

# Designing Beautiful Software

Matthew Weier O'Phinney

26 May 2011



# What is Beauty?

# What is Beauty?



# What is beautiful software design?

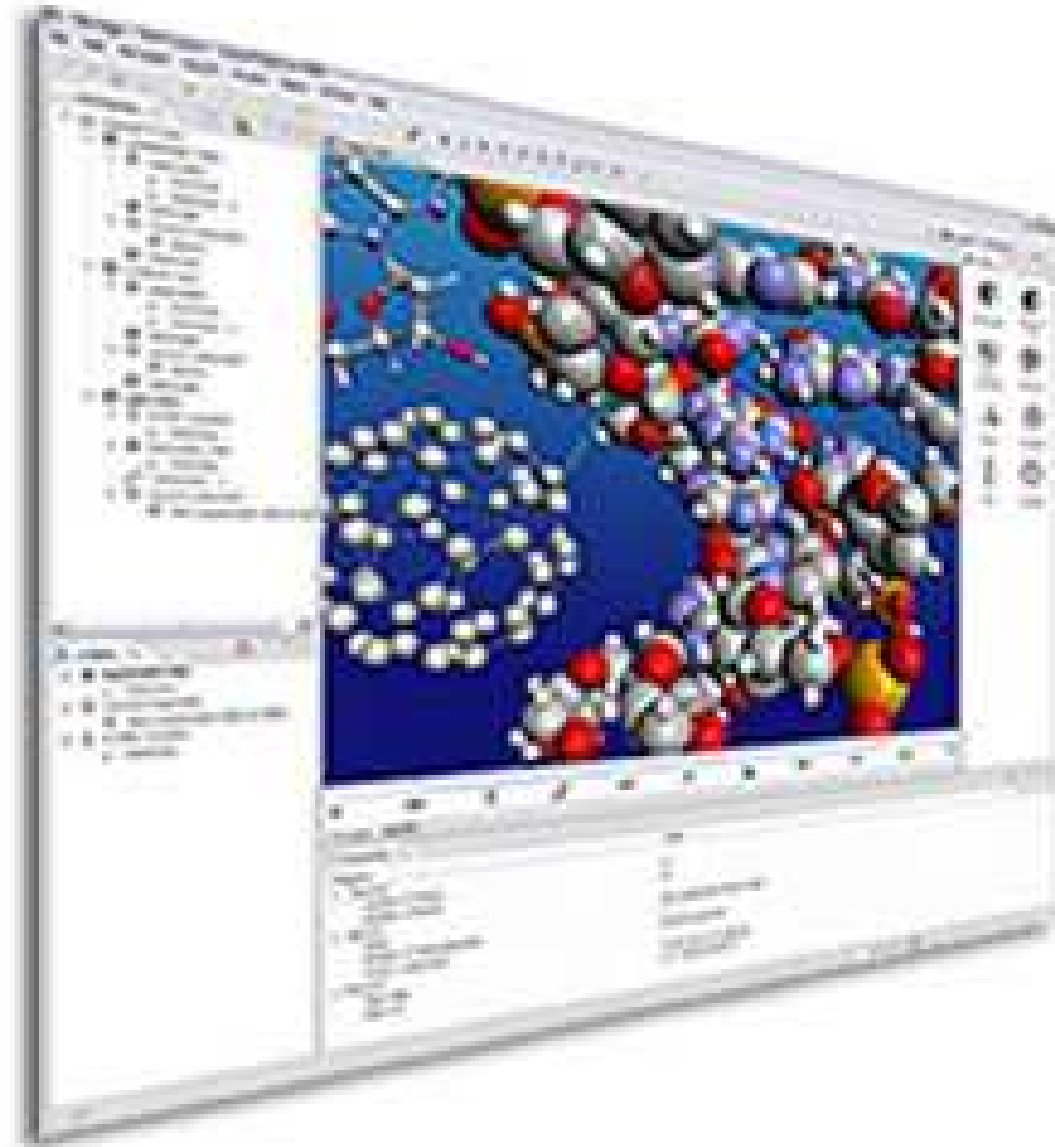
# What is beautiful software design?



