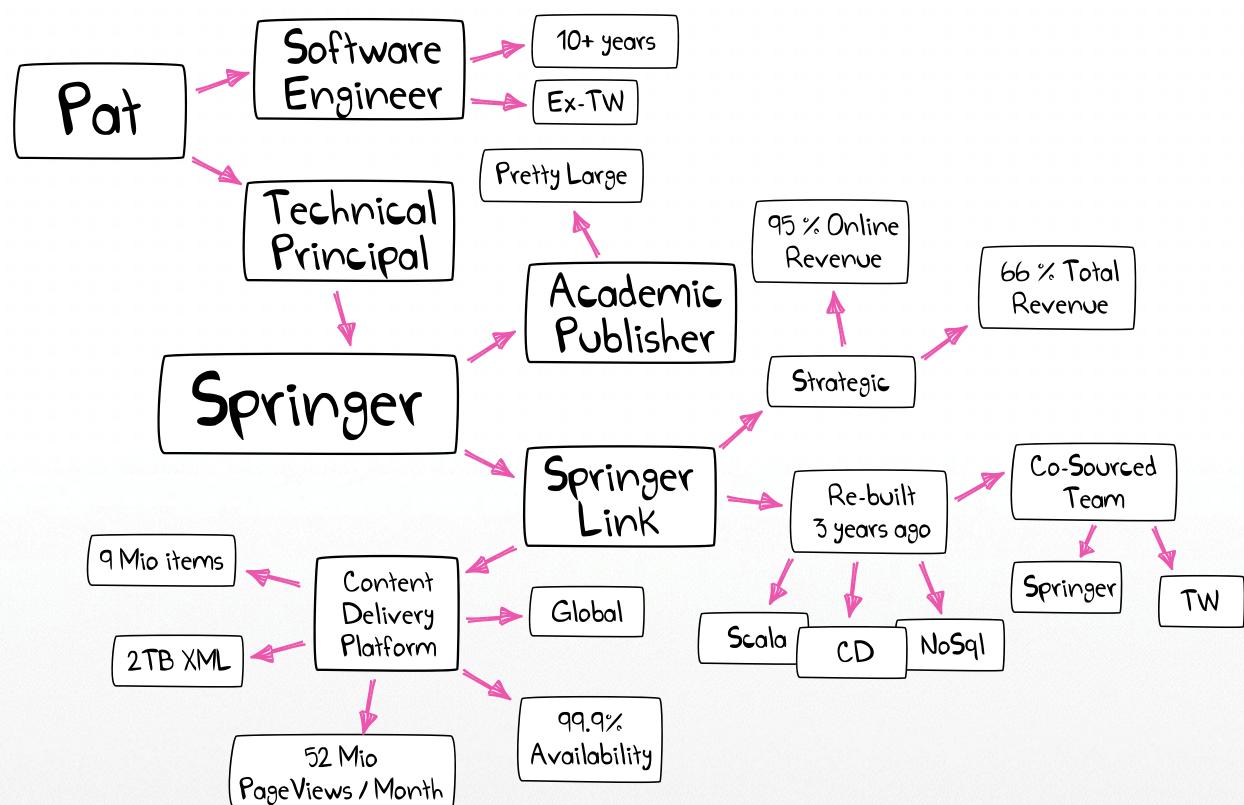
Scala in Practice 3 years later...

