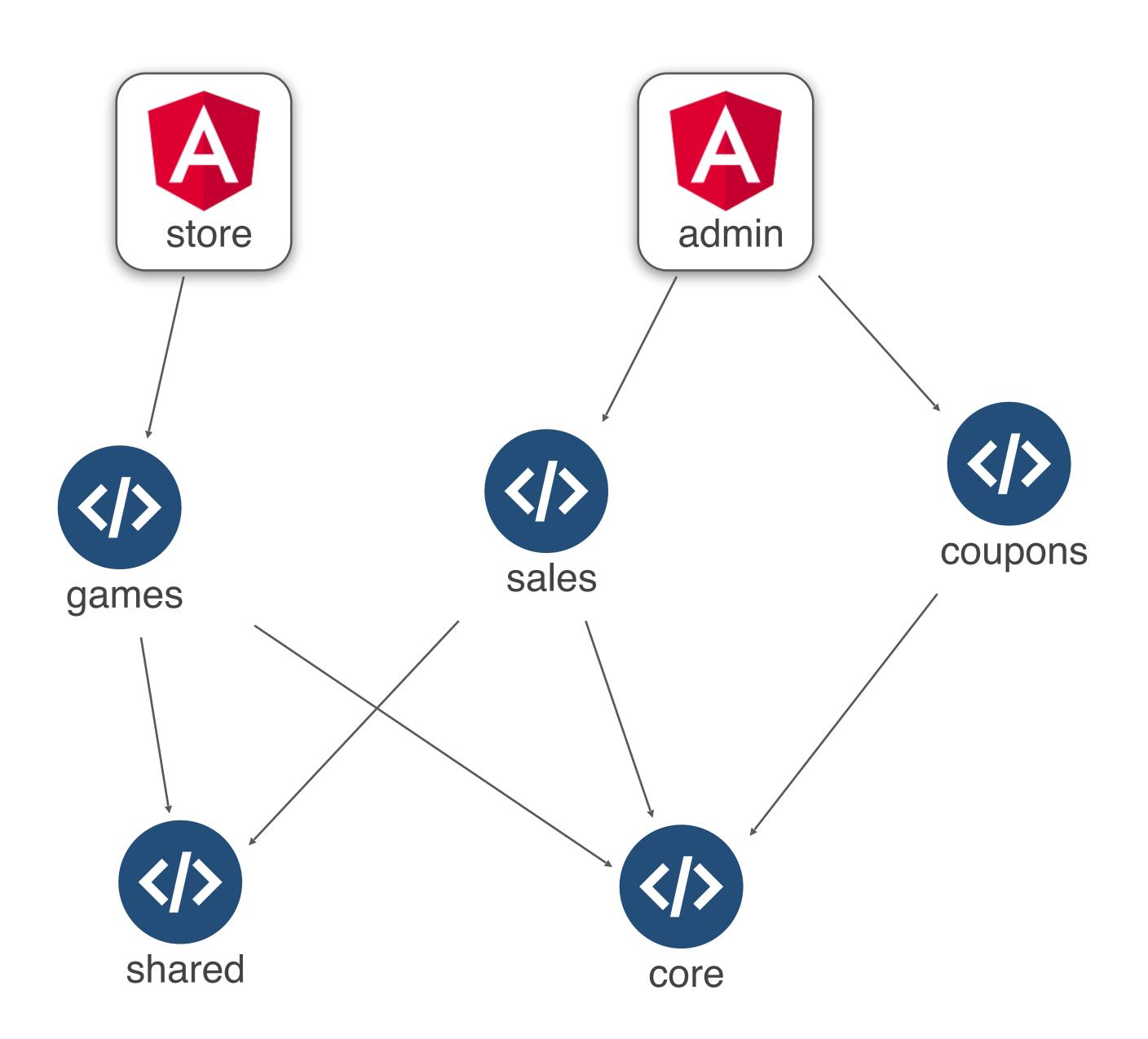


#### Day 2

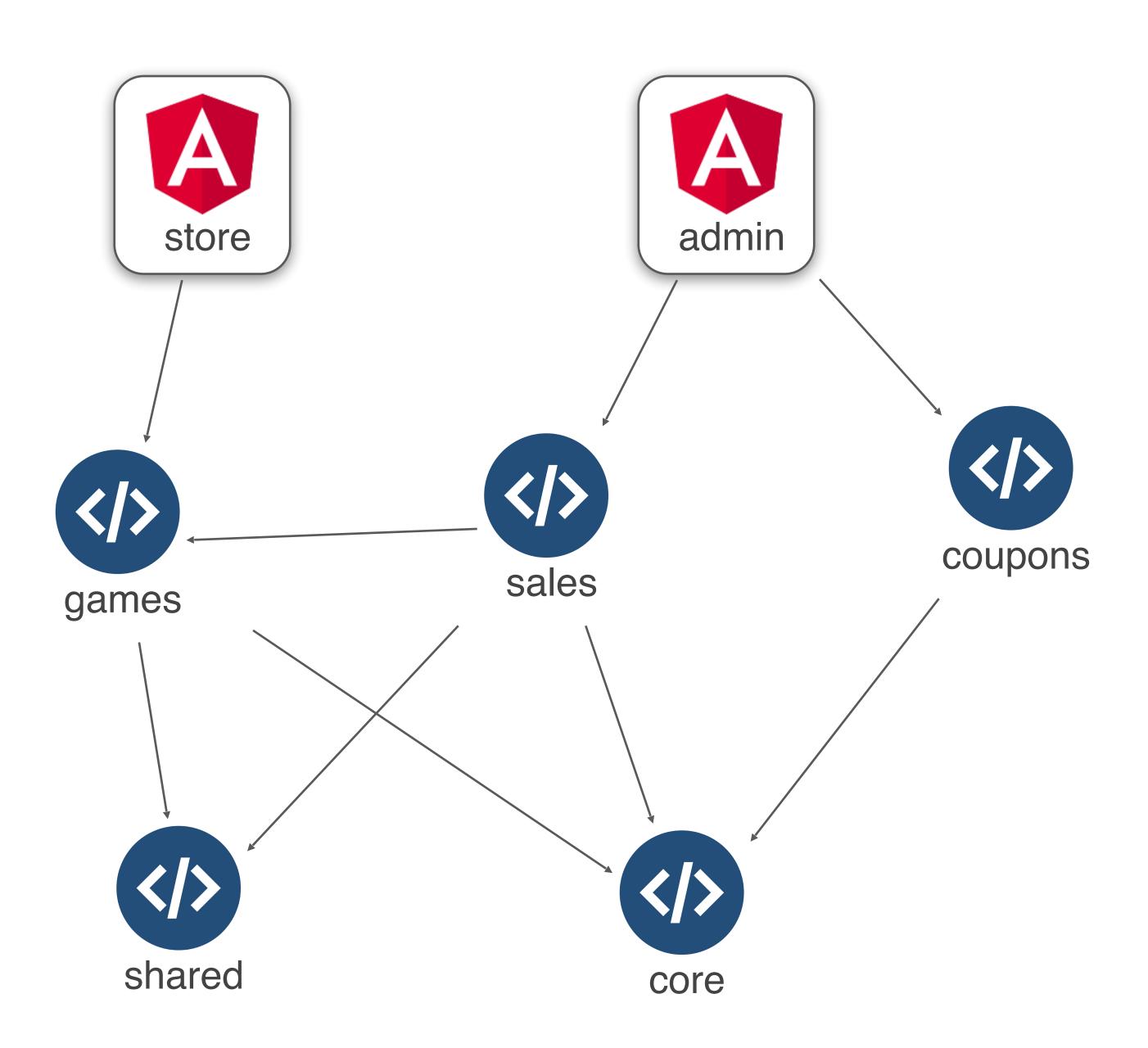
- P Lab 12 Module boundaries
- <u>&</u>Lab 13 Workspace Generators Intro
- Lab 14 Workspace Generators Modifying files
- Tab 15 Setting up CI
- Lab 16 Distributed caching
- Lab 17 NxCloud GitHub bot
- \sum\_Lab 18 Run-Commands and deploying the frontend
- Deploying the API
- «Lab 20 Connecting the frontend and backend
- Q Lab 21 Setting up CD for automatic deployment
- Zab 22 Deploying only what changed



