

A pixelated Super Mario Bros. level scene. At the top, there are white clouds with blue outlines. Below them, a Piranha Plant is in a brown pot on the left. In the center, a Goomba enemy is falling from a brick block. To the right of the Goomba is another brick block. At the bottom, there are three green warp pipes of different heights. The background is a solid blue sky.

# LEVELING UP WITH PIPELINES

**WHAT ARE PIPELINES?**

## QUICK EXAMPLE

```
cat logs.txt | grep "ERROR" | wc -l
```

# BENEFITS OF PIPELINES

- » Divides your app into small chunks
- » Stages executed in series
- » Stages can be reused in different pipelines
- » Adds readability
- » Stages follow SRP
- » Smaller, more testable code



# EXAMPLES

**MIDDLEWARE**

# LARAVEL

```
// Within App\Http\Kernel Class...
```

```
protected $routeMiddleware = [  
    'auth' => \Illuminate\Auth\Middleware\Authenticate::class,  
    'auth.basic' => \Illuminate\Auth\Middleware\AuthenticateWithBasicAuth::class,  
    'bindings' => \Illuminate\Routing\Middleware\SubstituteBindings::class,  
    'can' => \Illuminate\Auth\Middleware\Authorize::class,  
    'guest' => \App\Http\Middleware\RedirectIfAuthenticated::class,  
    'throttle' => \Illuminate\Routing\Middleware\ThrottleRequests::class,  
];
```



# LARAVEL

```
class CheckAge
{
    public function handle($request, Closure $next)
    {
        if ($request->age <= 200) {
            return redirect('home');
        }

        return $next($request);
    }
}
```

**ECOMMERCE**

# ECOMMERCE

```
$order = new Order;
```

# ECOMMERCE

```
$order = new Order;
```

```
$paymentPipeline = (new Pipeline)  
    ->pipe(new ApplyCoupons)  
    ->pipe(new ApplyTaxes)  
    ->pipe(new AddShipping)  
    ->pipe(new ProcessPayment);
```

# ECOMMERCE

```
$order = new Order;
```

```
$paymentPipeline = (new Pipeline)  
    ->pipe(new ApplyCoupons)  
    ->pipe(new ApplyTaxes)  
    ->pipe(new AddShipping)  
    ->pipe(new ProcessPayment);
```

```
$orderPipeline = (new Pipeline)  
    ->pipe(new CreateOrder)  
    ->pipe($paymentPipeline)  
    ->pipe(new SendInvoice);
```

```
$orderPipeline->process($order);
```

**NOTIFICATIONS**

# NOTIFICATIONS

```
$notification = new Notification;
```

```
$notificationPipeline = (new Pipeline)  
    ->pipe(new Notifications\Web)  
    ->pipe(new Notifications\Mobile)  
    ->pipe(new Notifications\Email);
```

```
$notificationPipeline->process($notification);
```

**REFACTORING**



## BEFORE

```
// Get Latest Activity (email events, associated engagements)
if ($this->shouldFetchRelatedDataType(SomeFakeCrmApp::KEY_LATEST_ACTIVITY, $ObjectType)) {
    $activityPromises = [
        'engagements' => $this->provider->getAssociatedEngagementsForObject($ObjectType, $ObjectId)
    ];

    $activityPromise = \GuzzleHttp\Promise\all($activityPromises)->then(function(array $responses){
        return new FulfilledPromise($this->zipAndSortLatestActivity($responses));
    });

    $promises[SomeFakeCrmApp::KEY_LATEST_ACTIVITY] = $activityPromise;
}

// Get Lists
if ($this->shouldFetchRelatedDataType(SomeFakeCrmApp::KEY_LISTS, $ObjectType)) {
    $promises[SomeFakeCrmApp::KEY_LISTS] = $this->provider->getLists(
        array_pluck(array_get($profile, 'lists', []), 'static-list-id')
    );
}

// Get Workflows
if ($this->shouldFetchRelatedDataType(SomeFakeCrmApp::KEY_WORKFLOWS, $ObjectType)) {
    $promises[SomeFakeCrmApp::KEY_WORKFLOWS] = $this->provider->getWorkflowsForContact($ObjectId);
}

// Get Deals
if ($this->shouldFetchRelatedDataType(SomeFakeCrmApp::KEY_DEALS, $ObjectType)) {
    $promises[SomeFakeCrmApp::KEY_DEALS] = $this->provider->getDealsForObject($ObjectType, $ObjectId);
}

return \GuzzleHttp\Promise\unwrap($promises);
```

AFTER

```
$relatedDataPipeline = new RelatedDataPipeline(  
    $this->provider,  
    $profile  
);  
  
return $relatedDataPipeline->processPipeline();
```

## AFTER - BUILDER

```
function buildPipeline() {
    $builder = new PipelineBuilder;

    foreach ($this->stages as $stageKey => $stage) {
        if ($this->shouldAddStage($stageKey) === false) {
            continue;
        }

        $builder->add(new $stage);
    }

    $this->pipeline = $builder->build();
}

function processPipeline(): array {
    $promises = $this->pipeline->process([]);
    return \GuzzleHttp\Promise\unwrap($promises);
}
```