@patforna patric.fornasier@springer.com

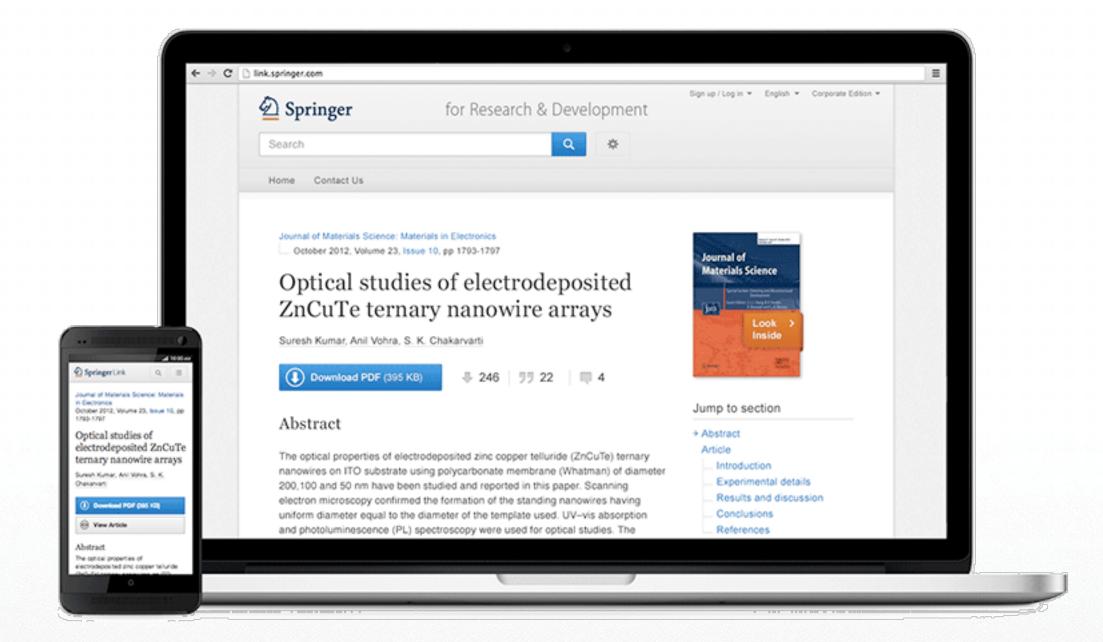
Context

Context

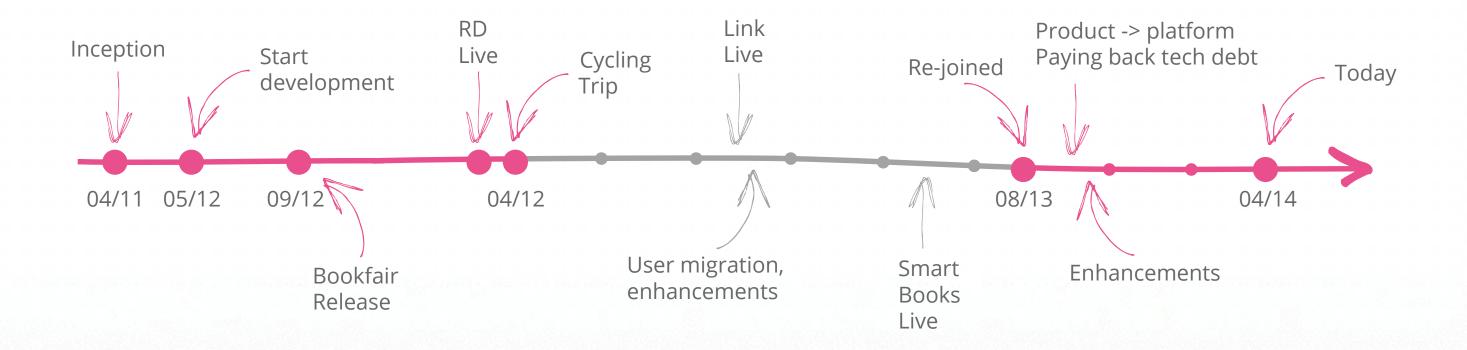




SpringerLink



Timeline



Looking back: why scala?

- Increase productivity
- · Be more attractive employer
- · Team decision

Looking back: good vs bad

Good

- Functional programming
- Terse syntax
- JVM ecosystem
- Gentle learning curve
- DSL friendly syntax
- Motivated team

Bad

- Tool support
- Compilation times
- Language complexity #moreRope

Fast-forward

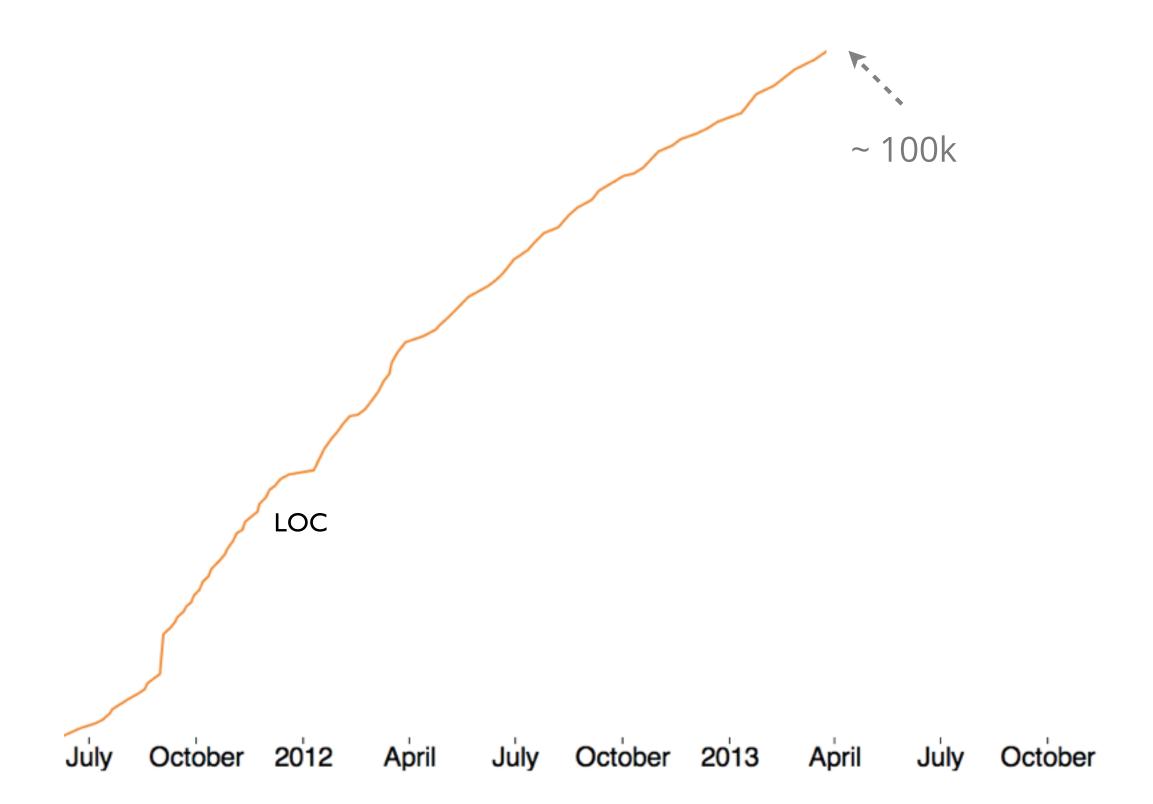
Fast-forward (Aug 2013)

- · 2.5 years into project
- · 1.5 years of weekly live releases
- · 100k LOC
- >10k commits
- · >90 committers