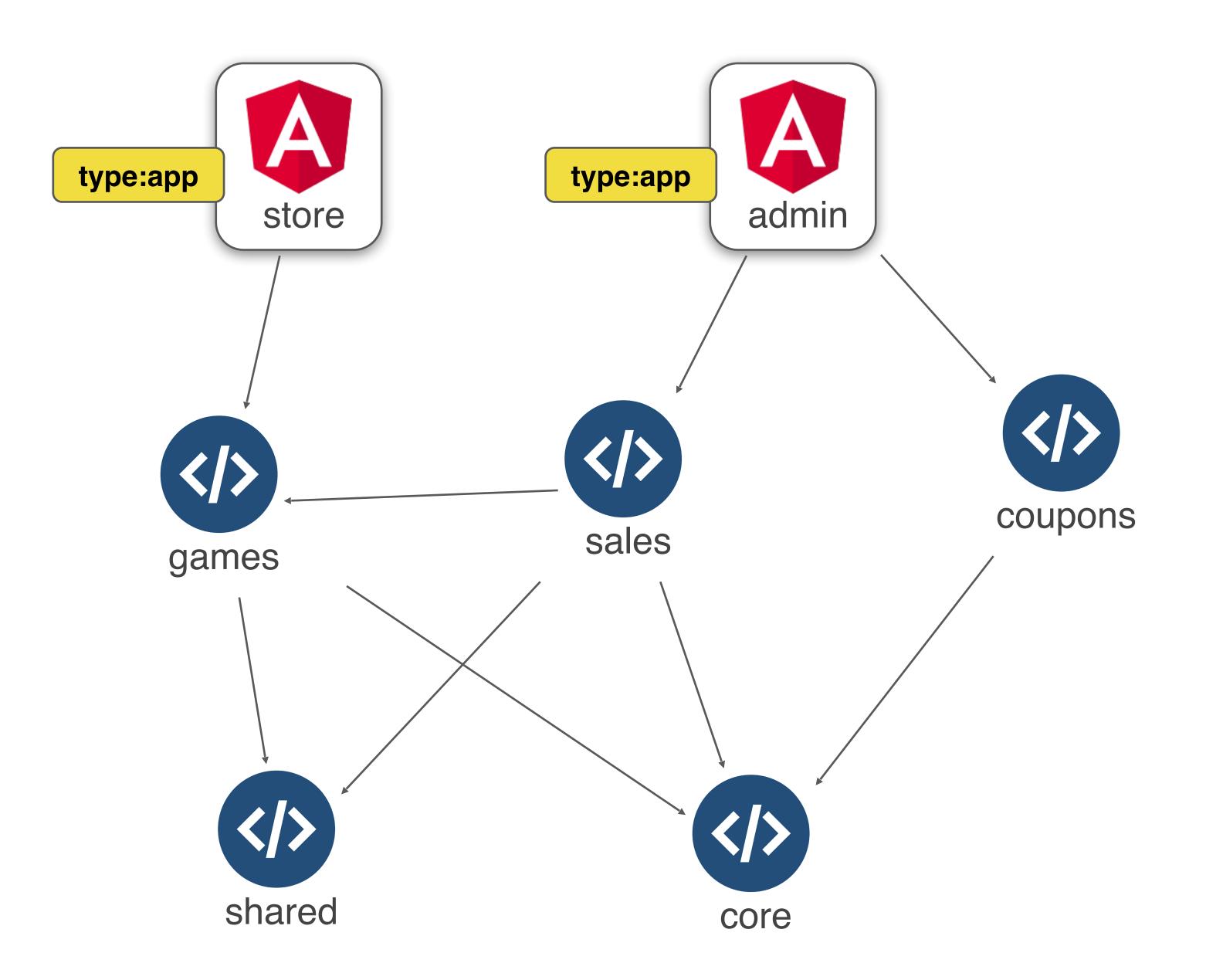


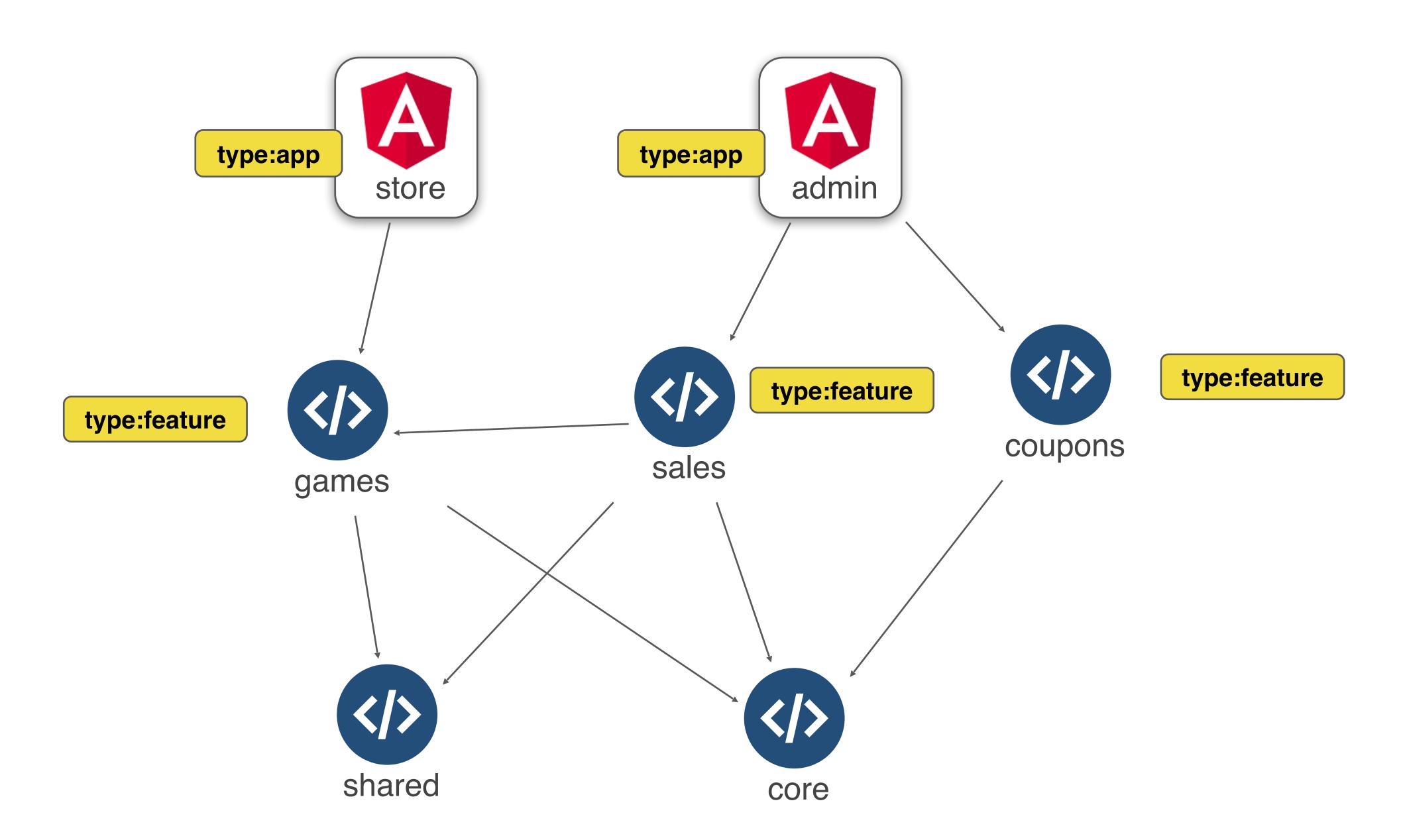




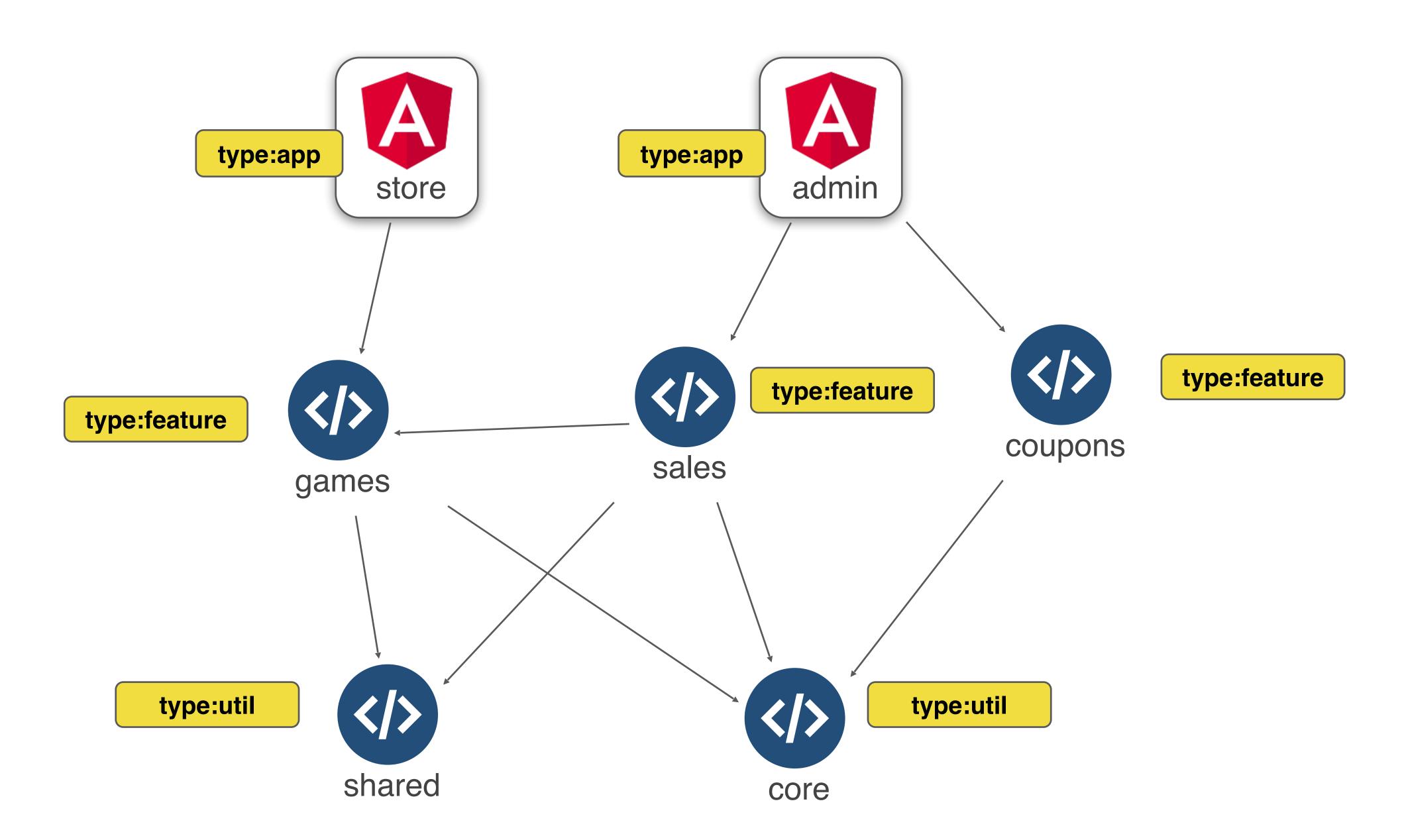




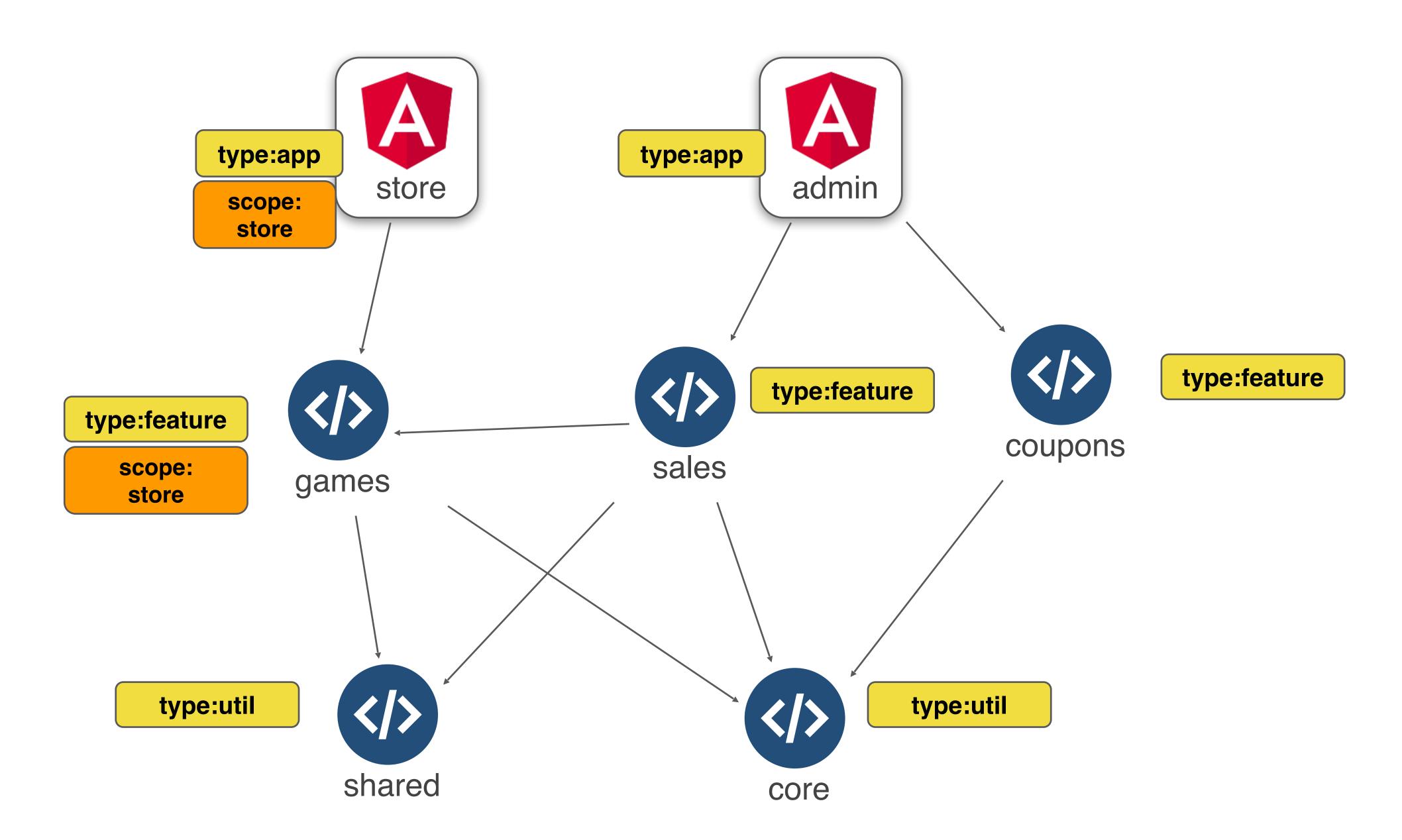




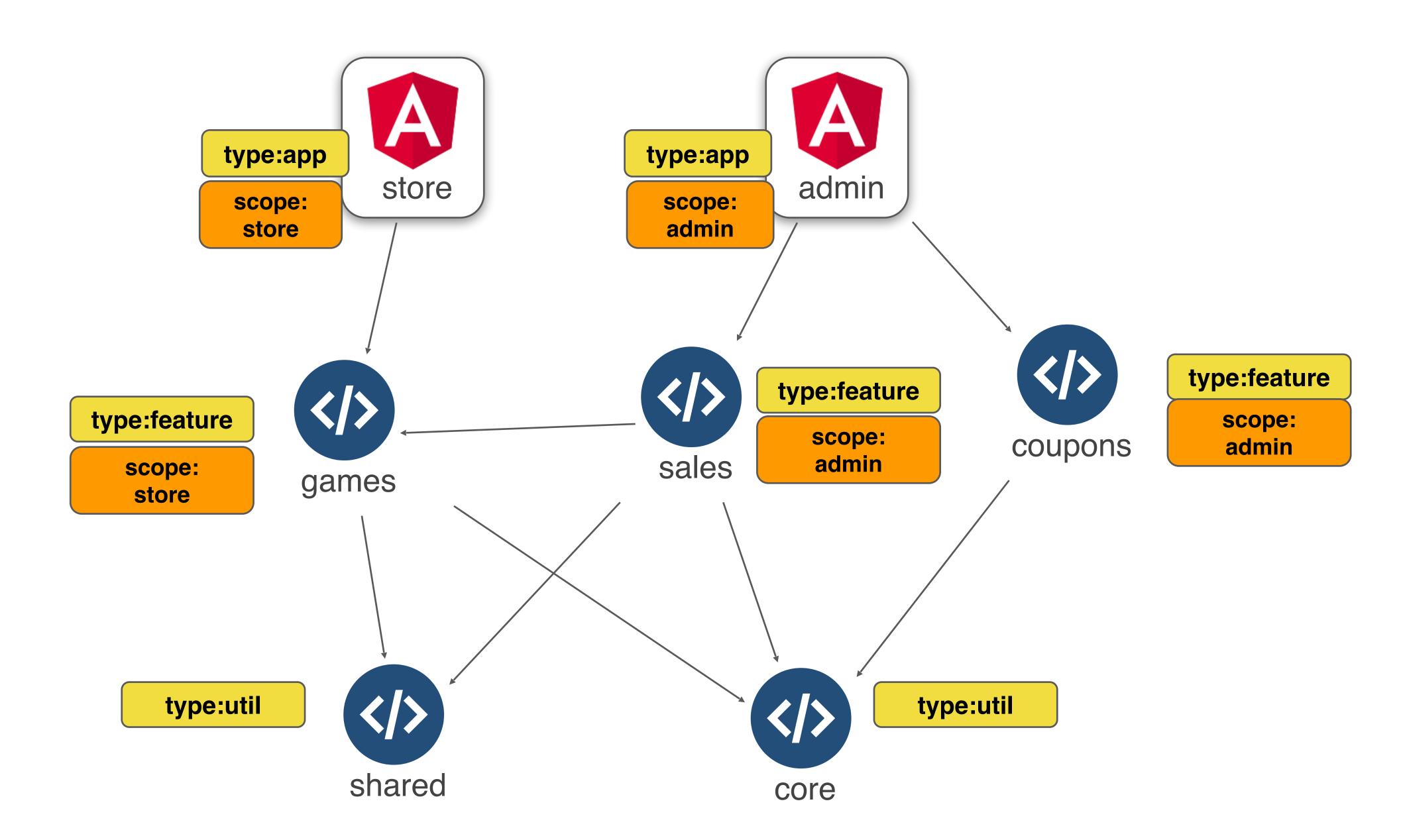


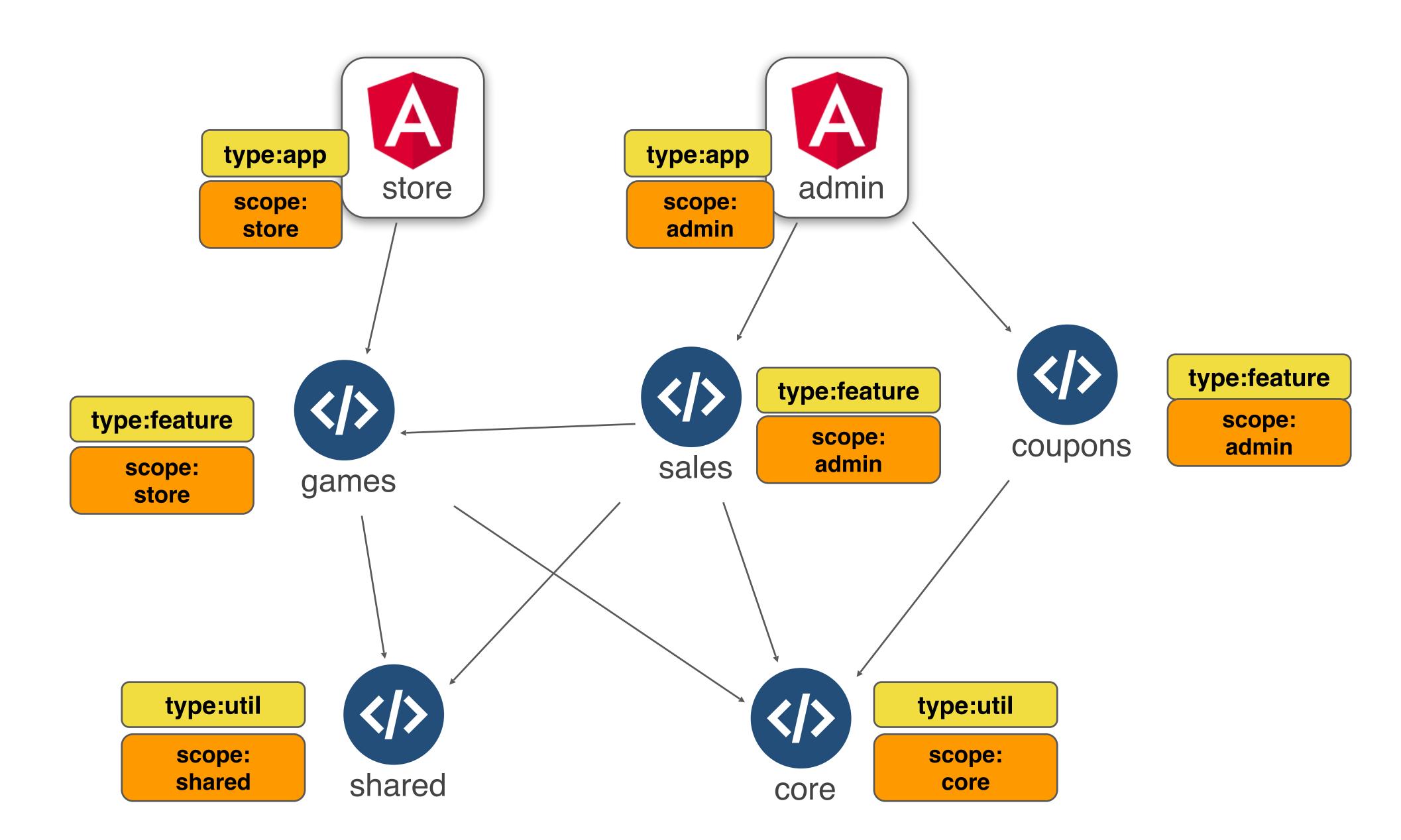








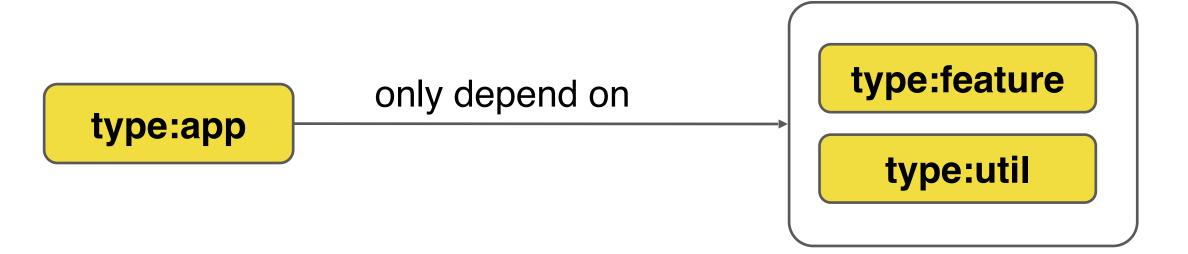