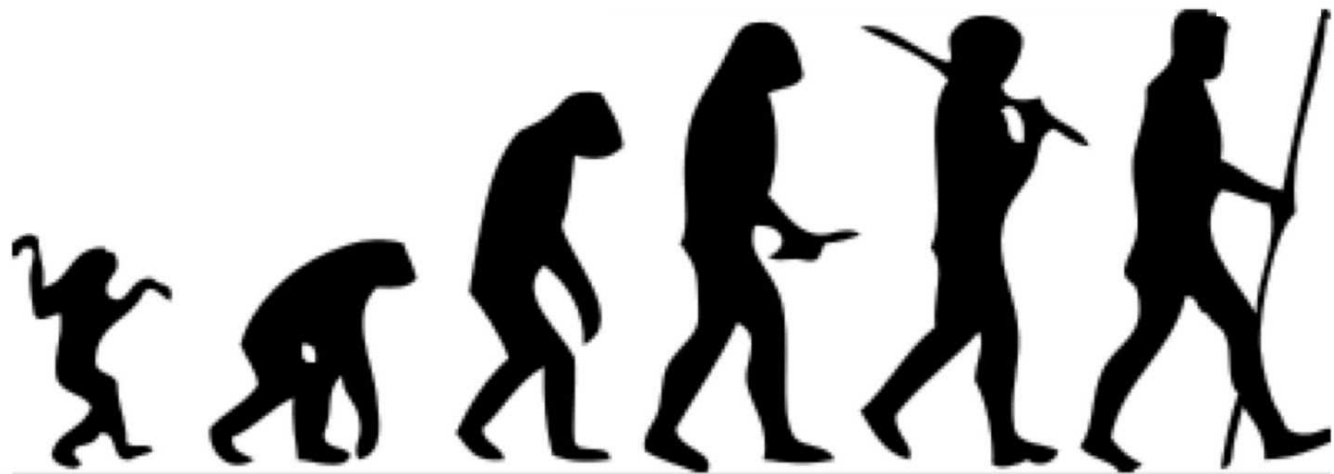
# What is beautiful software design?