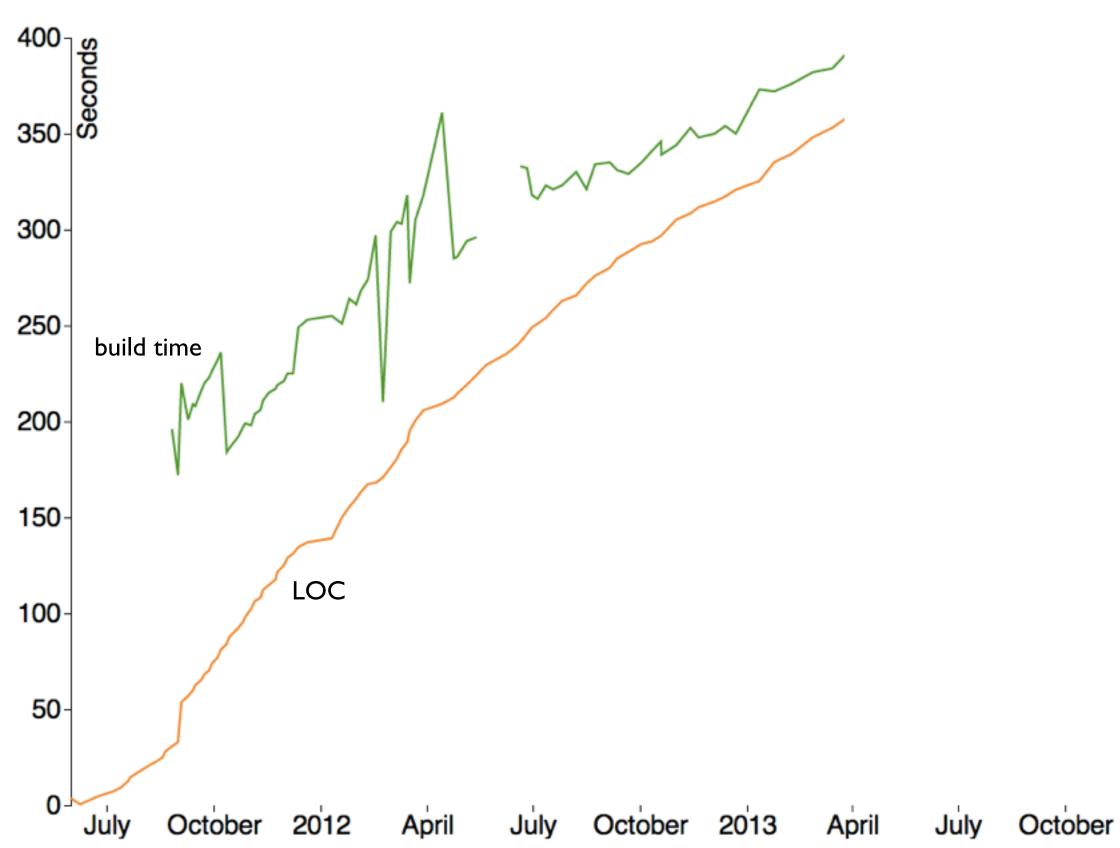
Fast-forward (Aug 2013)

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- Poor feedback loops *
- Lots of accidental complexity*

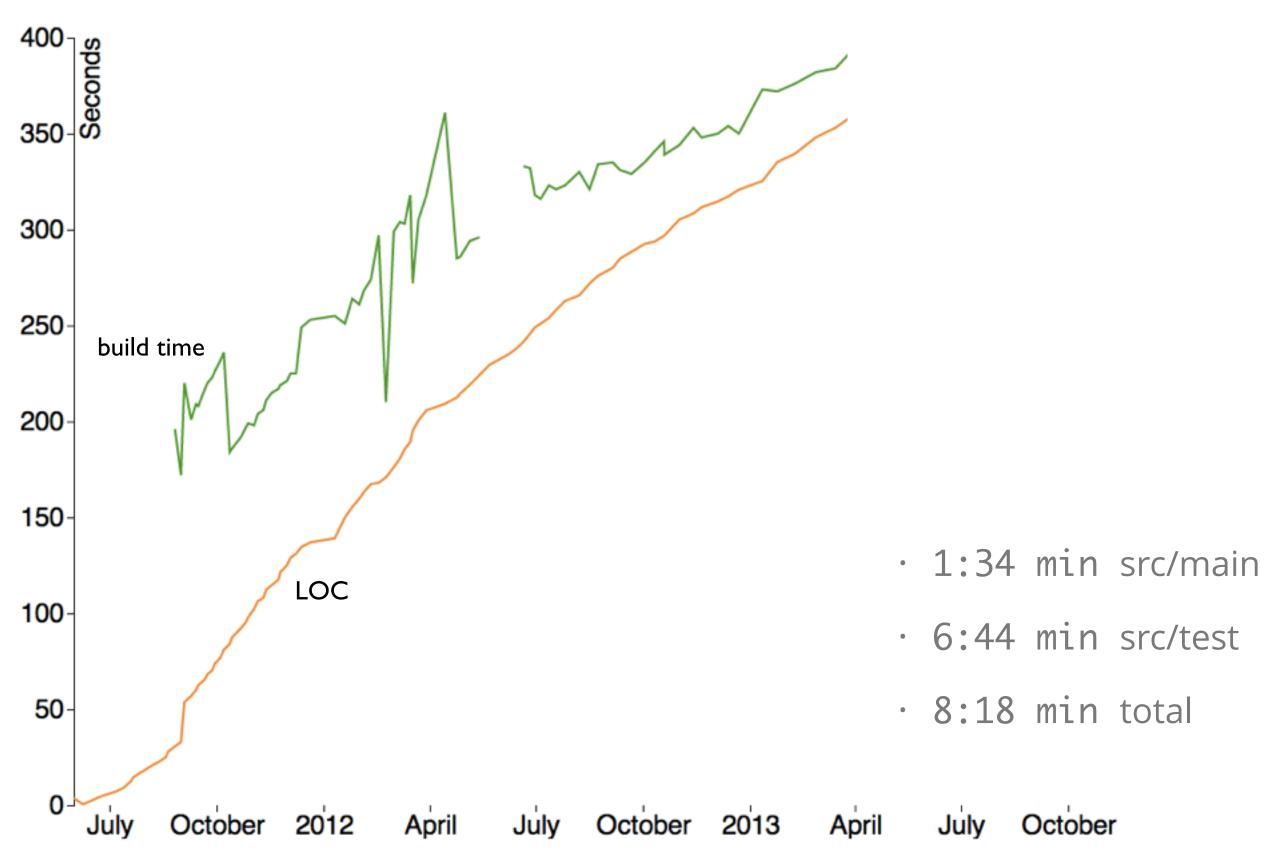
Trend (2 years)