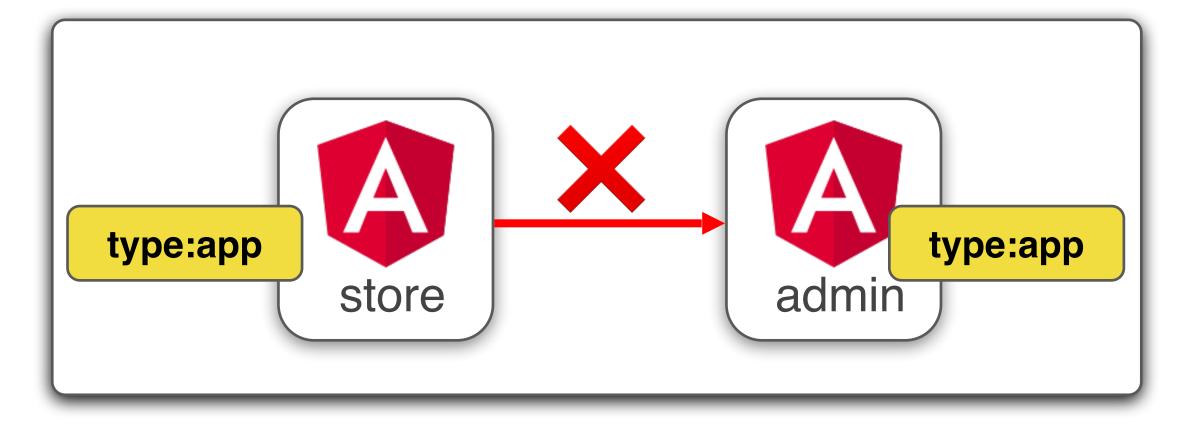




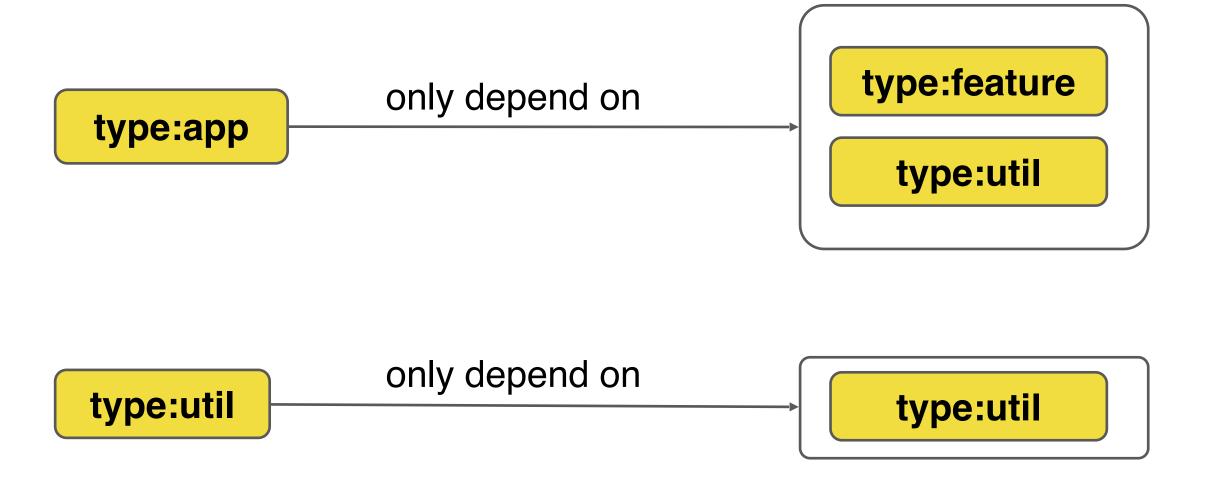
# Defining Rules

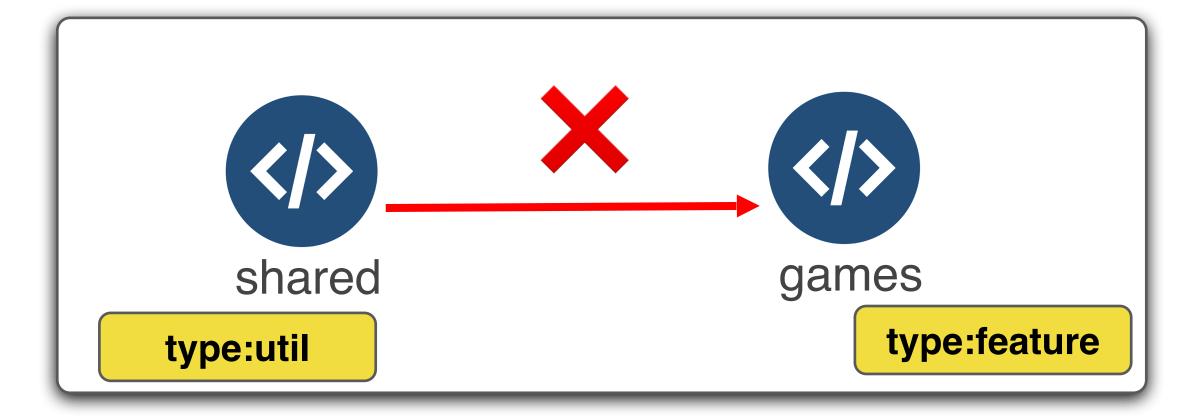




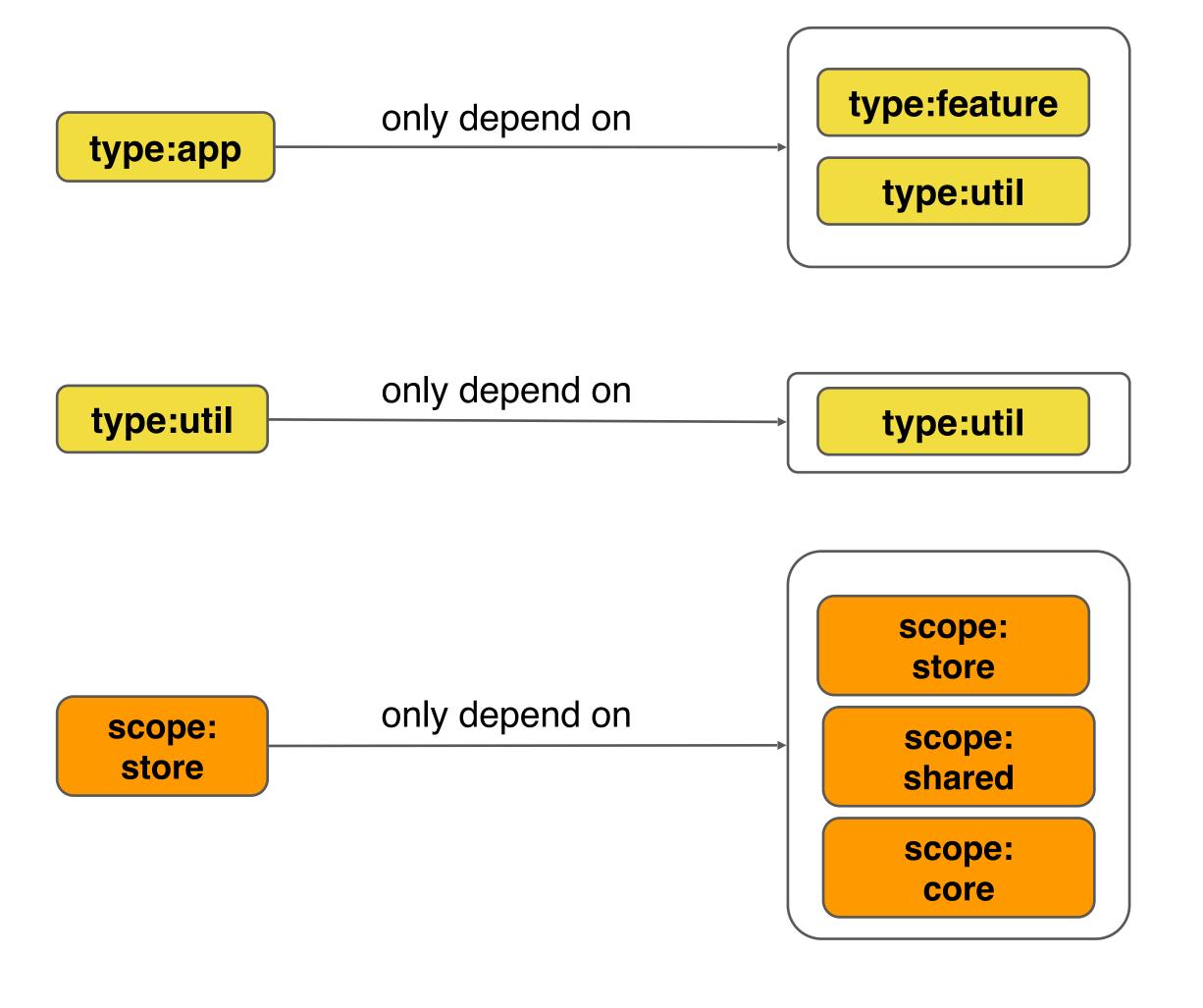


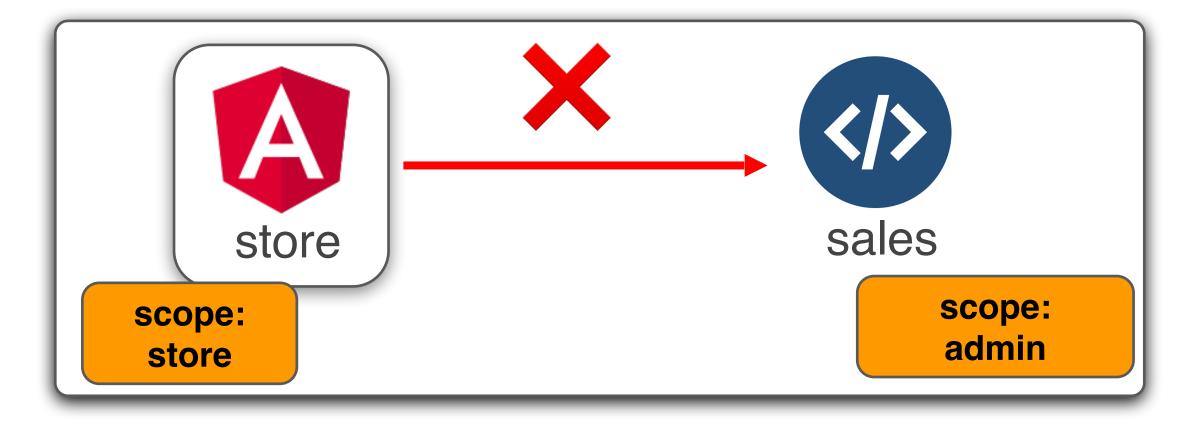


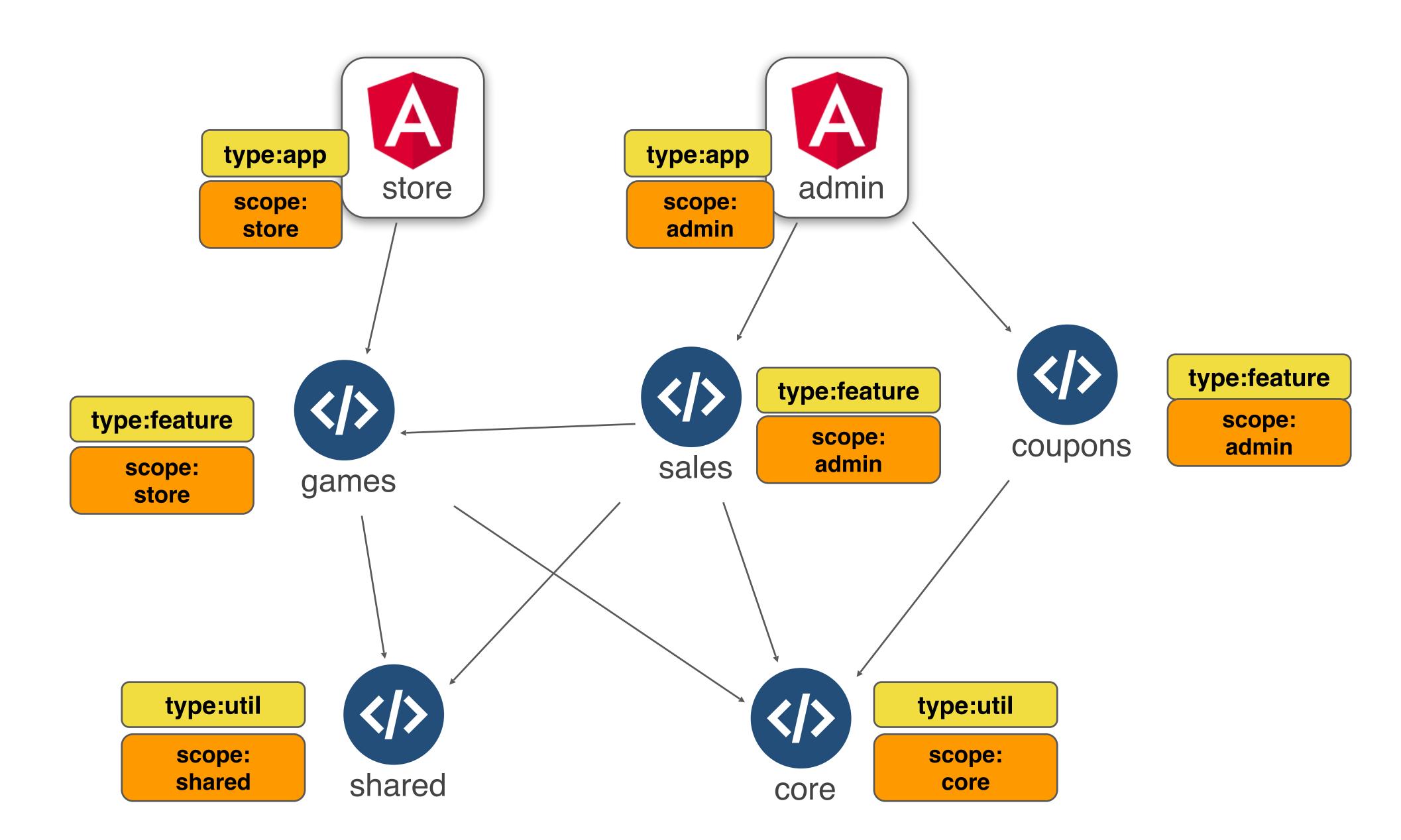