# What is beautiful software design?

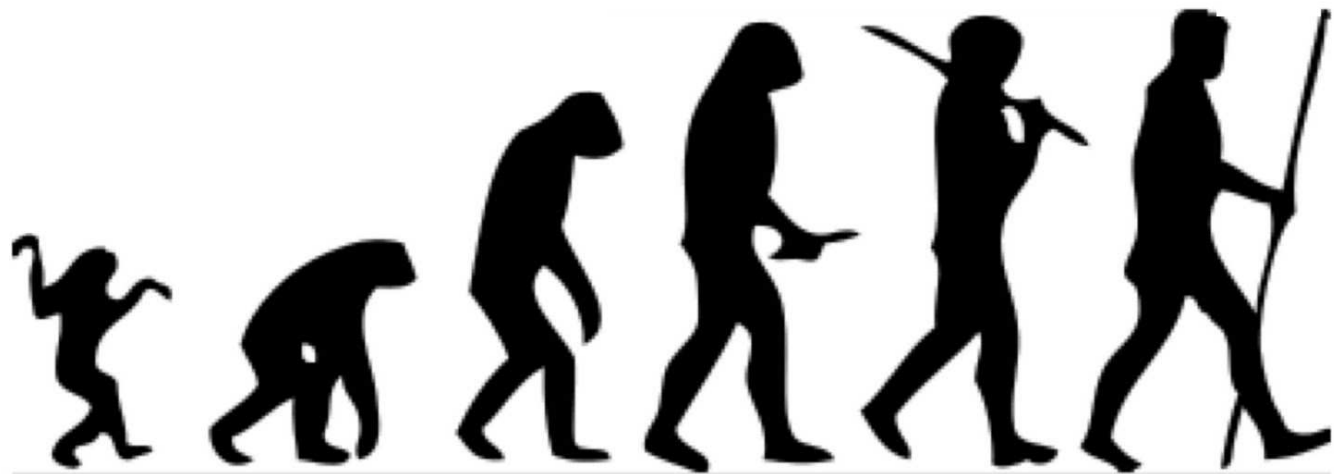


# Software Evolution



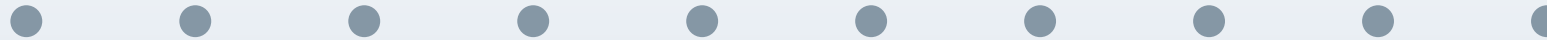


# Software Evolution



*or, how to go from code monkey to architect*

# Examining a real-world problem



- The application needs to send email



# Requirements

- The application needs to send email
- I know the sender is always the same



# Requirements

- The application needs to send email
- I know the sender is always the same
- I want to BCC an address for verification



```
function shop_mail($to, $subject, $body)
{
    $headers = "From: shop@example.com\r\n"
               .= "Bcc: shop-sent@example.com\r\n";
    mail($to, $subject, $body, $headers);
}
```

- It's succinct

- It's succinct
- It prevents us having to specify `$headers` manually each call



# Is it beautiful?

- It's succinct
- It prevents us having to specify `$headers` manually each call
- It's little more than a wrapper on `mail( )`

# What if we introduce requirements?

- For instance, we add another shop on a different domain, using much (if not all) the same code.

# What if we introduce requirements?

- For instance, we add another shop on a different domain, using much (if not all) the same code.
- Now the “From” and “Bcc” addresses need to be different.

- We don't want to change all the places in our code that call this function...

- We don't want to change all the places in our code that call this function...
- ...at least, not after this change.

- We don't want to change all the places in our code that call this function...
- ...at least, not after this change.
- So, let's introduce a “configuration” parameter.

```
function shop_mail($to, $subject, $body, $shop = 'original')
{
    switch ($shop) {
        case: 'subdomain':
            $from = 'shop@subdomain.example.com';
            $bcc  = 'shop-sent@subdomain.example.com';
            break;
        case: 'original':
        default:
            $from = 'shop@example.com';
            $bcc  = 'shop-sent@example.com';
            break;
    }

    $headers = "From: $from\r\n"
               .= "Bcc: $bcc\r\n";
    mail($to, $subject, $body, $headers);
}
```

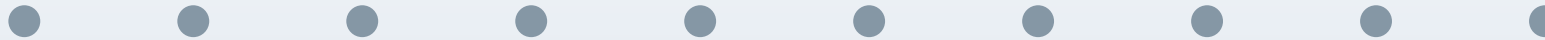
- Switch statements will grow, and need to be documented.



- Switch statements will grow, and need to be documented.
- We need to know what the value of that last argument will be.

- Switch statements will grow, and need to be documented.
- We need to know what the value of that last argument will be.
- The number of arguments may not justify wrapping `mail()`

# Evolution: use classes



# Base functionality

```
class ShopMail
{
    protected static $from = 'shop@example.com';
    protected static $bcc  = 'shop-sent@example.com';

    public static function send($to, $subject, $body)
    {
        $headers = "From: " . static::$from . "\r\n"
                  .="Bcc: " . static::$bcc . "\r\n";
        mail($to, $subject, $body, $headers);
    }
}
```

```
class SubdomainMail extends ShopMail
{
    protected static $from = 'shop@subdomain.example.com';
    protected static $bcc  = 'shop-sent@subdomain.example.com';
}
```

# Potential usage

```
define('MYENV', 'Subdomain');  
  
$mailer = MYENV . 'Mail::send';  
call_user_func($mailer, $to, $subject, $body);
```

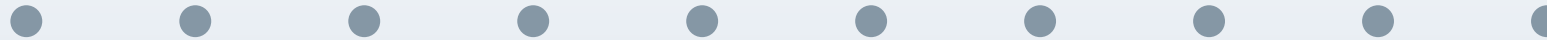
- Requires extension

- Requires extension
- Strategy selection requires knowledge of environment



- Requires extension
- Strategy selection requires knowledge of environment
- Debugging requires knowledge of environment

# Evolution: use configuration

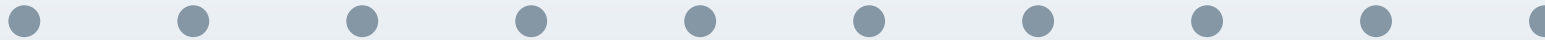


```
$config = new ArrayObject(array(),  
    ArrayObject::ARRAY_AS_PROPS);  
$config->env = "Subdomain";  
  
$mailer = $config->env . 'Mail::send';  
call_user_func($mailer, $to, $subject, $body);
```

- Would be easier to just indicate the class to use, and have it be the same throughout the application(s).