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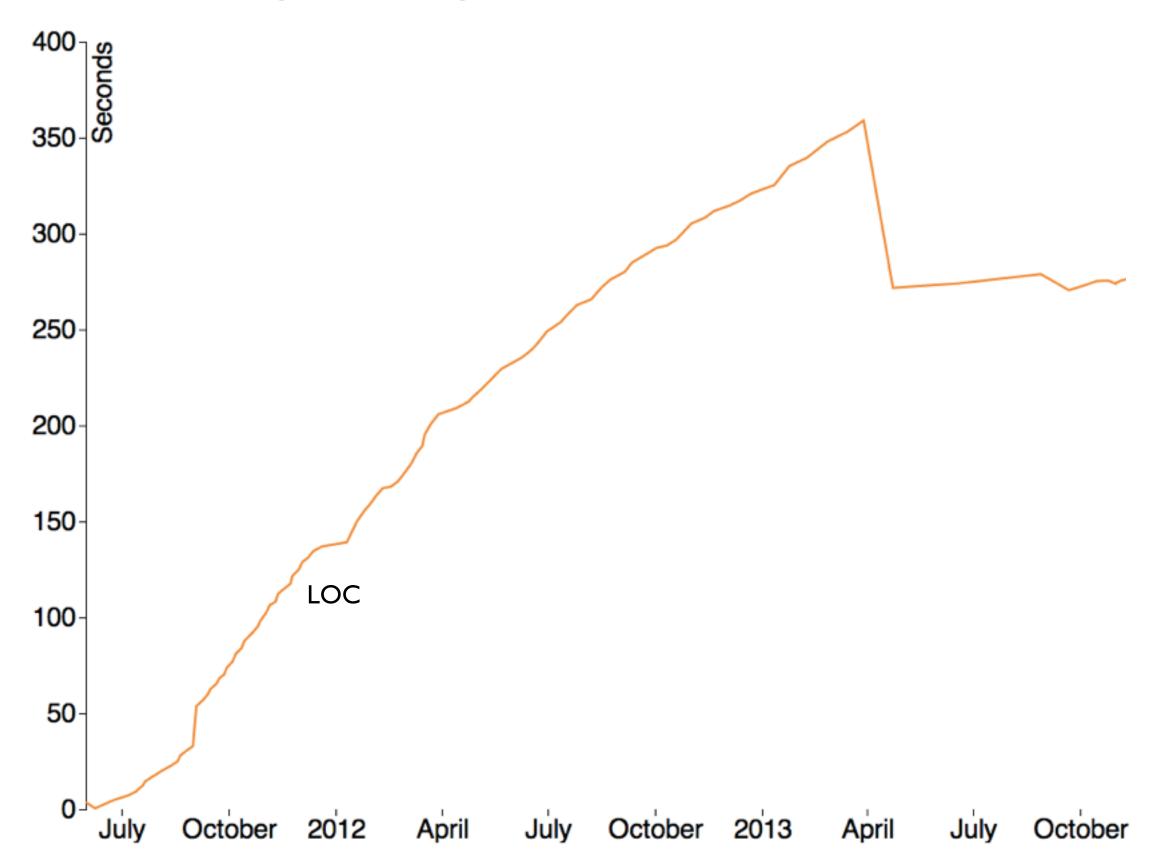
What did we do?

