

Mocking, Scripting, and Tweaks

Matthew M. Burke <matthew.burke@capitalone.com>
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Disclaimer

- Mehitabel and Tweaks are personal, not work, projects
- Will be on Github by the end of Turkey Weekend

Although I have given a sales pitch for both at work.
Tweaks is being pursued, but with a fairly different approach.

Use Cases

- Don't know how backend should behave
- Backend does not exist (yet)
- Testing
- (Controlled) Demo

Note this gives you an approach to testing with, potentially, a cleaner separation of project and test infrastructure

Can give you more realistic networking

Also an extremely light-weight, and dev-controlled QA environment

Approach

```
router.get("/some-route") { req in  
  // do some processing  
  return "some Value"  
}
```

Most web frameworks (not just Swift) involve some sort of DSL-ish way of specifying URL path-handler pairs.

Key point is that we invoke a method to create the route-handler pair. So why not do that at “run-time”?

```
router.post(Endpoint.self, at: "api/register") {  
  req, endpoint -> String in  
  // process endpoint descriptor  
  let route =  
    Route<Responder>(path: path, output: output)  
  router.register(route: route)  
  return "route registered"  
}
```

In Vapor, Endpoint implements Content (similar to Codable) and we automatically get conversion from either form body or JSON payload and others (protobuf ...)

Demo

```
curl https://mehitabel-staging.vapor.cloud/api/endpoints
```

```
curl -d 'path=<your name here>&response=hello <your  
name>' https://mehitabel-staging.vapor.cloud/api/register
```

Desired Operations

- CRUD
- list
- dump/load
- collect statistics

Desired Operations

- some amount of dynamic response
 - parameter transmogrification
 - random
 - random w/given distribution and moments
 - pre-specified sequence of responses

All Roads Lead to Scripting

Any sufficiently
complicated C or Fortran
program contains an ad-hoc,
informally-specified, bug-ridden,
slow implementation of half
of Common Lisp.

— Greenspun's Tenth Rule

you may have heard of this, but have you heard of the corollary

...including Common Lisp
— Morris's Corollary

Every program attempts to
expand until it can read mail.
Those programs which cannot so
expand are replaced by ones
which can.

— Zawinski's Law of Software Envelopment

and now we're really starting to go off topic...

Scripting Use Cases

- Dynamic Mocking (the path we're currently on)
- Tuning (it's coming, if I don't talk to much)
- Tools for End Users

Swift and X

- Swift and C/C++/Objective-C
- Swift and C ==> Swift and *almost anything*

as Tom said, easy bridging into C

Swift and C

- any function in .h becomes a global function
- *tries* to avoid pointers; but you *will* get them
- String(cString: whatever) # is your friend

Swift and C

- C macros: only *constants* come across
- structs and unions come across

Careful with unions. Explain.

How Hard Can it Be?

```
// swift-tools-version:4.0
import PackageDescription
let package = Package(
    name: "CLua"
)
```

```
// module.modulemap
module CLua [system] {
  header "/usr/local/include/lua.h"
  header "/usr/local/include/lauxlib.h"
  header "/usr/local/include/lualib.h"
  link "lua"
  export *
}
```

```
import CLua
let L = luaL_newstate()
luaL_openlibs(L)
luaL_loadstring(L, "return math.random() + 8.124")
lua_pcall(L, 0, LUA_MULTRET, 0, 0, nil)
let result = String(cString: luaL_tolstring(L, -1, nil))
print("Result is \"(result)\"")
```

Anybody happen to know what's special about 8.124?

Not a Fluke

```
// swift-tools-version:4.0
import PackageDescription
let package = Package(
    name: "SwifTcl"
)
```

```
// module.modulemap
module SwiftTcl [system] {
  header "/usr/local/opt/tcl-tk/include/tcl.h"
  link "tcl8.6"
  export *
}
```

```
import SwiftTcl
var someData = "alphabet soup"
let tclInterp = Tcl_CreateInterp()
Tcl_SetVar(tclInterp, "otherData", someData, 0)
Tcl_Eval(tclInterp, "puts $otherData")

# results in "alphabet soup" on the terminal
```

How Hard Can it Be? *Revisited with Julia*

no linking, configuring, etc. needed

```
L = ccall{(:luaL_newstate, "liblua"),  
         Ptr{Cvoid}, ()}
```


Swift and Lua

- Long history of Lua and iOS
- Several Lua packages to choose from
- best choice depends on your desired exposure to Lua's C API

Mention Codea, love2d, Corona, and roll-your-own

Lua's C API

- Host program can create one or more Lua states
- Lua code can invoke functions written in C
- C functions communicate via a stack-ish data structure
- Host objects can be exposed via Lua objects of type userdata

Lua Userdata and Metatables

- Userdata (*full and light*) - host memory block manipulated by Lua
- `rawget(getmetatable(o) or {}, "__ev")`
- Indexing a table is an event.

Lua Swift Packages

- <https://github.com/profburke/clua>
- <https://github.com/DavidSkrundz/CLua>
- <https://github.com/sdegutis/lua4swift>

Tweaking

An easy way to fine-tune, and adjust parameters for iOS apps in development.
As opposed to Cydia tweaks for Jailbroken devices.

Previous Work

- Objective-C
 - <https://github.com/facebook/Tweaks>
- Swift
 - <http://engineering.khanacademy.org/posts/introducing-swifttweaks.htm>

Mehitabel and Tweaks

You've got chocolate in my peanut butter.

- Can be used remotely or on-device
- Proxy devices HTTP through the on-device webserver

```
@UIApplicationMain
class AppDelegate: UIResponder, UIApplicationDelegate {
    var window: UIWindow?

    let server = TweaksServer()

    func application(_ application: UIApplication, didFinish... {
        registerHandlers()
        try? server.start()

        return true
    }
}
```

```
extension AppDelegate {  
    func registerHandlers() {  
        server["/heartbeat"] = { request in  
            .ok(.html("thump thump"))  
        }  
    }  
}
```