- Would be easier to just indicate the class to use, and have it be the same throughout the application(s).
- What if I have a new requirement, such as sending HTML mails?

# Evolution: use *objects*



# Mailer class

```
class Mailer
{
    protected $from = 'shop@example.com';
    protected $bcc  = 'shop-sent@example.com';
    protected $contentType = 'text/plain';

    public function setFrom($from) { ... }
    public function setBcc($bcc) { ... }
    public function setContentType($type) { ... }
    public function send($to, $subject, $body)
    {
        $headers = "From: " . $this->from . "\r\n"
                  . "Bcc: " . $this->bcc . "\r\n"
                  . "Content-Type: " . $this->contentType .
                    "\r\n";
        mail($to, $subject, $body, $headers);
    }
}
```

```
$mailer = new Mailer();  
$mailer->setFrom($config->from)  
        ->setBcc($config->bcc)  
        ->setContentType('text/html');  
$mailer->send($to, $subject, $body);
```

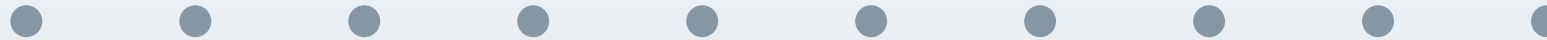


- Better, but not great

- Better, but not great
- Specific headers are hard-coded

- Better, but not great
- Specific headers are hard-coded
- What if we don't want to use `mail()`?

# Take a shower



- We've identified several needs:

- We've identified several needs:
  - Configurable, arbitrary headers
  - Configurable, arbitrary transports

# Evolution: use *composition* and *interfaces*



# Mail transports and headers

```
interface MailTransport
{
    public function send($to, $subject, $body, $headers);
}

class MailHeaders extends ArrayObject
{
    public function toString()
    {
        $headers = '';
        foreach ($this as $header => $value) {
            $headers .= $header . ': ' . $value . "\r\n";
        }
        return $headers;
    }
}
```



# Mailer: setters

```
class Mailer
{
    protected $headers, $transport;

    public function setHeaders(MailHeaders $headers) {
        $this->headers = $headers;
        return $this;
    }

    public function getHeaders() {
        return $this->headers;
    }

    public function setTransport(MailTransport $transport) {
        $this->transport = $transport;
        return $this;
    }

    /* ... */
}
```

# Mailer: construction and functionality

```
class Mailer
{
    protected $headers, $transport;

    public function __construct(MailTransport $transport)
    {
        $this->setTransport($transport);
        $this->setHeaders(new MailHeaders());
    }
    public function send($to, $subject, $body)
    {
        $this->transport->send(
            $to, $subject, $body,
            $this->headers->toString()
        );
    }
}
```

# Mailer: usage

```
$mailer = new Mailer(new SmtptTransport);  
$headers = new MailHeaders();  
// or $headers = $mailer->getHeaders();  
  
$headers['From'] = $config->from;  
$headers['Bcc'] = $config->bcc;  
$headers['Content-Type'] = 'text/html';  
$mailer->setHeaders($headers) // if instantiated separately  
->send($to, $subject, $body);
```

- Headers management and serialization is self-contained

- Headers management and serialization is self-contained
- Sending is separate from message composition

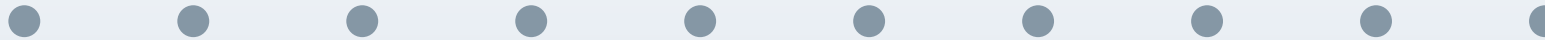
- Headers management and serialization is self-contained
- Sending is separate from message composition
- Problems
  - No validation or normalization of header keys

- Headers management and serialization is self-contained
- Sending is separate from message composition
- Problems
  - No validation or normalization of header keys
  - No validation of header values

- Headers management and serialization is self-contained
- Sending is separate from message composition
- Problems
  - No validation or normalization of header keys
  - No validation of header values
  - Should a message send itself? or should we pass a message to the transport?