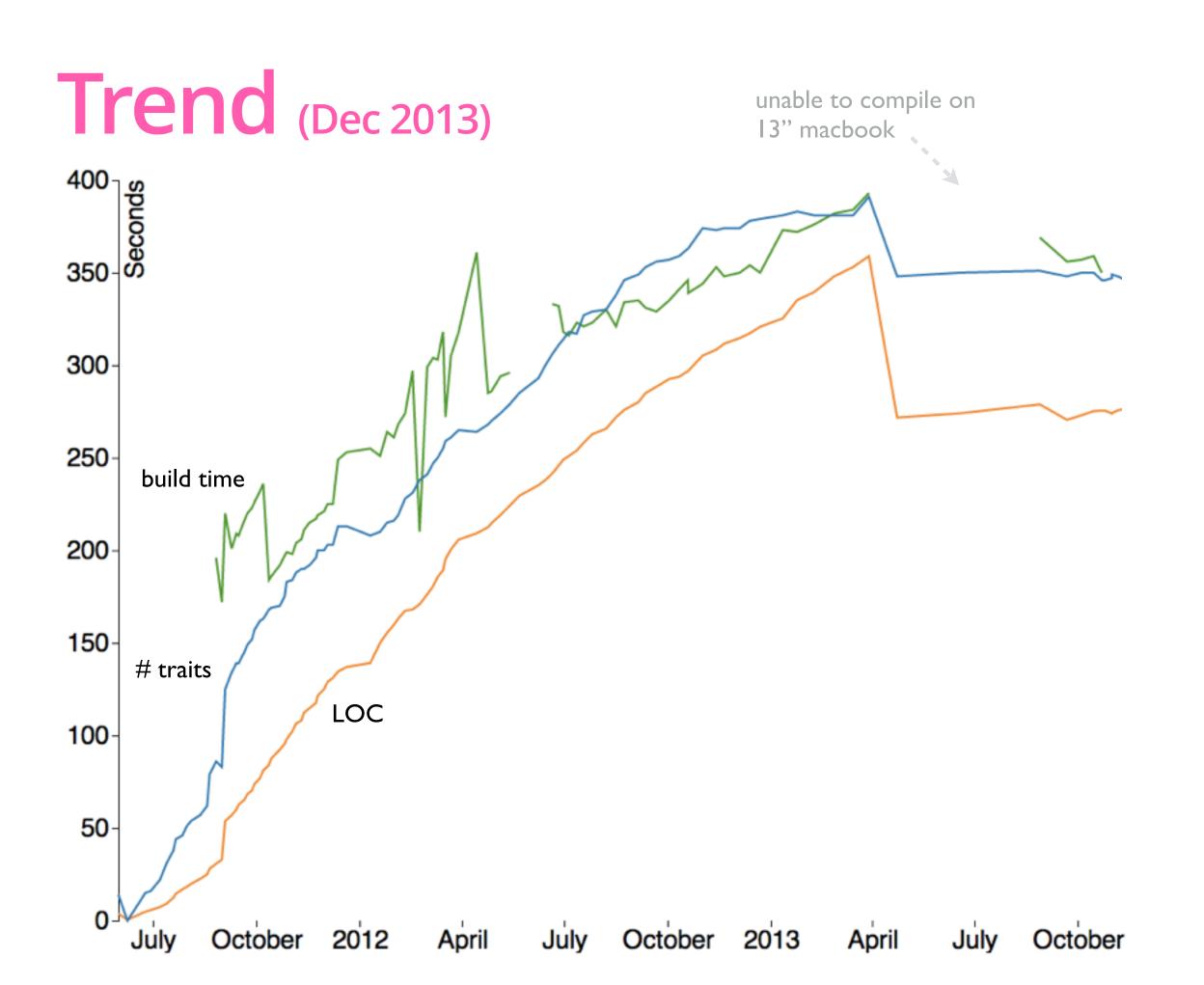
What did we do

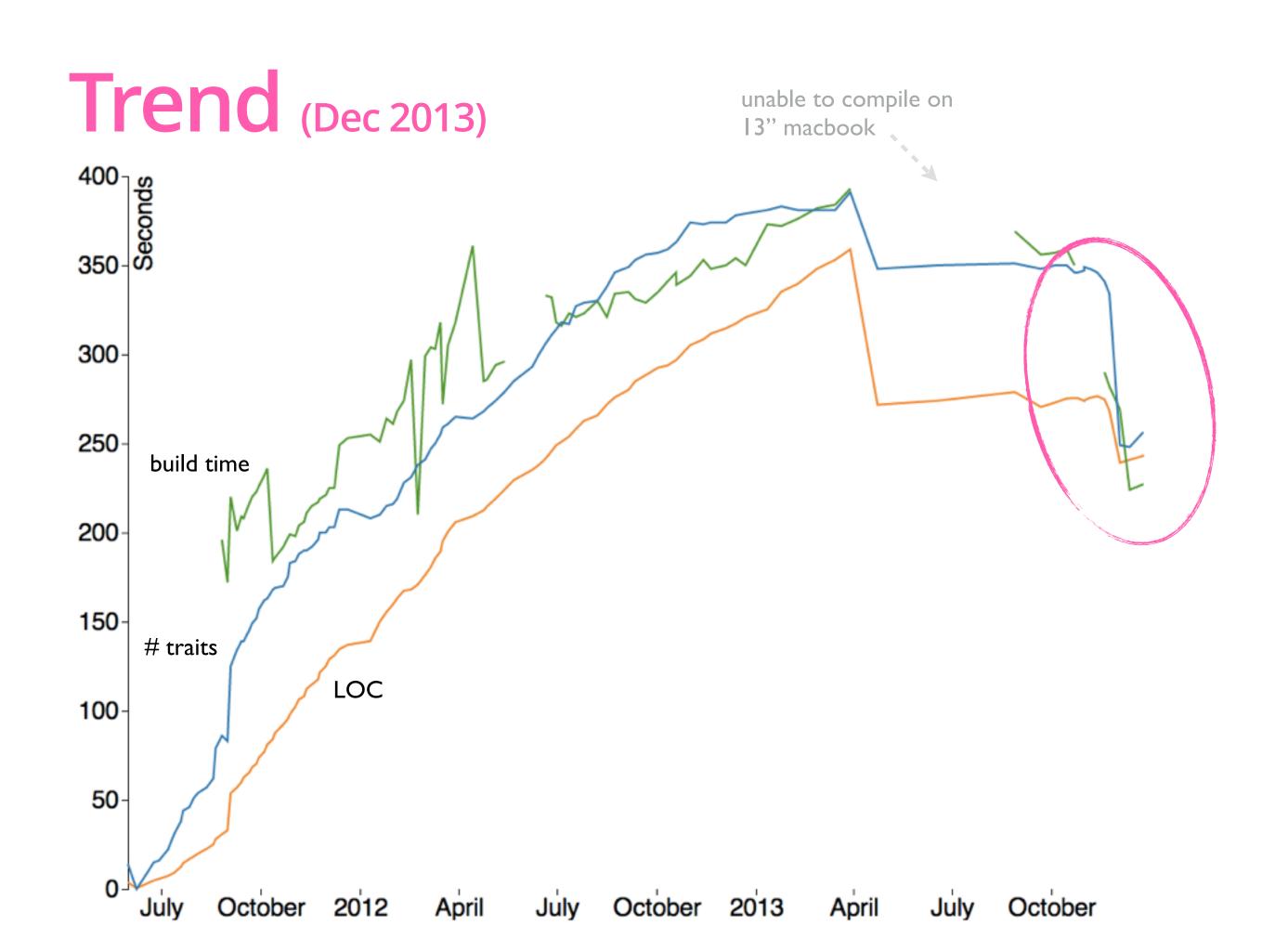
- · Reduced build time
- · Improved feedback loops
- · Reduced accidental complexity

- Reduced size of codebase (broke off vertical slices, pulled out APIs, pulled out libraries, removed unused features, removed low-value tests, etc.)
- · Reduced usage of certain language features (esp. traits and implicits)

Trend (Dec 2013)







The problem with traits

- · Will re-compile on every class the trait is mixed in
- Slows down dev-build cycle
- · Will result in byte code bloat
- Will compile *a lot* slower

For faster compile times:

- Use pure traits
- Use old-school composition for code re-use
- Use pure functions via imports (e.g. import Foo._)
- If unavoidable, use inheritance for code re-use

- · 1:34 min src/main
- · 6:44 min src/test
- · 8:18 min total

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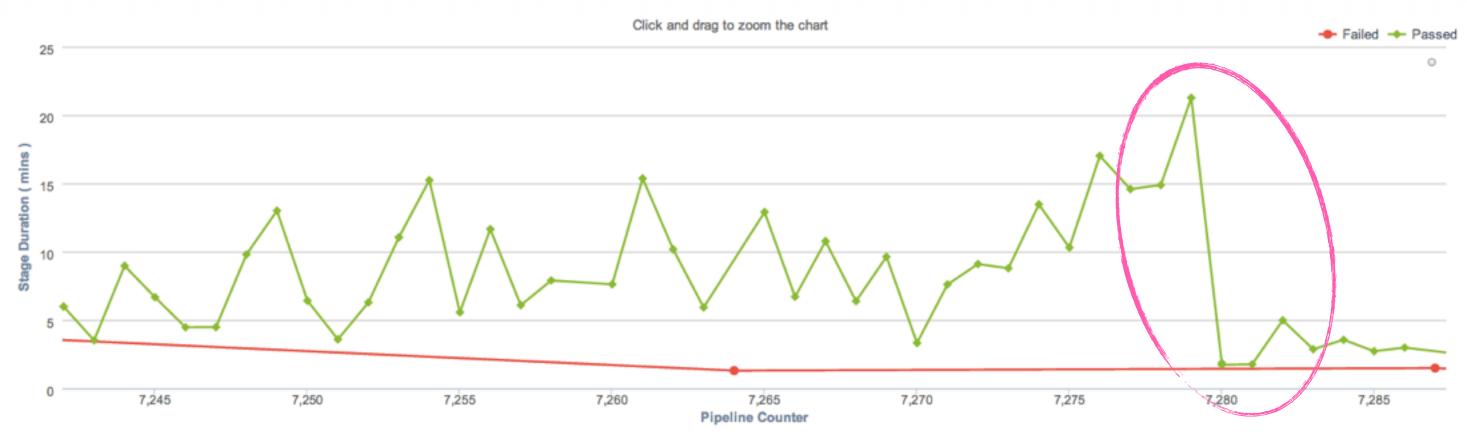
- · 0:24 min src/main
- · 3:11 min src/test
- · 3:35 min total