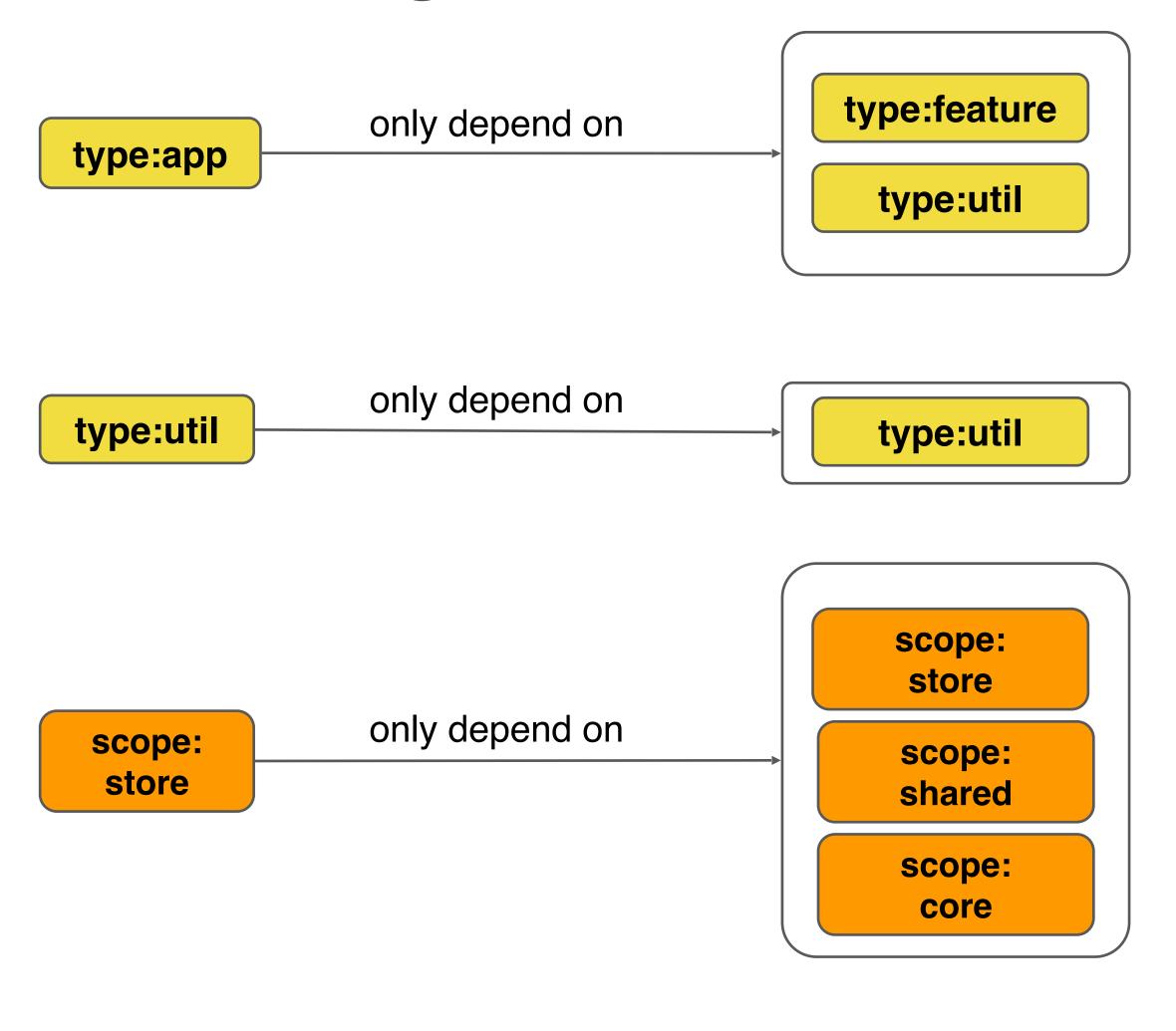


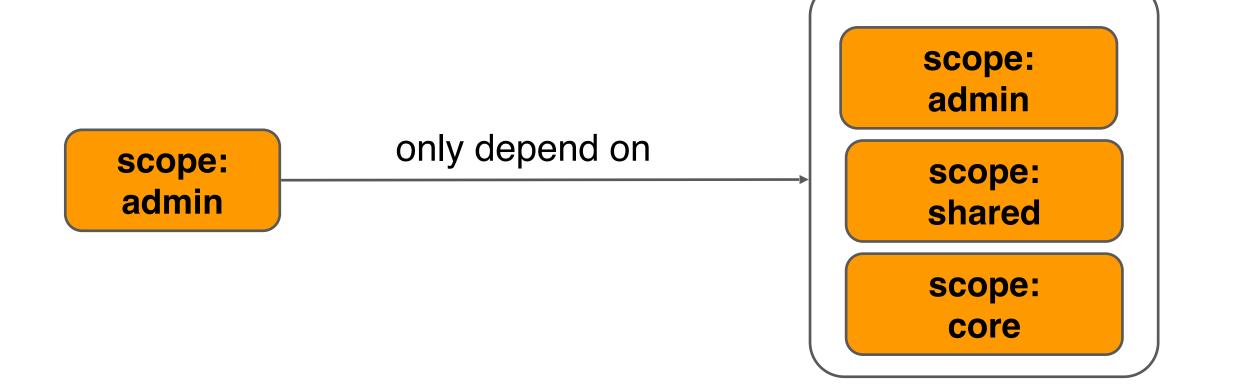


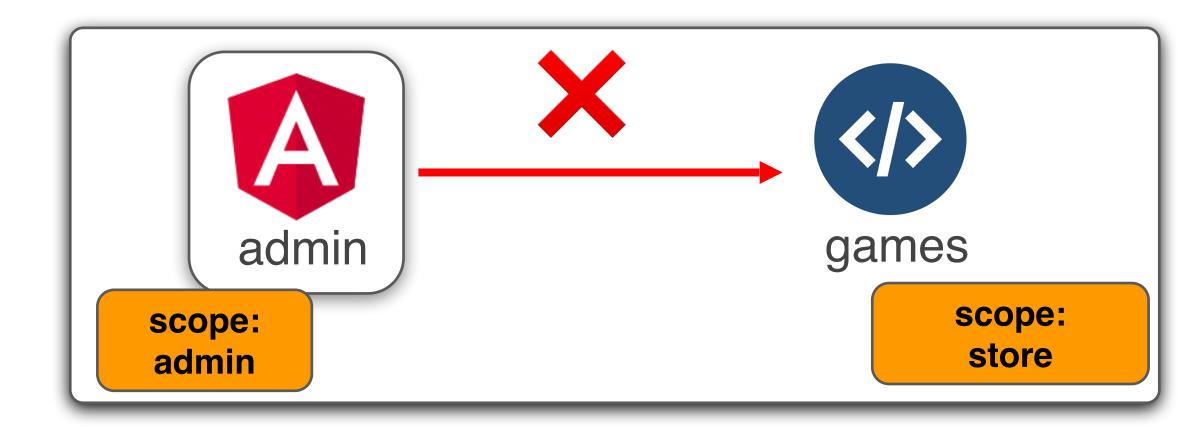




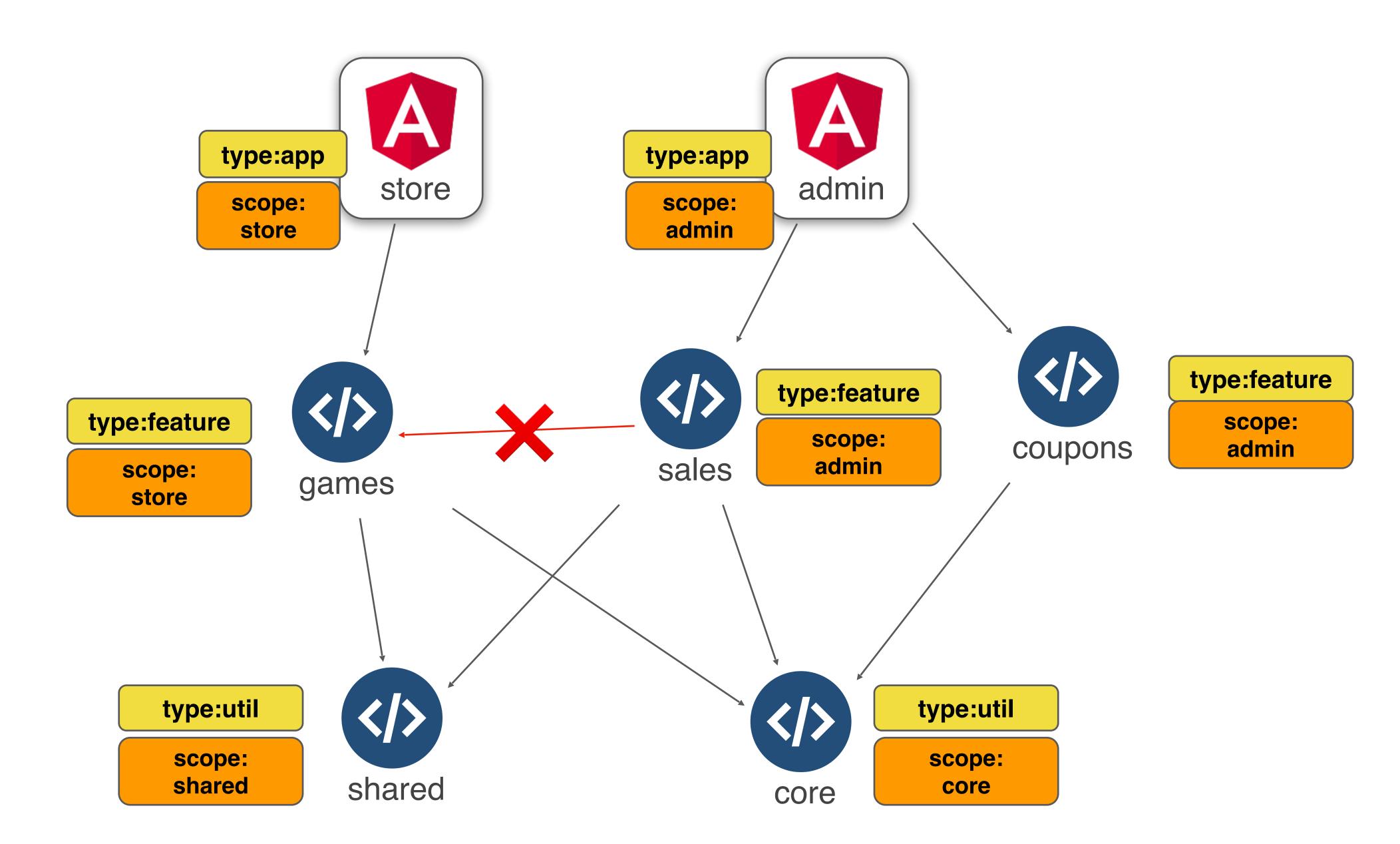












Enforce Library Boundaries with Tags

### Workspace Generators

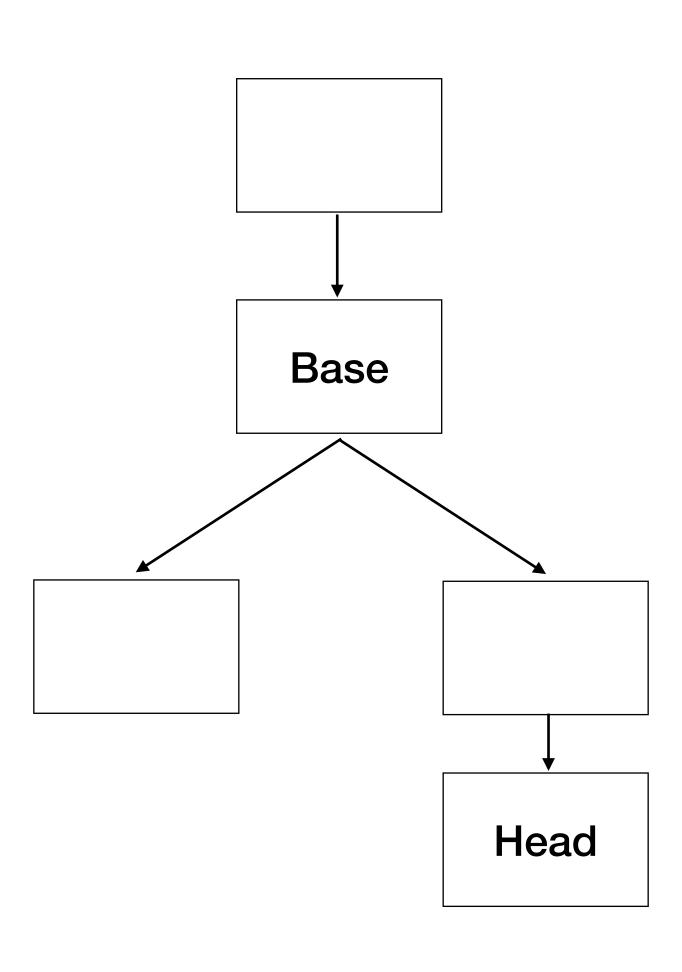
