El software moderno es una mierda

$ whoami

Pablo Marcos Oltra

@pablomarc0s - Twitter

@pamarcos - Slack

Simple Poll APP 7:06 PM
Propuestas para charlas que podría dar para la PEUM Conf 2019
1 Memoria y allocators 2
@Tx, @nico h
2 Librerías dinámicas y cómo hacer perrerías con ellas -> rollo inyección de librerías en procesos, hijackear y demás 3
@Tx, @Dynam1co, @oliver
3 Cómo funciona la compresión de vídeo 2
@mmanzano, @Ibon K
4 Estamos en la mierda -> disertación sobre software moderno en plan abuelo cebolleta, rollo Jonathan Blow pero en bien 12
@Alberto, @favio, @infogon, @Rober, @mmanzano, @Dani PR, @Vic Ptmk, @Javieraeros, @Lau, @PabloJS, @oliver, @Ibon K

Al principio, todo esto era campo

Hoy en día

Productividad

Conclusion

Here's a summary of the data we've seen for books:

Name	Churn	Lines	Ratio
Hello, Startup	295,181	26,571	11:1
Terraform: Up & Running	81,916	8,410	10:1

And here's a summary of what we've seen for programming:

Name	Released	Churn	Lines	Ratio
terraform-aws-couchbase	2018	37,693	7,481	5:1
Terratest	2016	49,126	6,140	8:1
Terraform	2014	12,945,966	1,371,718	9:1
Express	2010	224,211	15,325	14:1
jQuery	2006	730,146	47,559	15:1
MySQL	1995	58,562,999	3,662,869	16:1

https://www.ybrikman.com/writing/2018/08/12/the-10-to-1-rule-of-writing-and-programming/

loowid

Language	Files	Lines	Blank	Comment	Code
JavaScript	79	13309	1645	1111	10553
Less	20	7013	1070	46	5897
JSON	15	2605	0	0	2605
HTML	13	1457	144	2	1311
Markdown	3	231	58	0	173
YAML	2	105	3	0	102
Plain Text	1	88	8	0	80
Total	133	24808	2928	1159	20721

loowid

```
total:
  insertions:    104963 (100%)
  deletions:     78497 (100%)
  files:         1682 (100%)
  commits:       596 (100%)
```

183460:20721

9:1

Varnish cache

Going fast slowly

For the sake of simplicity, let us call it a round 150K total lines [1].