Build time (on Cl server)

- · Incremental compilation on CI
- · Only one dedicated CI agent
- Physical build servers
- · CPUs with higher clock speed

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- · There's still a lot of code in our codebase that is hard to read
- · It seems to be very easy to shoot yourself in the foot with Scala
- Scala *is* complex (and that's why scalac will never be as fast as javac)

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```
Invariant/covariant/contravariant types (T, +T and -T)
Refined types (new Foo {...})
Structural types (x: {def y: Int})
                                                          Type bounds (<:, >:)
Path dependant types (a.B)
                                           Type constraints (=:=, <:< and <%<)
Specialized types (@specialized)
                                                         Type members (type T)
Self types (this =>)
                                                   Type aliases (type T = Int)
Projection types (A#B)
                                               Type classes ((implicit ...))
Existential types (M[_])
                                                              View bounds (<%)
                                                  Higher kinded types (* => *)
                                    F-Bounded type polymorphism (M[T <: M[T]])
```

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- · Coding conventions help, but only so much*

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```
def foo() = "foo"
def bar = "bar"
foo
foo()
bar
                // won't compile
bar()
def baz(x: String) = x
"x".charAt(0)
"x" charAt(0)
                // won't compile
"x".charAt 0
                // won't compile
"x" charAt 0
baz("x")
baz "x"
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```

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```
list.foreach { x => println(x) }
list.foreach ( x => println(x) )
list.foreach { println(_) }
list.foreach ( println(_) )
list foreach { x => println(x) }
list foreach ( x => println(x) )
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```
list.foreach { x => println(x) }
list.foreach ( x \Rightarrow println(x) )
list.foreach { println(_) }
list.foreach ( println(_) )
list foreach { x => println(x) }
list foreach ( x \Rightarrow println(x) )
list foreach { println(_) }
list foreach ( println(_) )
if (foo) "x" else "y"
foo match {
 case true => "x"
 case _ => "y"
}
```

*For example: http://twitter.github.io/effectivescala/

Surprises

Surprises

List(1, 2, 3).toSet

Surprises

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List(1, 2, 3).toSet
scala.collection.immutable.Set[Int] = Set(1, 2, 3)
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List(1, 2, 3).toSet()
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Surprises

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List(1, 2, 3).toSet
scala.collection.immutable.Set[Int] = Set(1, 2, 3)
List(1, 2, 3).toSet()
Boolean = false
```

Implicits

- · Can make it very hard to read code
- Tool support is very bad
- · Impacts compilation time
- · Surprising behaviour (esp. when used with overloaded methods or optional params)

Tooling

- Tool support is still very basic
- · Makes it hard to continuously refactor (which means people are less likely to do it)

def handle(response: HttpResponse, request: HttpRequest)

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no luck with "change signature" refactoring support