Demo

Create Workspace Generators

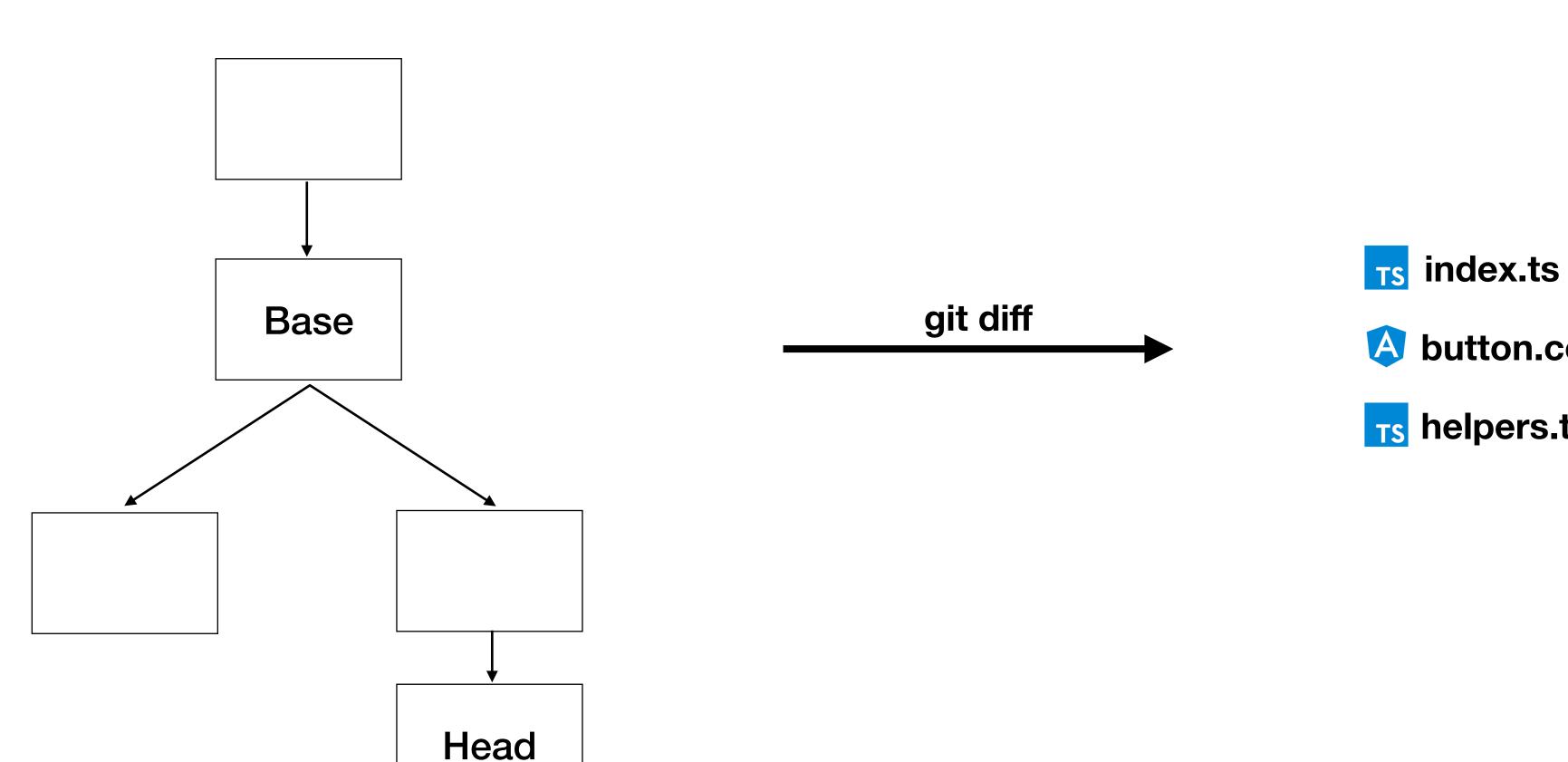
Modifying source code with workspace schematics

Github Actions for Continuous Integration

### Commits



# Changed File List



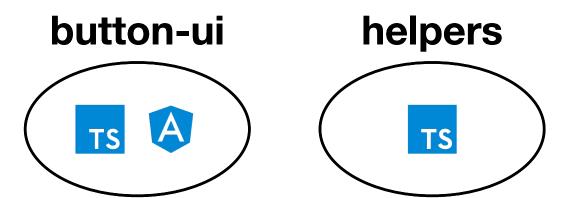
- **button.component.html**
- ts helpers.ts