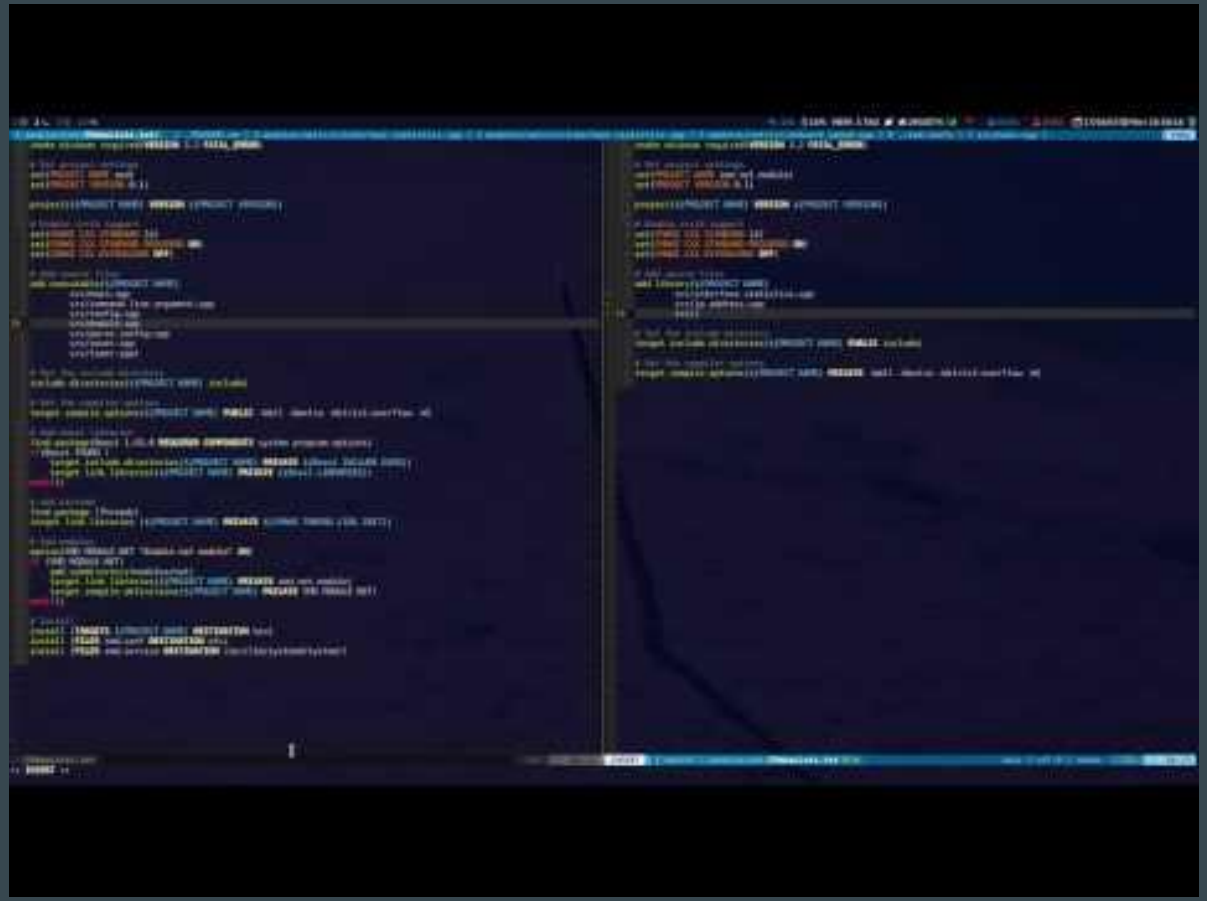
Varnish has been in existence for 10 years, so that's 15K lines per year.

200 workdays a year makes that 75 lines a day.

7.5 hours of work per day gives 10 lines per hour.

https://varnish-cache.org/docs/6.2/phk/thatslow.html

Analogía 1



C++ Coding Time Lapse (i3wm + vim workflow)