# Evolution: *semantic* object relations



```
interface MailMessage
{
    public function setTo($to);
    public function setSubject($subject);
    public function setBody($body);
    public function setHeaders(MailHeaders $headers);

    public function getTo();
    public function getSubject();
    public function getBody();
    public function getHeaders();
}
```

# Headers and Transport

```
interface MailHeaders
{
    public function addHeader($header, $value);
    public function toString();
}

interface MailTransport
{
    public function send(MailMessage $message);
}
```

```
$message = new Message();  
$headers = new MessageHeaders();  
$headers->addHeader('From', $from)  
           ->addHeader('Content-Type', 'text/html');  
$message->setTo($to)  
           ->setSubject($subject)  
           ->setBody($body)  
           ->setHeaders($headers);  
$transport = new SmtptTransport($config->transport);  
$transport->send($message);
```

- Headers can now potentially have validation and normalization...

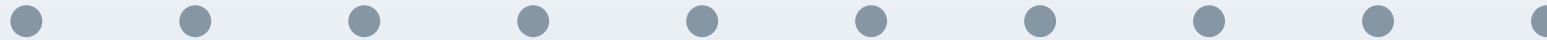
- Headers can now potentially have validation and normalization...
  - ...and implementation can be varied if necessary.

- Headers can now potentially have validation and normalization...
  - ...and implementation can be varied if necessary.
- The message is self-contained, and contains all metadata related to it.

- Headers can now potentially have validation and normalization...
  - ...and implementation can be varied if necessary.
- The message is self-contained, and contains all metadata related to it.
- The mail transport accepts a message, and determines what to use from it, and how.



# Is it beautiful?



# What are the real questions?

- Can I maintain it?

# What are the real questions?

- Can I maintain it?
- Can I change how it works easily as needed?

# Other considerations

- Adopt a coding standard.

# Other considerations

- Adopt a coding standard.
- Adopt a sane class -> filesystem convention.

# Other considerations

- Adopt a coding standard.
- Adopt a sane class -> filesystem convention.
- Think about how classes relate semantically, and apply this to the class hierarchy.

# Other considerations

- Adopt a coding standard.
- Adopt a sane class -> filesystem convention.
- Think about how classes relate semantically, and apply this to the class hierarchy.
  - Consider how this relates to namespaces.

- Define your requirements as tests.



- Define your requirements as tests.
- Play with the API and how you use the code before you write it.

- Define your requirements as tests.
- Play with the API and how you use the code before you write it.
- Having tests ensures that as you fix bugs or introduce features, you don't break your original contract.

You can always write shorter code. It just likely won't be as configurable or extensible.

You can always write shorter code. It just likely won't be as configurable or extensible.

- There's nothing *wrong* with the following code. It's fast, and easily understandable.

```
$headers = "From: " . $config->from . "\r\n"  
          .= "Bcc: " . $config->bcc . "\r\n";  
mail($to, $subject, $body, $headers);
```

You can always write shorter code. It just likely won't be as configurable or extensible.

- There's nothing *wrong* with the following code. It's fast, and easily understandable.

```
$headers = "From: " . $config->from . "\r\n"  
          .= "Bcc: " . $config->bcc . "\r\n";  
mail($to, $subject, $body, $headers);
```

- However, we can't swap out the transport easily, or test it.

Writing configurable or extensible code usually requires *some* verbosity.

Writing configurable or extensible code usually requires *some* verbosity.

- Separating out objects by areas of concern leads to a proliferation of objects.

Writing configurable or extensible code usually requires *some* verbosity.

- Separating out objects by areas of concern leads to a proliferation of objects.
- Deal with it.



Writing configurable or extensible code usually requires *some* verbosity.

- Separating out objects by areas of concern leads to a proliferation of objects.
- Deal with it.
- It's easier to digest small bites than it is a whole roast at a time.

Configuration can be either inline, or from a container.

Configuration can be either inline, or from a container.

- Inline is nice, but makes it difficult to swap out later.

Configuration can be either inline, or from a container.

- Inline is nice, but makes it difficult to swap out later.
- Containers are nice, but you then need to pass the container around somehow.

# Choose beauty

- Think about long-term maintainability
- Think about extensibility



# Thank you!

- Feedback: <http://joind.in/3395>
- Twitter <http://twitter.com/weierophinney>