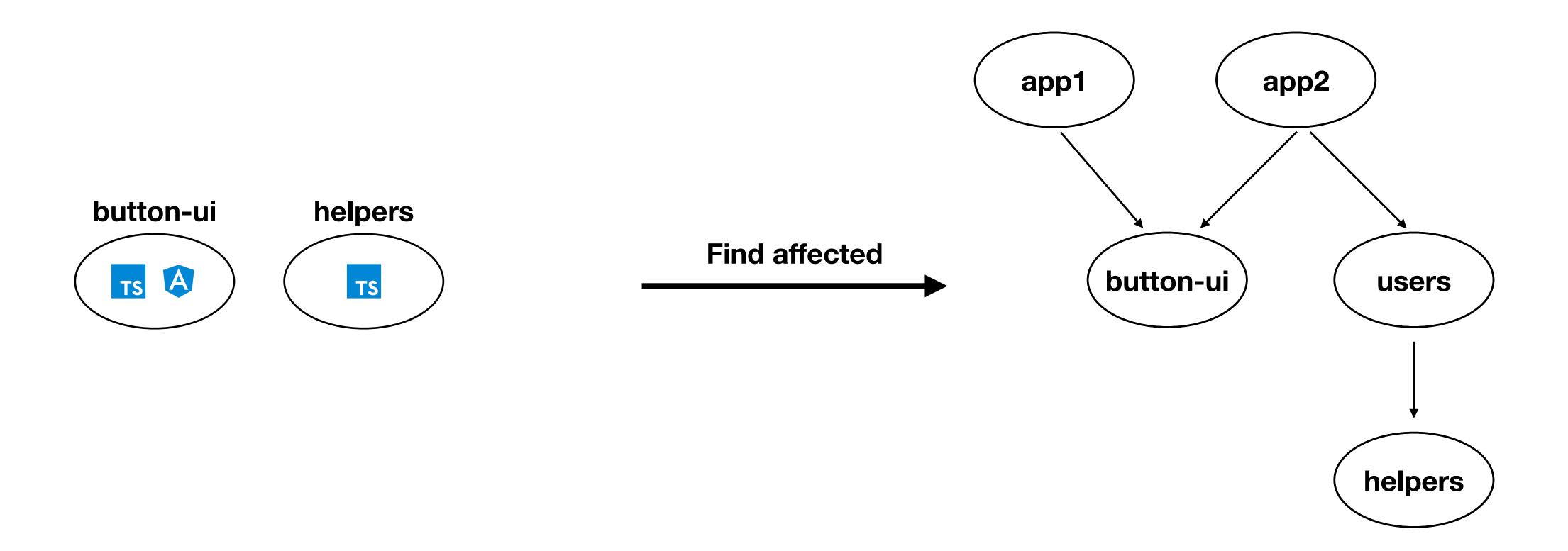
# Changed Projects

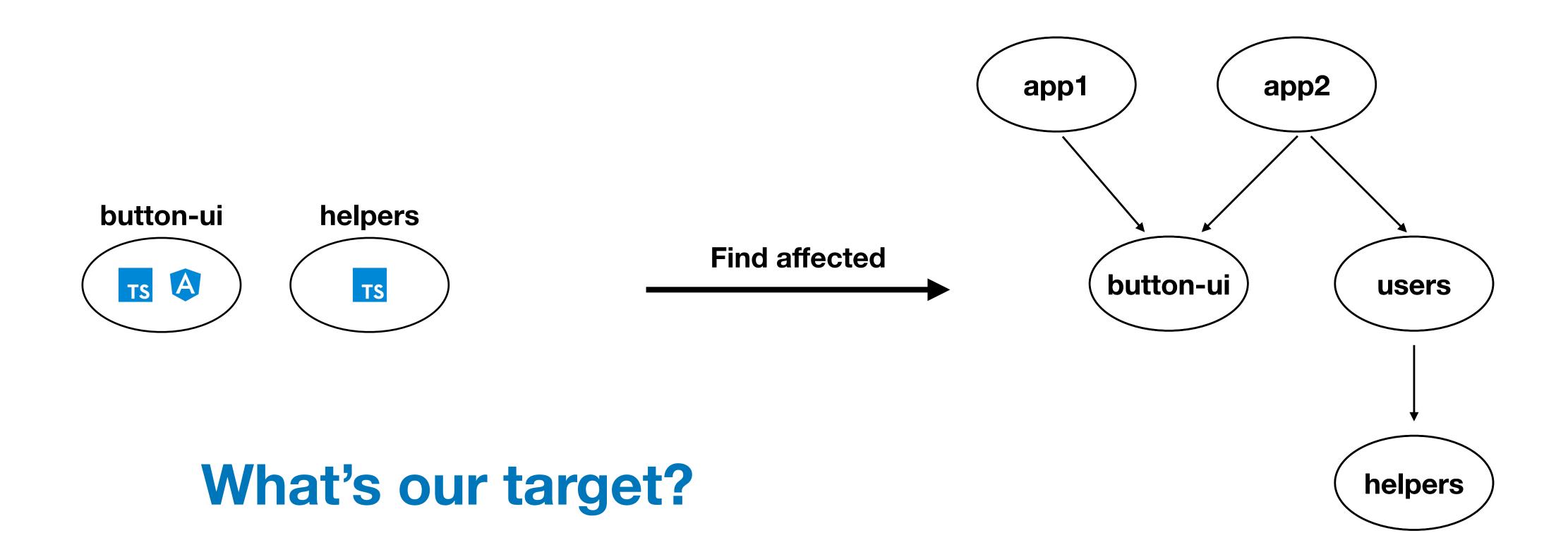
- **TS** index.ts
- **button.component.html**