```
trait A {
  def foo = "a"
}
```

```
trait A {
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trait B extends A {
  override def foo = "b"
}
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class C extends A with B
new C().foo
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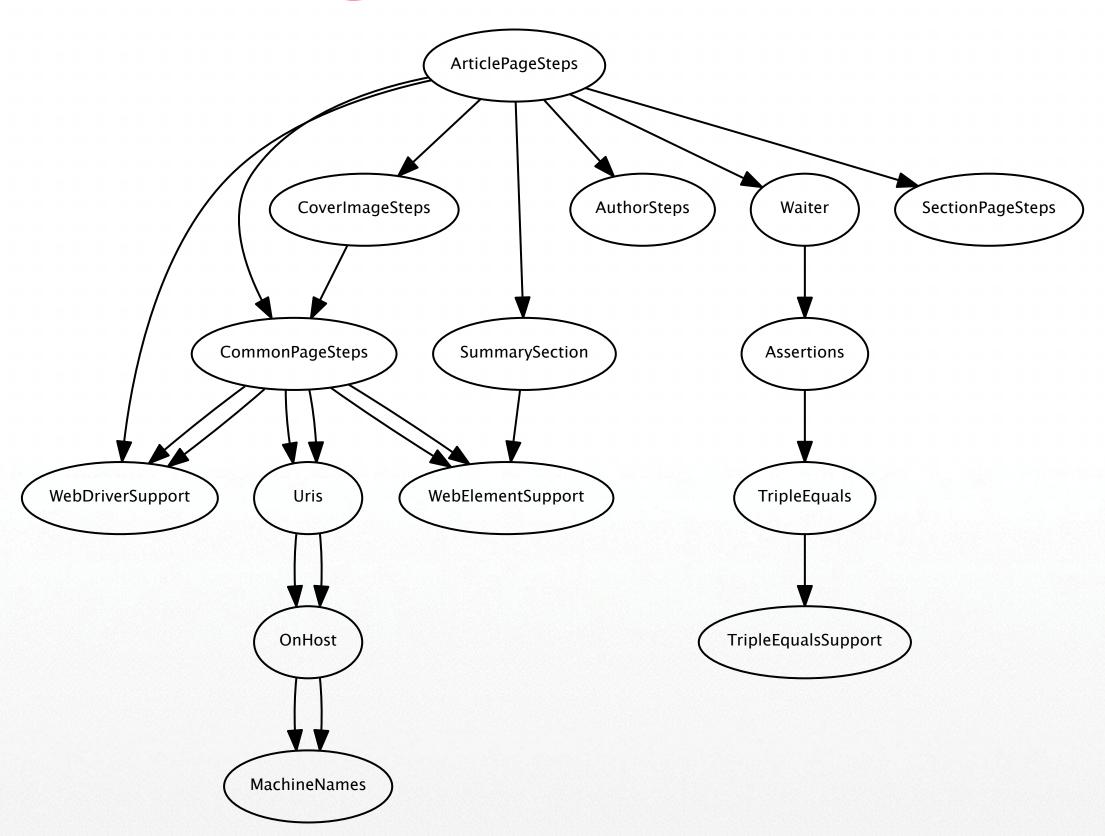
class D extends B with A
new D().foo
```

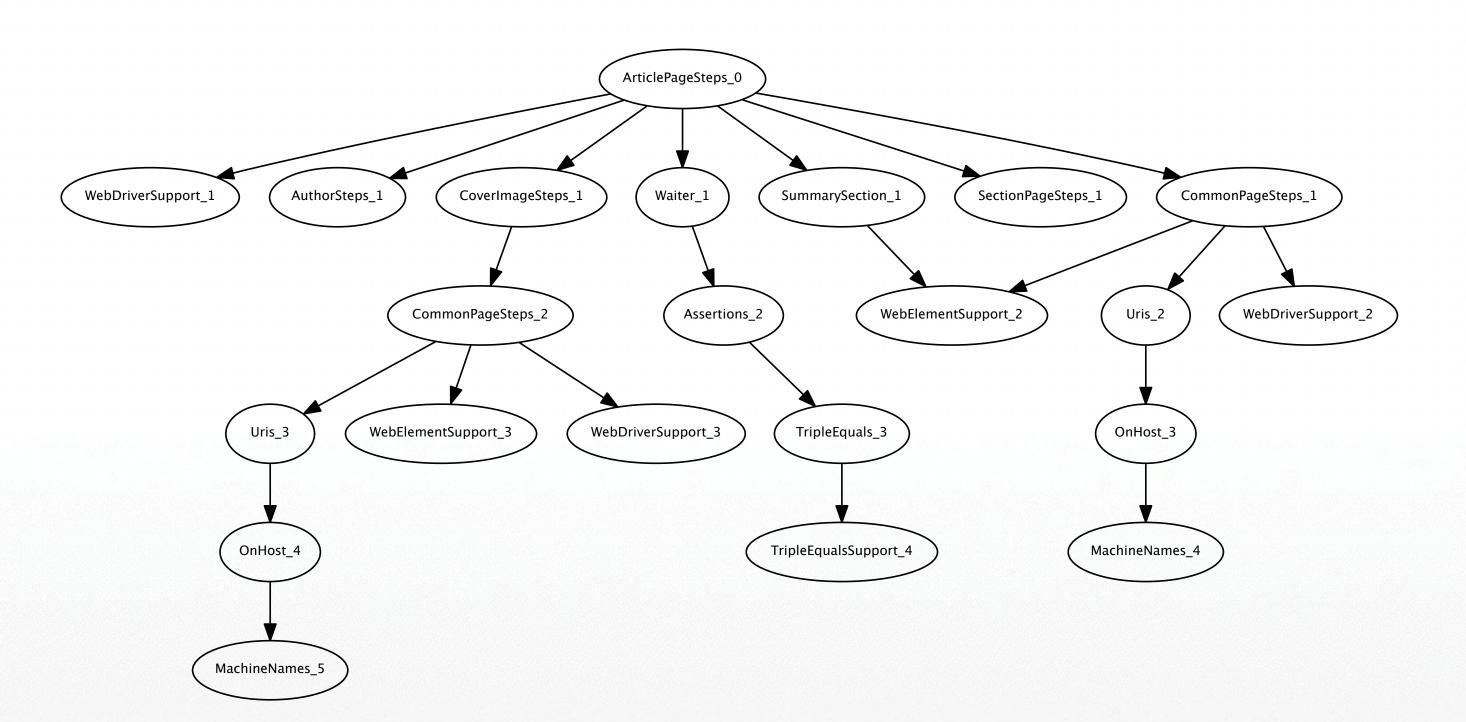
```
trait A {
  def foo = "a"
}