## REUSING PIPELINES

```
class LatestActivityPipeline {  
    protected $stages = [  
        AssociatedEngagementsStage::class,  
        EmailEventsStage::class  
    ];  
}
```

## BONUS REFACTOR!

```
function buildPipeline() {  
    $stages = collect($this->stages)  
        ->filter(function($stage, $stageKey){  
            return $this->shouldAddStage($stageKey);  
        })  
        ->map(function($stage){  
            return new $stage;  
        })  
        ->toArray();  
  
    $this->pipeline = new Pipeline($stages);  
}
```

## BENEFITS - A RECAP

- » Smaller, more manageable stages
- » Reusable stages
- » Increased readability
- » Better testing!

# THANKS!

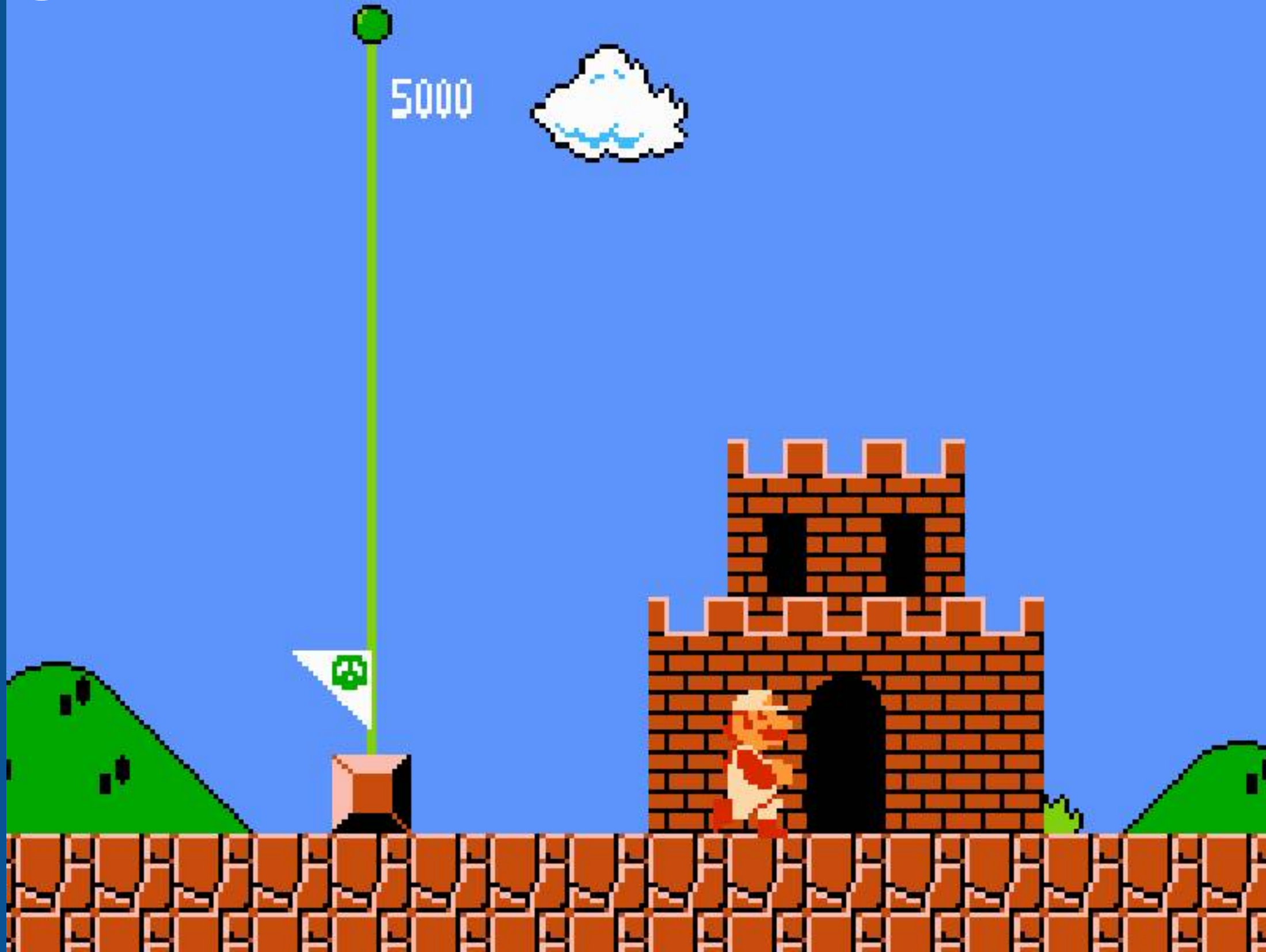
MARIO  
013300

×16

WORLD  
1-1

TIME  
229

5000



## REFERENCES

- » [Design Pattern: the Pipeline](#)
- » [The Pipeline Pattern – for fun and profit](#)
- » [How to use the Pipeline Design Pattern in Laravel](#)
- » [League\Pipeline](#)