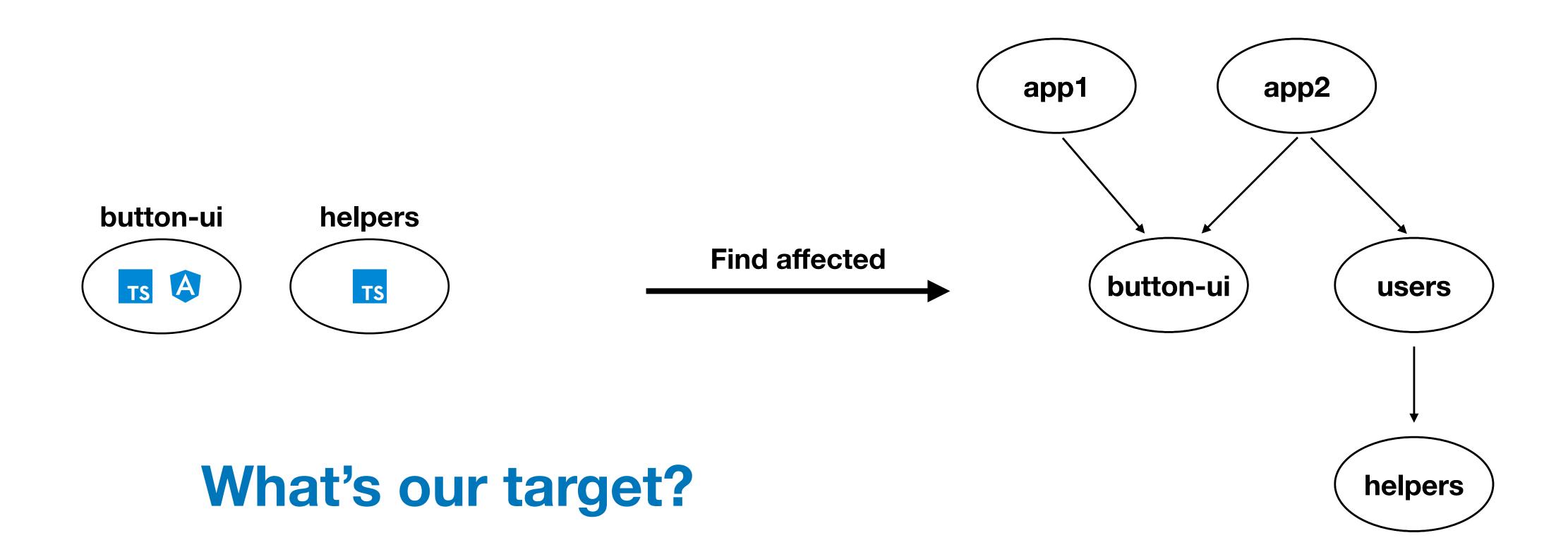
ts helpers.ts

**Find Projects** 

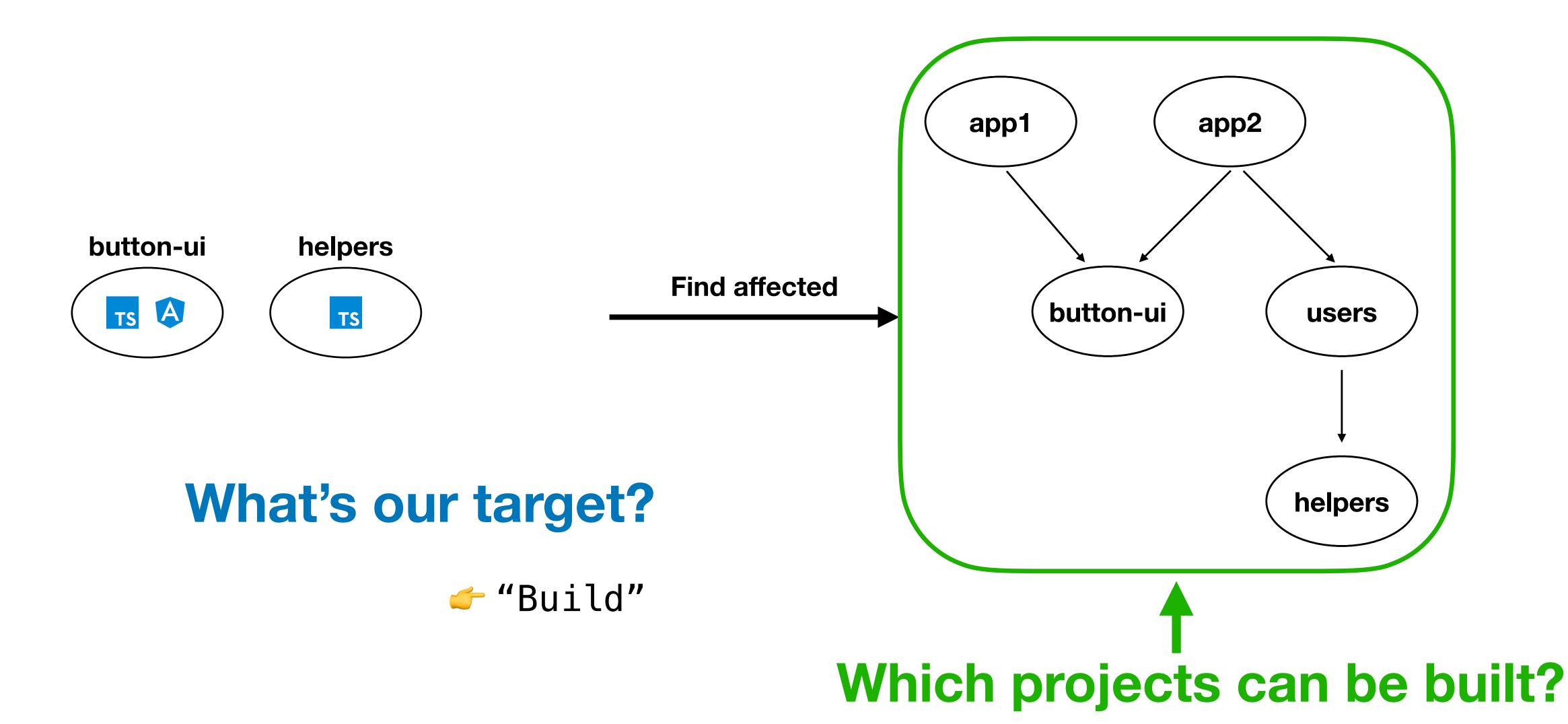




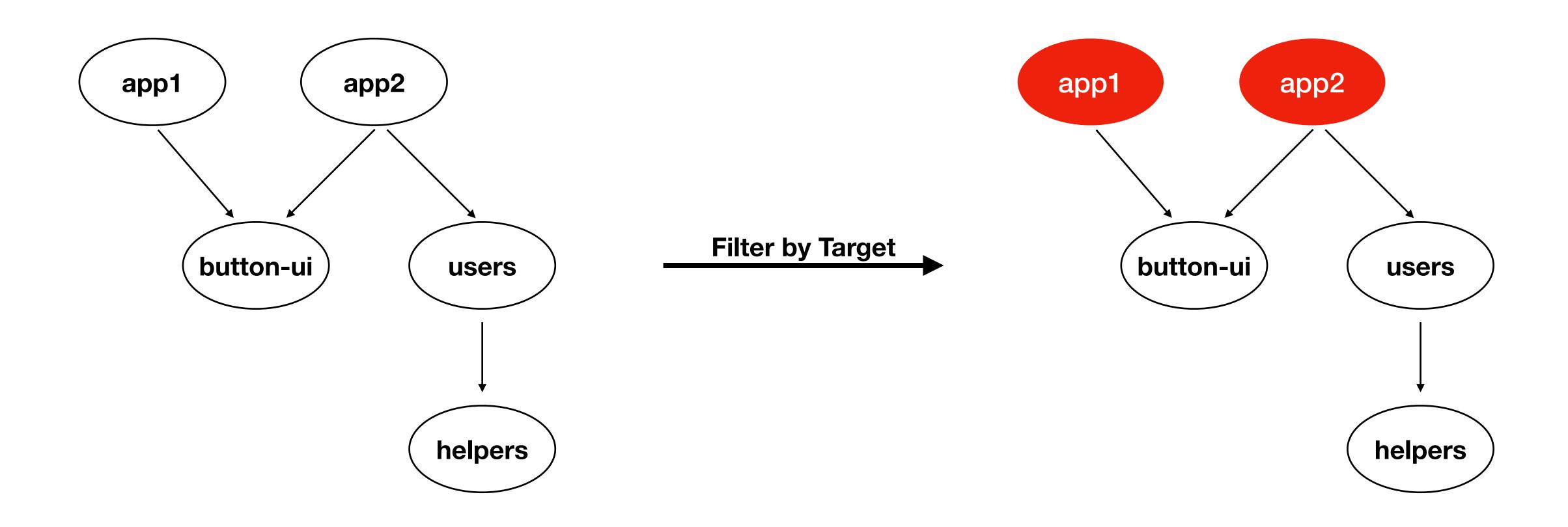




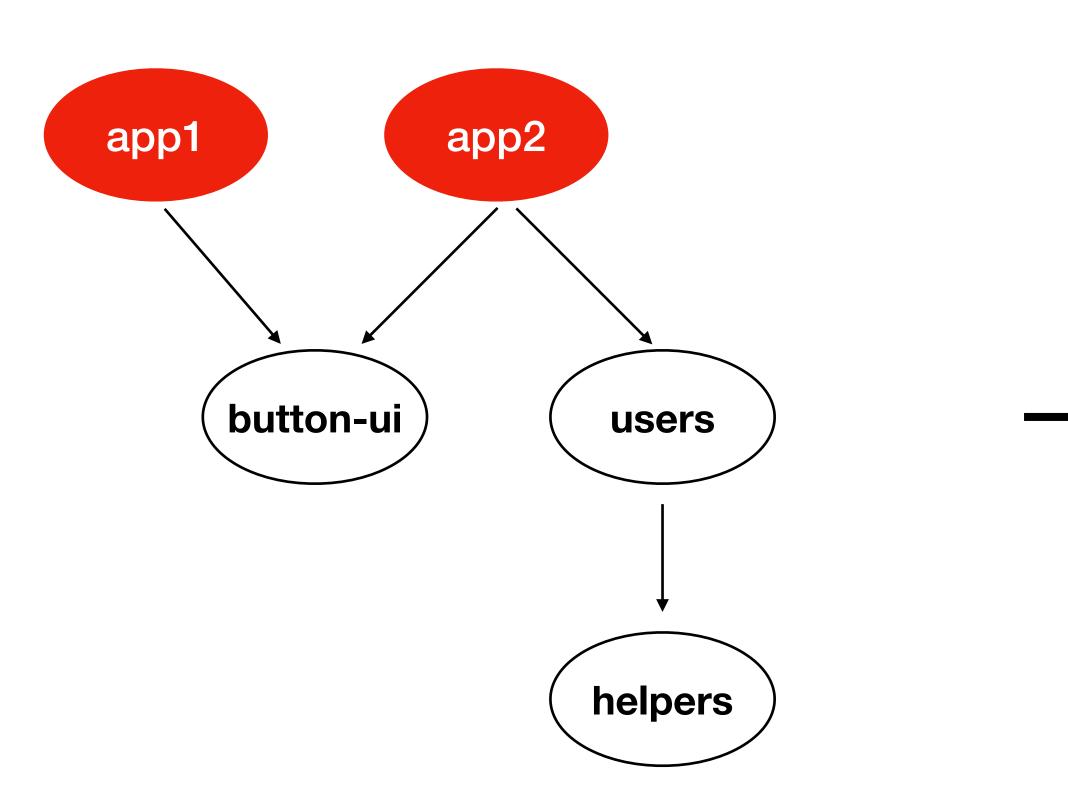
"Build"