VIRAL SPIDERMAN 10 Min 1 Min 10 Sec SPEED CHALLENGE

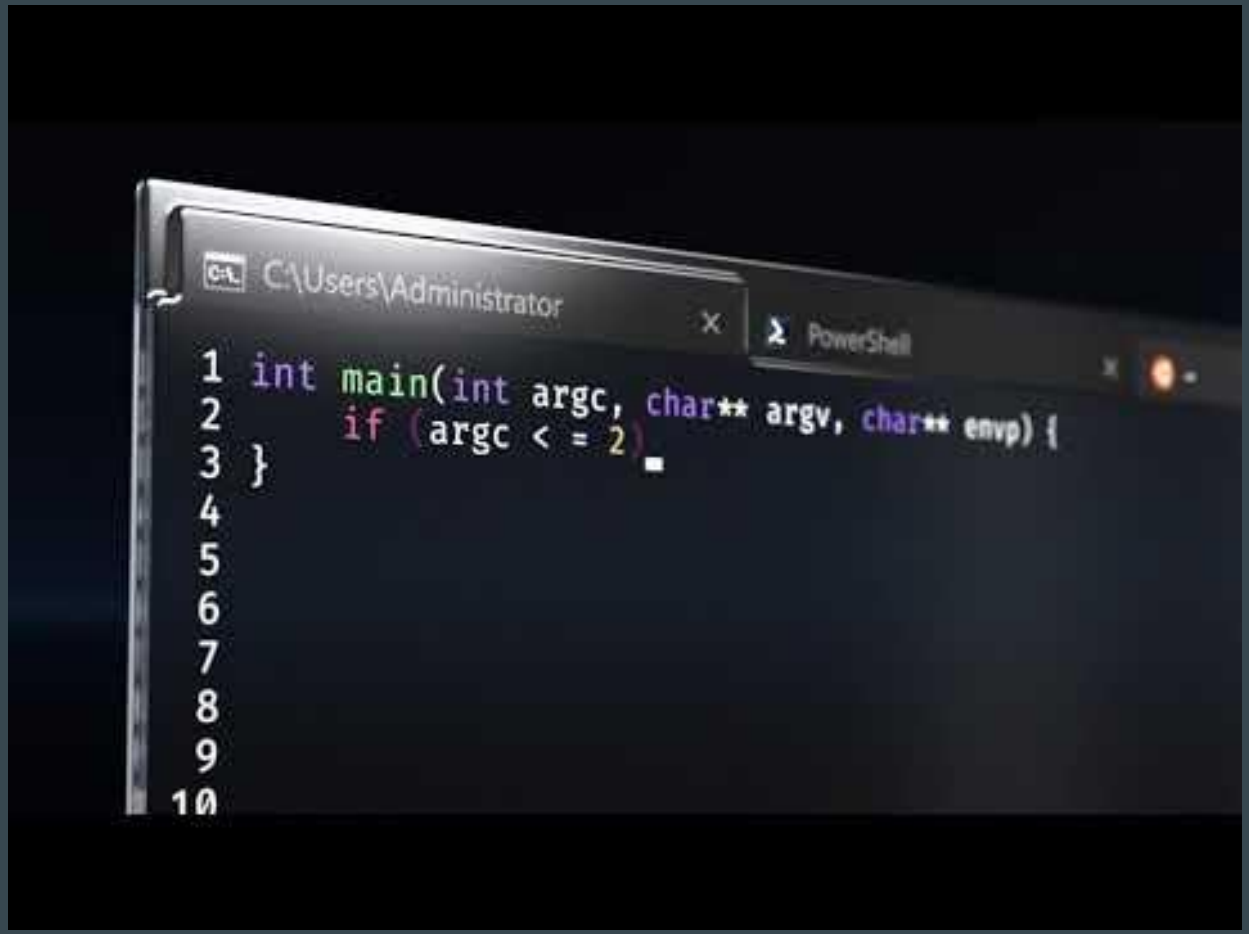
Problemas

MY EYES
THE GOGGLES DO NOTHING

https://turnoff.us/

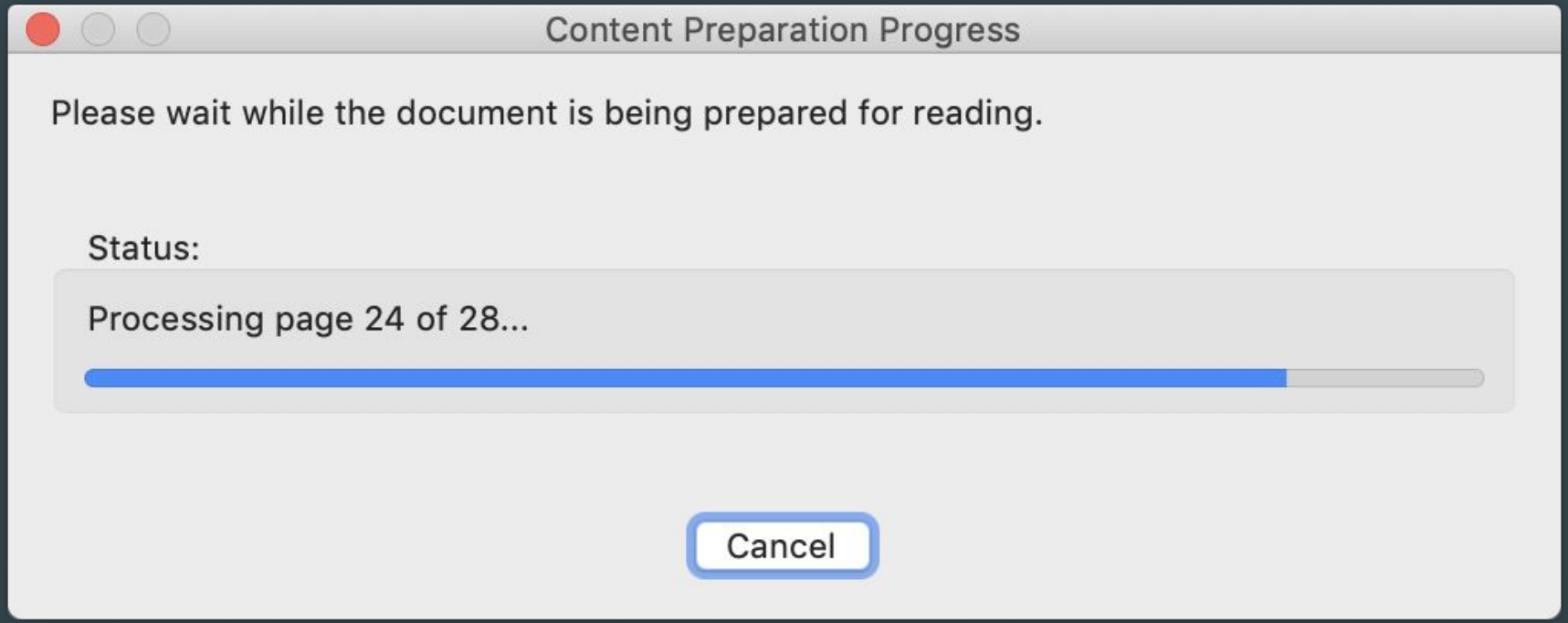
```
 fluendo@MacBook-Pro-de-fluendo ~ npm install -g md2gslides
npm WARN deprecated left-pad@1.3.0: use String.prototype.padStart()
/usr/local/bin/md2gslides -> /usr/local/lib/node_modules/md2gslides/bin/md2gslides.js

> sharp@0.21.3 install /usr/local/lib/node_modules/md2gslides/node_modules/sharp
> (node install/libvips && node install/dll-copy && prebuild-install) || (node-gyp rebuild && node install/dll-copy)

info sharp Using cached /Users/fluendo/.npm/_libvips/libvips-8.7.0-darwin-x64.tar.gz
prebuild-install WARN install No prebuilt binaries found (target=12.10.0 runtime=node arch=x64 libc= platform=darwin)
  TOUCH Release/obj.target/libvips-cpp.stamp
  CXX(target) Release/obj.target/sharp/src/common.o
In file included from ../src/common.cc:27:
../src/common.h:78:20: error: no member named 'Handle' in namespace 'v8'
  bool HasAttr(v8::Handle<v8::Object> obj, std::string attr);
               ~~~~^
../src/common.h:78:37: error: expected '(' for function-style cast or type construction
  bool HasAttr(v8::Handle<v8::Object> obj, std::string attr);
                          ~~~~~~~~~~^