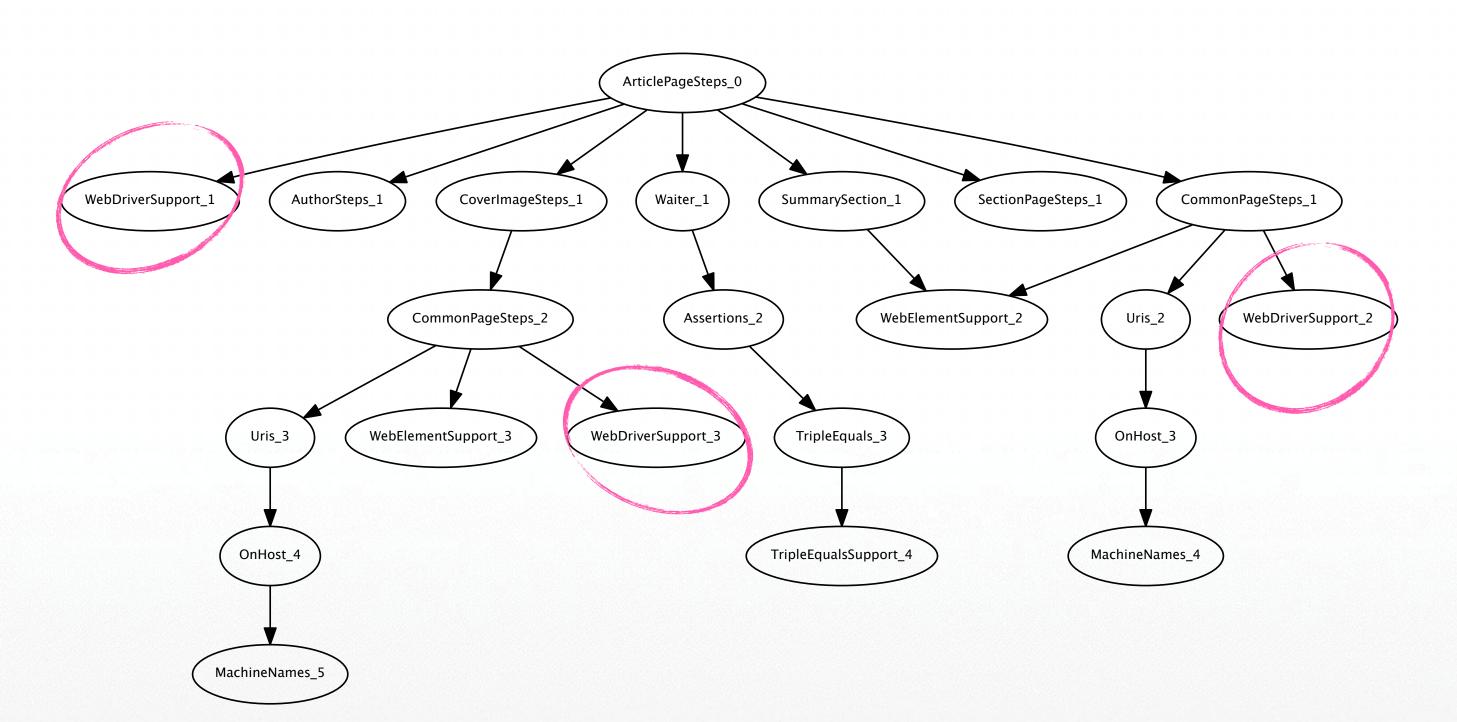
trait B extends A {
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}
```

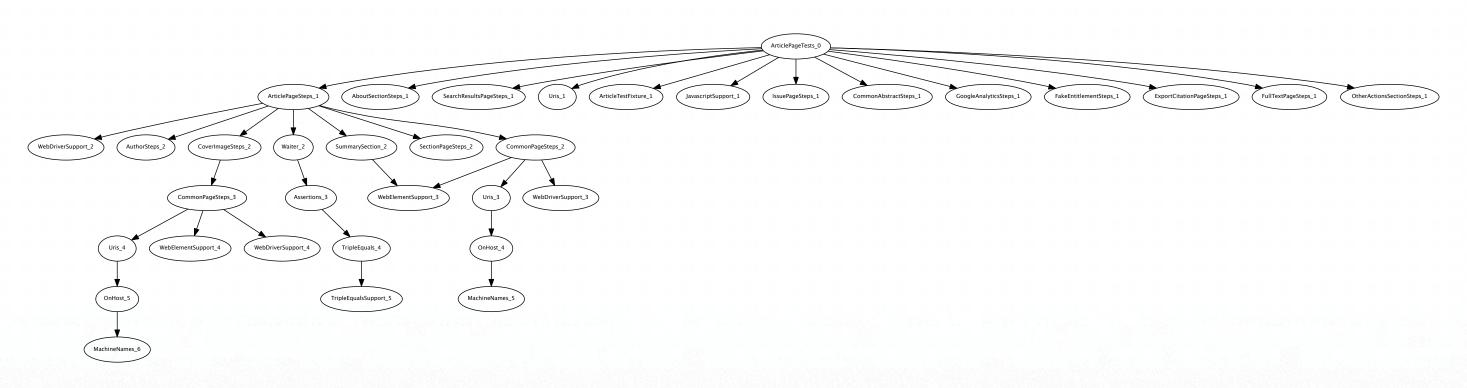
```
class C extends A with B
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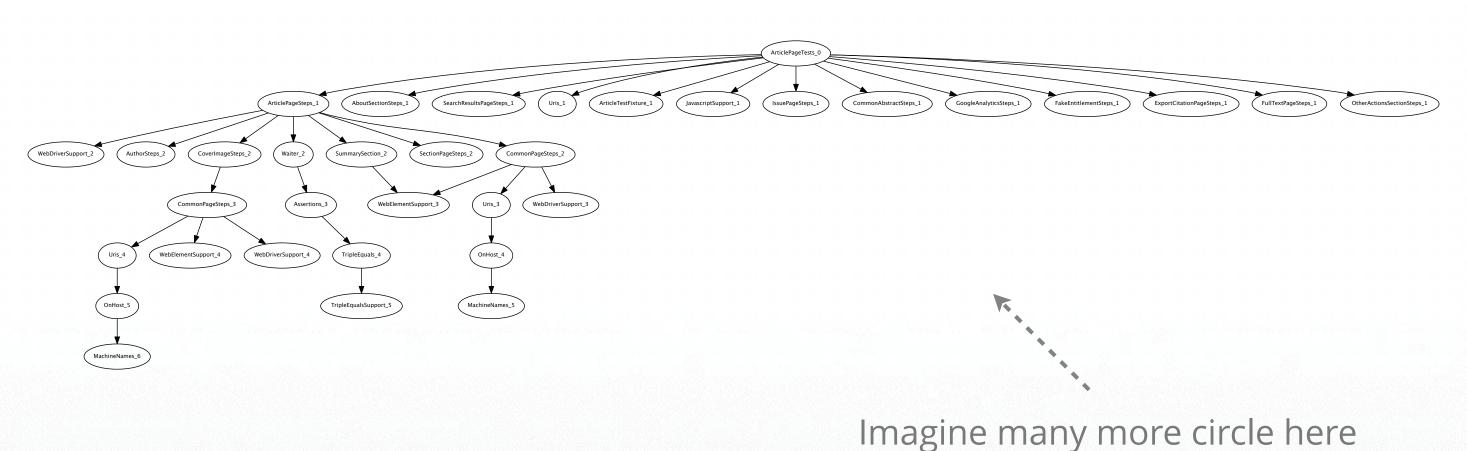
class D extends B with A
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"b"
```











So, what's next?

Today

- We've delivered successfully using Scala
- Don't think we're more productive (pure gut feeling, though)
- · We try to stick to the good parts (conventions, functional programming, pattern matching, etc.)
- · Complexity, slow compilation and lack of tool support are real problems

The future

- · No urgency to move away from Scala or re-write existing systems
- · Java 8 is an alternative
- · Smaller teams and apps will probably lead to more polyglotism (and less Scala)

Thanks

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