# Affected Projects with Target



### CLI Commands

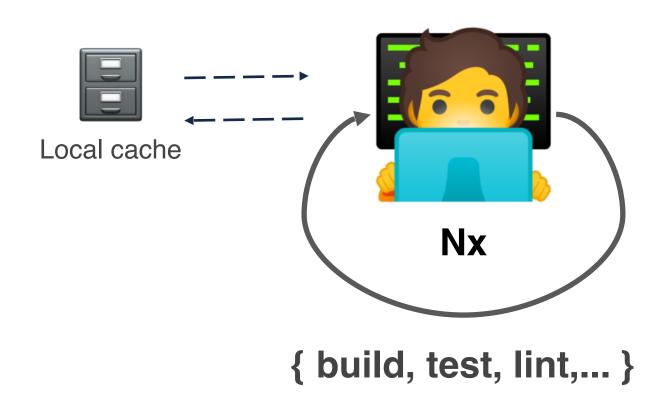


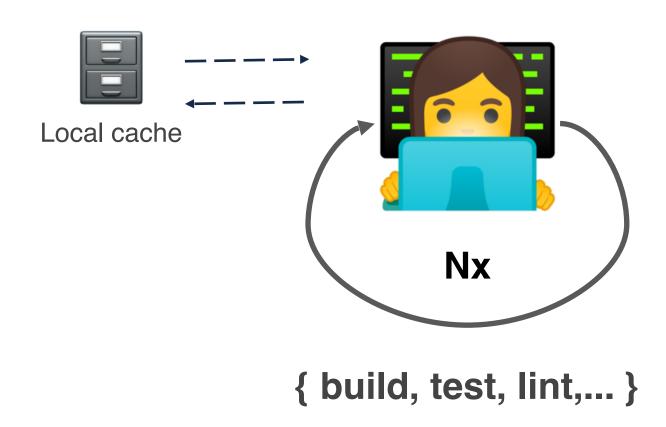
**Run Commands** 

nx run app1:build nx run app2:build



### Computational Cache



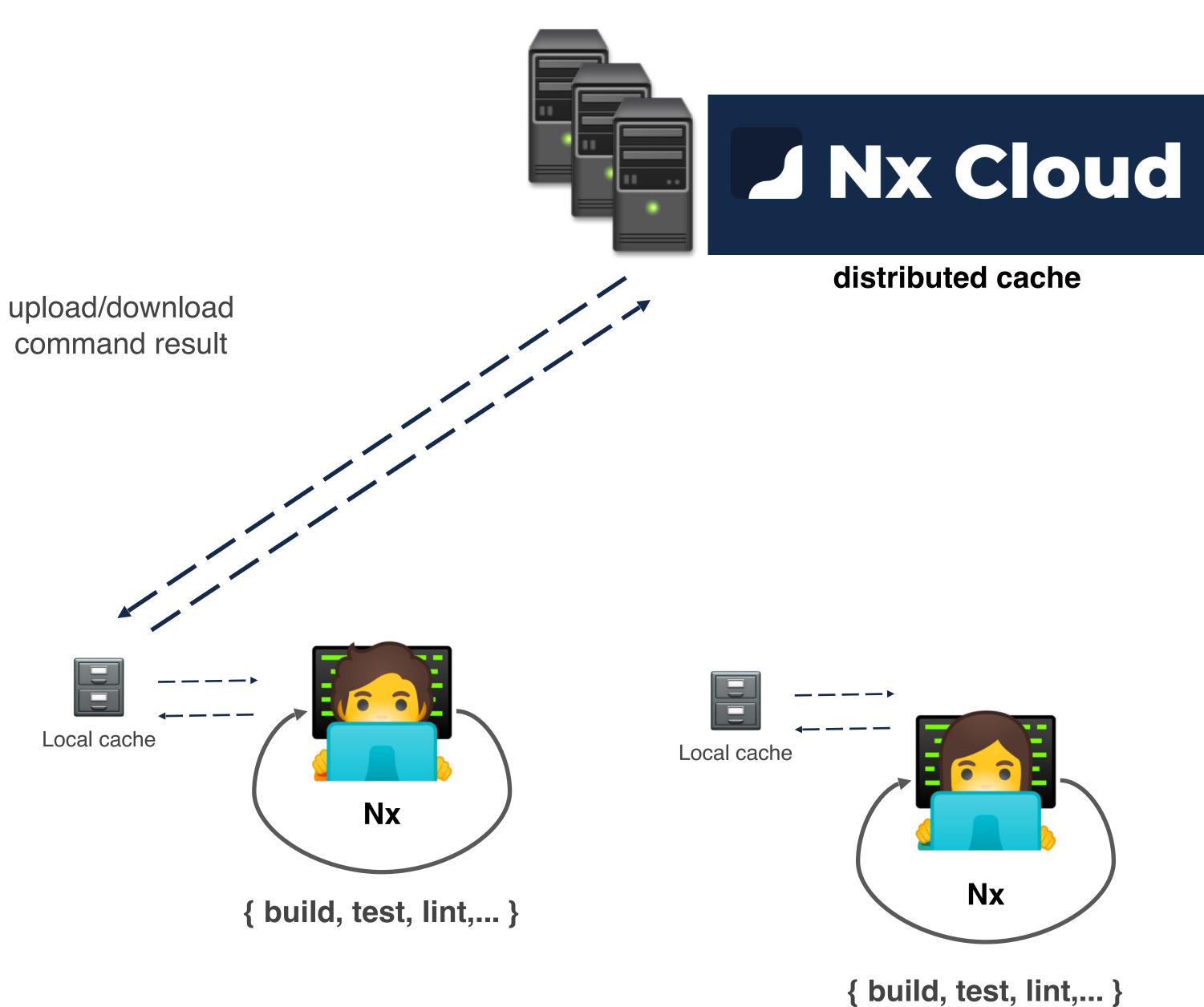


# J Nx Cloud

Never {build, test,...} twice

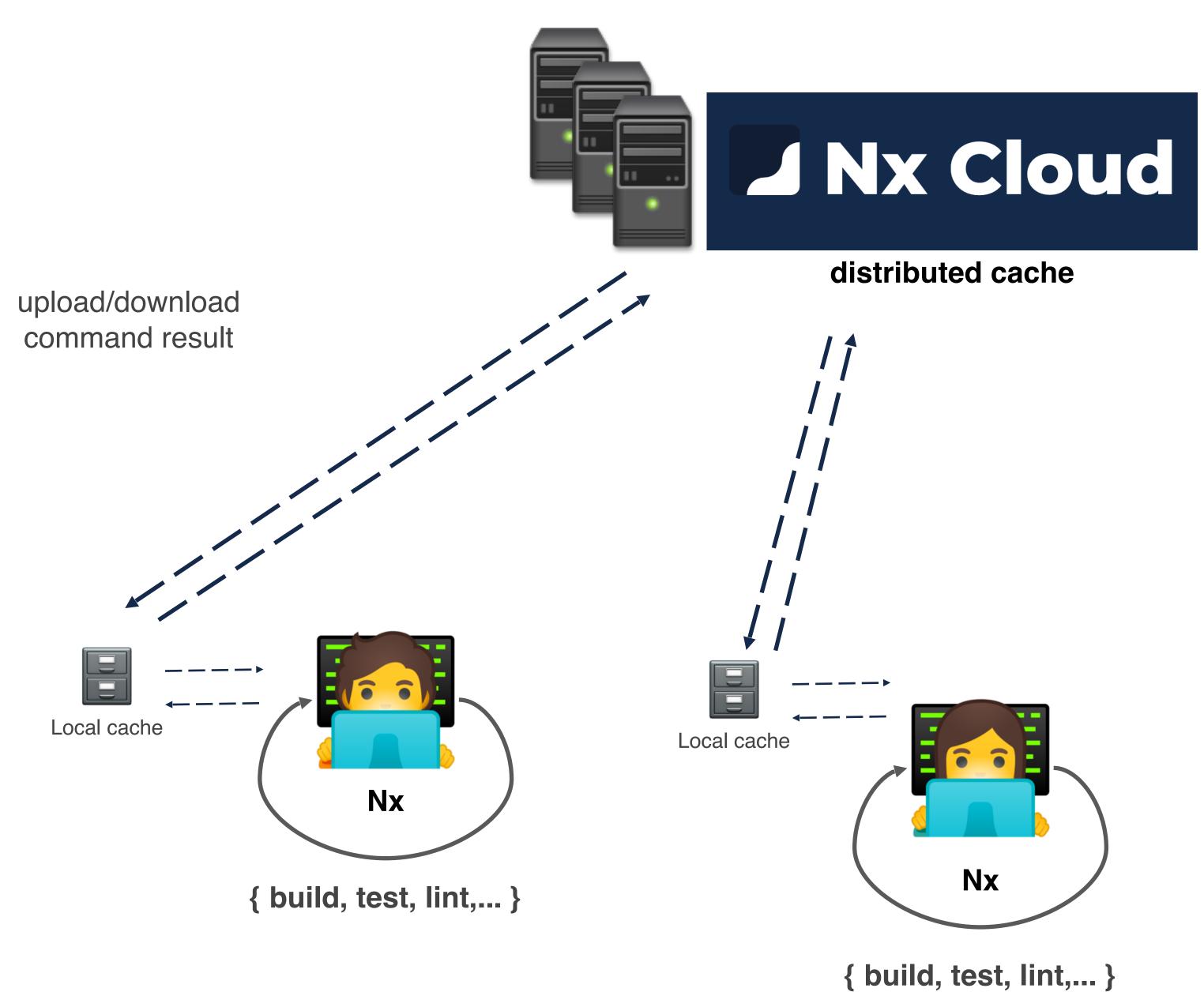
nx.app





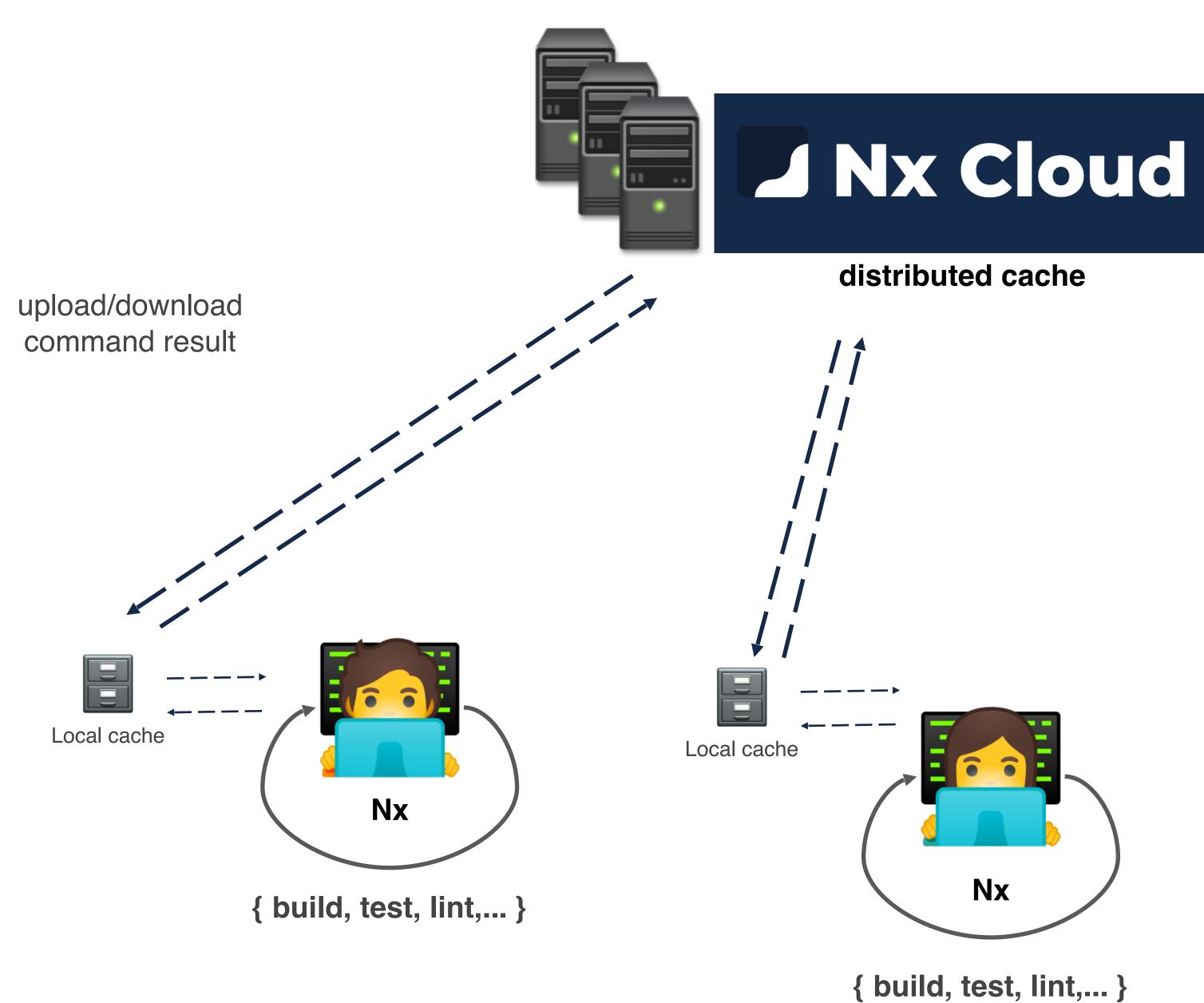
# Distributed computational cache





# Distributed computational cache





# Distributed computational cache



CI Server { build, test, lint,... }

Local Caching and Nx Cloud's Distributed Caching

### Nx Cloud Github Bot



nx-cloud bot commented 7 days ago • edited →

···

#### Nx Cloud Report

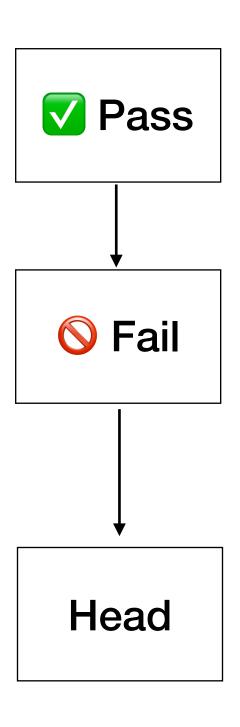
CI ran the following commands for commit f6b966f. Click to see the status, the terminal output, and the build insights.

Status	Command	Start Time
	nx build-base express	11/8/2020, 3:48:54 PM
	nx build-base nest	11/8/2020, 3:48:54 PM
	nx build-base next	11/8/2020, 3:48:49 PM
	nx build-base react	11/8/2020, 3:48:49 PM
	nx run-manytarget=buildallparallel	11/8/2020, 3:47:34 PM
	nx run-manytarget=e2eprojects=e2e-angular	11/8/2020, 3:48:49 PM
	<pre>nx run-manytarget=e2eprojects=e2e-cypress,e2e-jest,e2e-nx-plugin</pre>	11/8/2020, 3:48:59 PM
	nx run-manytarget=e2eprojects=e2e-next	11/8/2020, 3:50:10 PM
	nx run-manytarget=e2eprojects=e2e-node	11/8/2020, 3:48:39 PM
	nx run-manytarget=e2eprojects=e2e-react	11/8/2020, 3:48:41 PM
	nx run-manytarget=e2eprojects=e2e-web,e2e-linter,e2e-storybook	11/8/2020, 3:48:36 PM
	nx run-manytarget=e2eprojects=e2e-workspace,e2e-cli	11/8/2020, 3:49:05 PM
	nx run-manytarget=testallparallel	11/8/2020, 3:47:38 PM

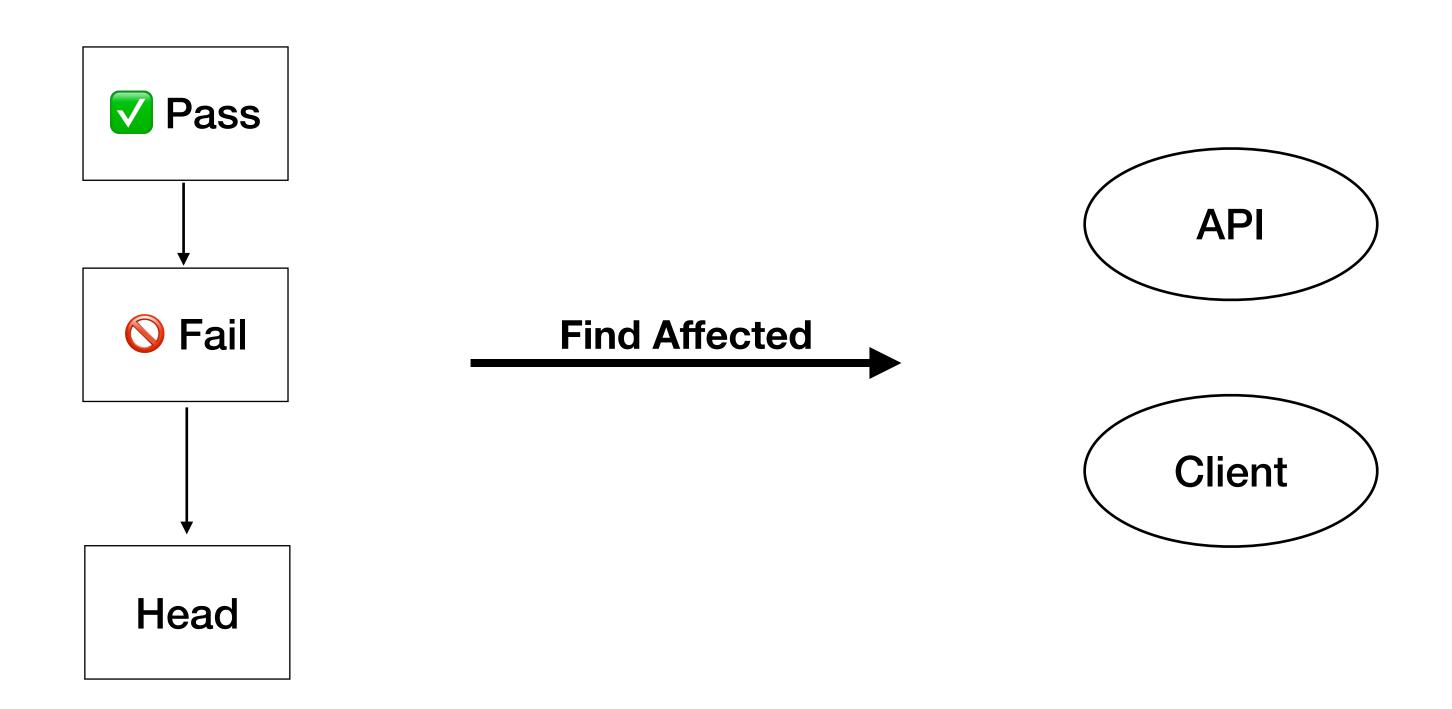
Sent with from NxCloud.

Nx Cloud Github Bot

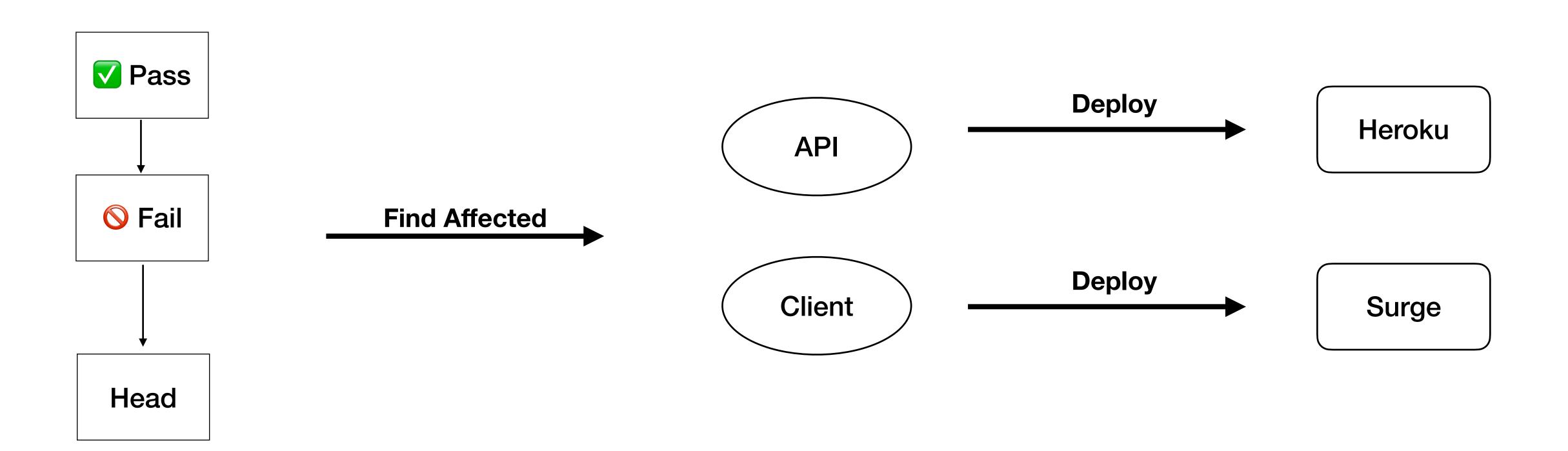
# Deploying to Staging



# Deploying to Staging



# Deploying to Staging



Custom Executors with Run Commands

#### Labs 19/20

Chose your own adventure!

Advanced run-commands with Docker and Heroku



Exploring other generator plugins (React) and more advanced **custom** workspace generators

Continuous Deployments on master

Deploying only what's been affected