../src/common.h:78:39: error: use of undeclared identifier 'obj'
  bool HasAttr(v8::Handle<v8::Object> obj, std::string attr);
                                      ^
../src/common.h:78:56: error: expected '(' for function-style cast or type construction
  bool HasAttr(v8::Handle<v8::Object> obj, std::string attr);
                                           ~~~~~~~~~~ ^
../src/common.h:79:29: error: no member named 'Handle' in namespace 'v8'
  std::string AttrAsStr(v8::Handle<v8::Object> obj, std::string attr);
                        ~~~~^
```

Star Wars Battlefront 2 - New Ultra Realistic No HUD Multiplayer Gameplay in First Person!



The new Windows Terminal

El software moderno


Content Preparation Progress
Please wait while the document is being prepared for reading.
Status:
Processing page 24 of 28...
Cancel

HIDEO_KOJIMA
@HIDEO_KOJIMA_EN

Got the gold master approval.It's been 3years9m since the studio's inception.Able to mark the 1st step as the new Kojima Productions.Thanks to Sony,Guerrilla,cast members,musicians,artists, staff & fans for supporting us from the start & for all the way thru!

♡ 15.8K 11:07 AM - Sep 26, 2019

3,414 people are talking about this

Call of Duty Black Ops 4 Day One Patch is 50 GB

HARU NICOL Tuesday, October 09, 2018

RELATED GAMES: CALL OF DUTY: BLACK OPS 4.

