

# Uni Web Topics Presentation

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# Introduction

Contributing

## Contributing

These study materials are heavily based on [professor Heuzeroth's "Spezielle Themen für Web-Anwendungen"](#) lecture at HdM Stuttgart.

**Found an error or have a suggestion?** Please open an issue on GitHub ([github.com/poijntfx/uni-webtopics-notes](https://github.com/poijntfx/uni-webtopics-notes)):



Figure 1: QR code to source repository

If you like the study materials, a GitHub star is always appreciated

License

# License



Figure 2: AGPL-3.0 license badge

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## Overview



# Overview

- ▶ What is DevOps?
- ▶ Which parts of the software lifecycle does it cover?
  - ▶ Development
  - ▶ Distribution (I will focus on this today)
  - ▶ Operation
- ▶ What is “cloud native”?
- ▶ Why are “traditional” distribution methods still relevant?

Development

# Development

- ▶ DevOps: Also includes development!
- ▶ Modern development should not be bound to any client attributes
- ▶ It should not matter if the client is a RISC-V Linux machine, a locked-down Windows workstation or an Android phone
- ▶ Development should be possible from any platform, for any platform
- ▶ The only truly cross-platform application framework is the web
- ▶ PWAs make it possible for web apps to have all the features native apps have
- ▶ PWAs work offline by default
- ▶ Why not make our development environments PWAs?
- ▶ Virtual machines and user-friendly hypervisors and containers make it possible to run the editor's backend locally too

## Distribution

## Basic Distribution Principles

# Basic Distribution Principles

## ► Binaries

- Compiled forms of software
- On Linux: ELF binaries, PE binaries on Windows and MACH-O binaries on macOS
- Binaries can be statically or dynamically linked
  - Statically linked: Since the Linux ABIs are stable, one can depend on them not changing - this allows not linking against any specific C library and makes the resulting binary portable across distributions. It also allows including all external dependencies into the binary, effectively making it a “single-file” distribution method
  - Dynamically linked: Thanks to `dlopen` and package management, dynamic linking can also be used. Most of the time (especially on non-Linux OSes), at least the C library and external dependencies (i.e. SQLite) thus need to be available in `LD_LIBRARY_PATH` at runtime; if they are not, the application can't continue. This makes the binaries non-portable across distributions; for example, if a binary is built on a Debian 11 host, it most probably won't run on a Debian 10 host due to the different versions of the GNU C library used. This does however also have a few big

## Packaging Overview

# Packaging Overview

- ▶ What is a package?
  - ▶ Includes the binary, assets, metadata and signature
  - ▶ Is self-describing
  - ▶ Mostly some form of archive (i.e. RPM, .tar.gz) in combination with a metadata file and signature
- ▶ What is a package manager?
  - ▶ Can install, remove and update packages
  - ▶ Mostly two components: Low-level tool to install and remove package files (dpkg on Debian, rpm on Fedora) and a high-level tool to search, download, install and resolve dependencies (apt on Debian, dnf on Fedora)
  - ▶ Can resolve and install runtime and build-time dependencies (i.e. dependency on C library, SQLite, SDL2, headers for cURL etc.)
  - ▶ Can check GPG signatures of
- ▶ Repository
  - ▶ Can serve packages and their metadata (i.e. versions)
  - ▶ Low-level tool to install and remove package files (dpkg on Debian, rpm on Fedora)



Distribution to RedHat Linux

# Distribution to RedHat Linux

- ▶ RPM packages
- ▶ Yum repository

Distribution to Debian GNU/Linux

# Distribution to Debian GNU/Linux

- ▶ DEB package
- ▶ APT repository

Distribution to Linux (universal)

# Distribution to Linux (universal)

- ▶ Flatpak
- ▶ Flatpak repository

Distribution to Android

# Distribution to Android

- ▶ APK
- ▶ F-Droid repository



Distribution to Windows

# Distribution to Windows

- ▶ MSI package with auto-updates

Distribution to macOS

# Distribution to macOS

- ▶ DMG package with auto-updates

Distribution to Kubernetes/the Cloud

# Distribution to Kubernetes/the Cloud

- ▶ Docker
- ▶ Kubernetes
- ▶ Helm
- ▶ Skaffold

Distribution to WebAssembly

# Distribution to WebAssembly

- ▶ WASM-Binary
- ▶ WASI/wasm\_exec equivalents



Operation

# Operation

- ▶ Sentry
- ▶ OpenTelemetry
- ▶ Prometheus
- ▶ Grafana

## Pipelines

# Pipelines

- ▶ Bagop
- ▶ Hydrun
- ▶ GitHub Actions
- ▶ Semantic Release