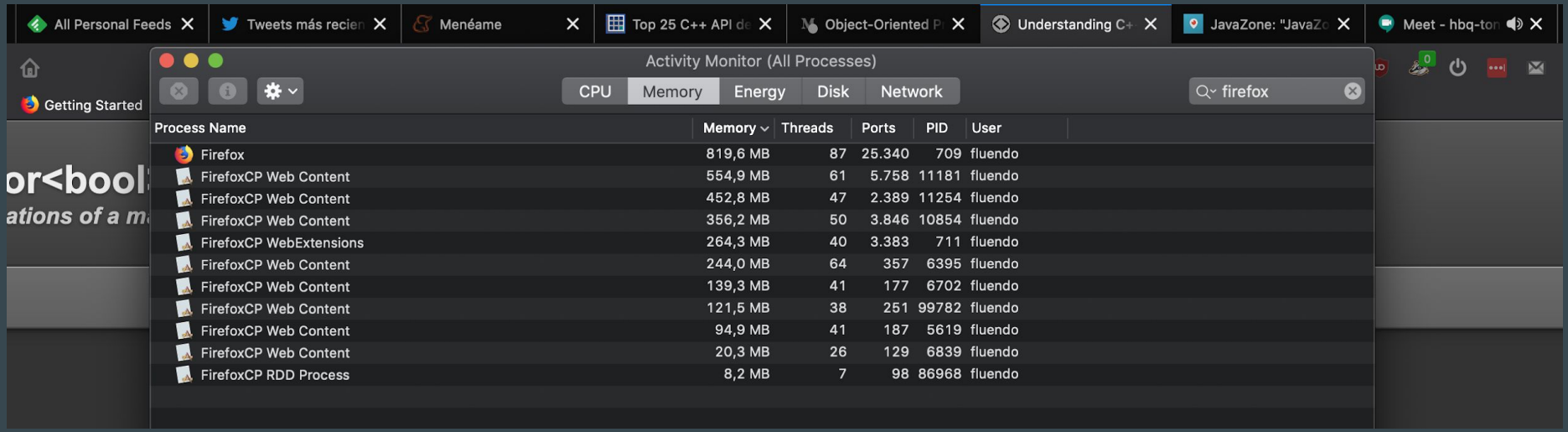
Activision has announced that the ***Call of Duty Black Ops 4*** **day one patch** will be 50 GB in size. The company has revealed this only a few short days before the game's release. This unprecedented day one patch has also led to some retailers to release the game earlier than its October 12 launch date.

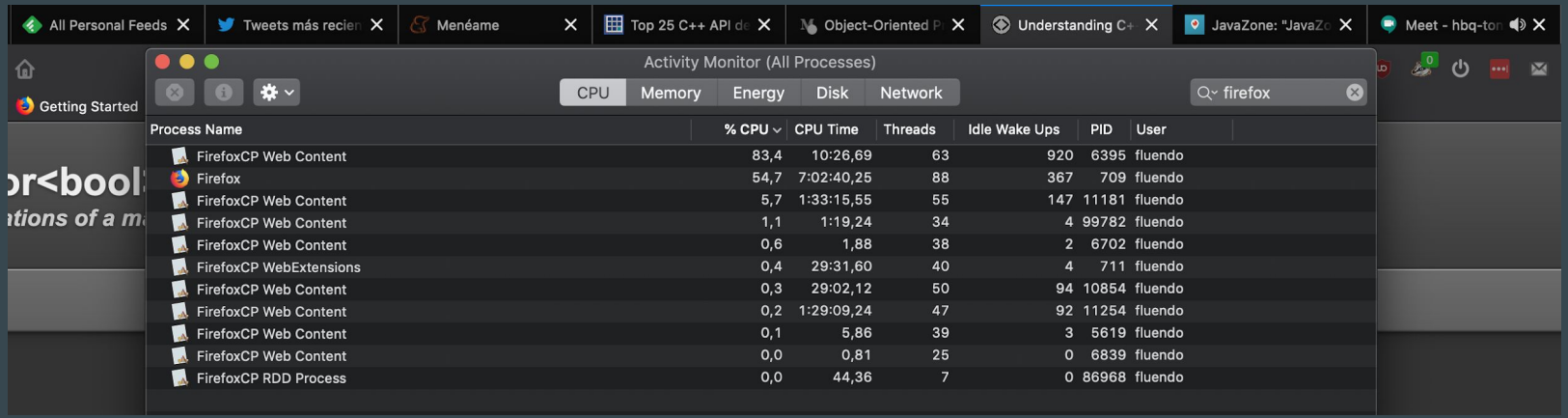
Available Now | Coming Soon

Grid (2019)
PC / PS4 / Xbox One

3.5 RATING

https://www.gamerevolution.com/news/441859-cod-black-ops-4-day-one-patch-download-size


All Personal Feeds
Tweets más recien
Menéame
Top 25 C++ API de
Object-Oriented P
Understanding C++
JavaZone: "JavaZo
Meet - hbq-ton
Getting Started
Activity Monitor (All Processes)
CPU
Memory
Energy
Disk
Network
firefox
Process Name
Memory
Threads
Ports
PID
User
Firefox 819,6 MB 87 25.340 709 fluendo
FirefoxCP Web Content 554,9 MB 61 5.758 11181 fluendo
FirefoxCP Web Content 452,8 MB 47 2.389 11254 fluendo
FirefoxCP Web Content 356,2 MB 50 3.846 10854 fluendo
FirefoxCP WebExtensions 264,3 MB 40 3.383 711 fluendo
FirefoxCP Web Content 244,0 MB 64 357 6395 fluendo
FirefoxCP Web Content 139,3 MB 41 177 6702 fluendo
FirefoxCP Web Content 121,5 MB 38 251 99782 fluendo
FirefoxCP Web Content 94,9 MB 41 187 5619 fluendo
FirefoxCP Web Content 20,3 MB 26 129 6839 fluendo
FirefoxCP RDD Process 8,2 MB 7 98 86968 fluendo


All Personal Feeds
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Top 25 C++ API de
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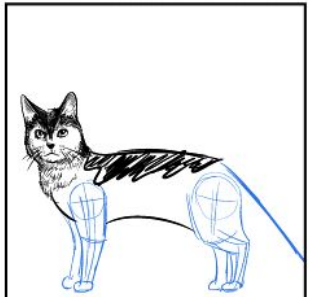
Understanding C++
JavaZone: "JavaZo
Meet - hbq-ton
Getting Started
Activity Monitor (All Processes)
CPU
Memory
Energy
Disk
Network
firefox
Process Name
% CPU
CPU Time
Threads
Idle Wake Ups
PID
User
FirefoxCP Web Content 83,4 10:26,69 63 920 6395 fluendo
Firefox 54,7 7:02:40,25 88 367 709 fluendo
FirefoxCP Web Content 5,7 1:33:15,55 55 147 11181 fluendo
FirefoxCP Web Content 1,1 1:19,24 34 4 99782 fluendo
FirefoxCP Web Content 0,6 1,88 38 2 6702 fluendo
FirefoxCP WebExtensions 0,4 29:31,60 40 4 711 fluendo
FirefoxCP Web Content 0,3 29:02,12 50 94 10854 fluendo
FirefoxCP Web Content 0,2 1:29:09,24 47 92 11254 fluendo
FirefoxCP Web Content 0,1 5,86 39 3 5619 fluendo
FirefoxCP Web Content 0,0 0,81 25 0 6839 fluendo
FirefoxCP RDD Process 0,0 44,36 7 0 86968 fluendo

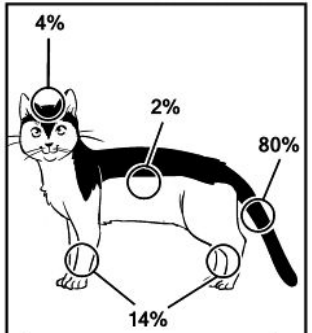
Electron

El **puto** Electron

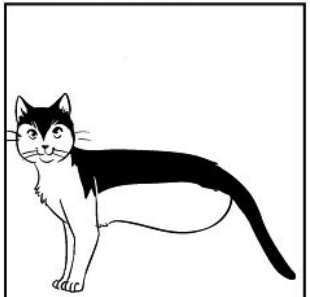
Richard's guide to software development



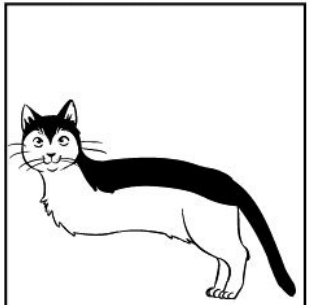
HOW THE SOFTWARE IS DESIGNED.



HOW MUCH TIME HAS TO BE SPENT ON EACH PART.



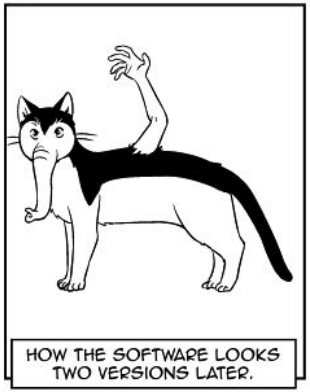
HOW THE SOFTWARE LOOKS BEFORE THE BETA TEST.



HOW THE SOFTWARE LOOKS AFTER THE BETA TEST.

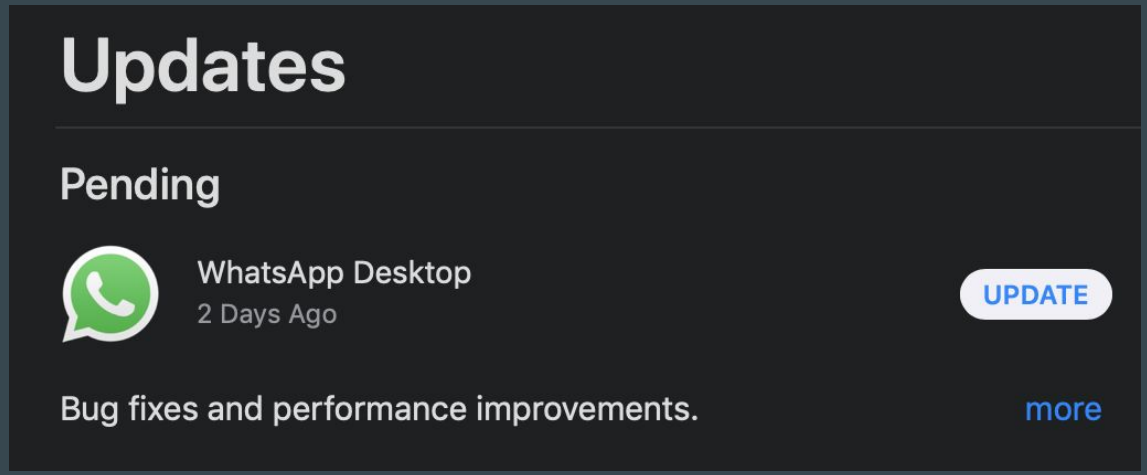
HOW THE SOFTWARE IS ADVERTISED.

WHAT THE CUSTOMER REALLY WANTED.



HOW THE SOFTWARE LOOKS TWO VERSIONS LATER.

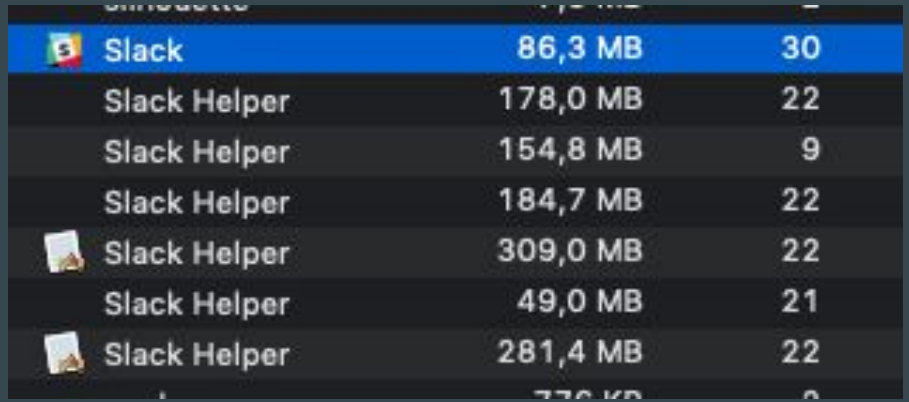
Sandra and Woo by Oliver Knörzer (writer) and Powree (artist) – www.sandraandwoo.com



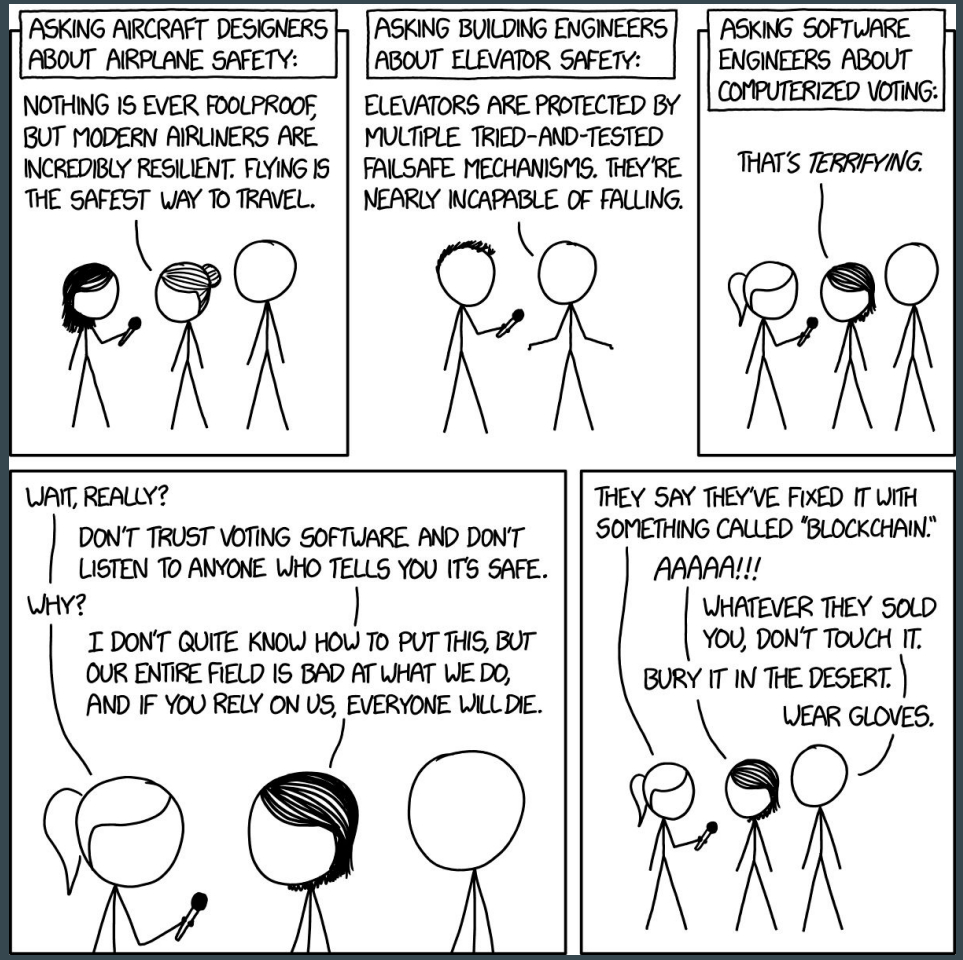
Process Name	% CPU	CPU Time	Threads
WhatsApp Helper	316,0	1:12:57,70	30
WhatsApp	49,2	11:38,60	38
WhatsApp Helper	0,0	14,97	10

Process Name	Memory	Threads	Ports
WhatsApp Helper	420,0 MB	30	401
WhatsApp	105,6 MB	38	476
WhatsApp Helper	46,7 MB	14	158

Process Name	Memory	Threads
Slack Helper	368,6 MB	9
Slack Helper	297,9 MB	28
Slack Helper	212,0 MB	23
Slack Helper	151,2 MB	23
Slack	81,7 MB	36
Slack Helper	63,1 MB	21



Ay, Dios mío, qué calvario!



https://xkcd.com/2030/

https://twitter.com/pablostanley/status/1169958385774727168

Analogía 2

https://comercial.panaderiadacunha.com

No reinventes la rueda

http://delta-associates.com/wp-content/uploads/DOHP-Main-Image-Wheel.jpg

Resumen

Enlaces de interés

- Jonathan Blow - Preventing the Collapse of Civilization
- The Thirty Million Line Problem
- macOS Catalina is broken
- Electron is flash for the desktop
- alacritty, a GPU-accelerated terminal emulator

Abro paraguas

Preguntas?