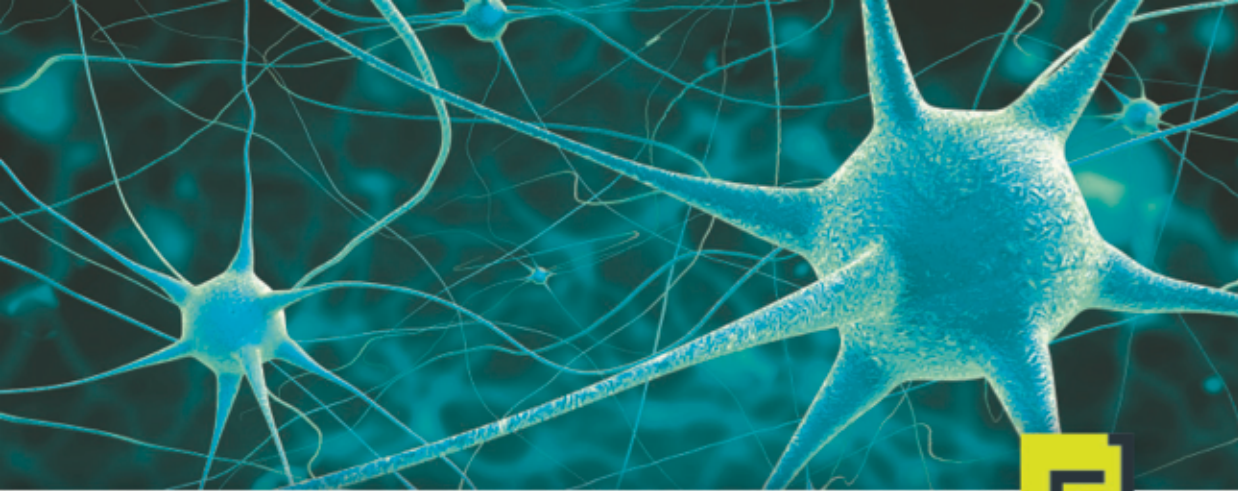


Top Legacy Sins

Eberhard Wolff
Fellow
@ewolff





Eberhard Wolff

Microservices

Grundlagen flexibler Softwarearchitekturen

dpunkt.verlag

<http://microservices-buch.de/>

Microservices



Flexible Software Architectures

Eberhard Wolff

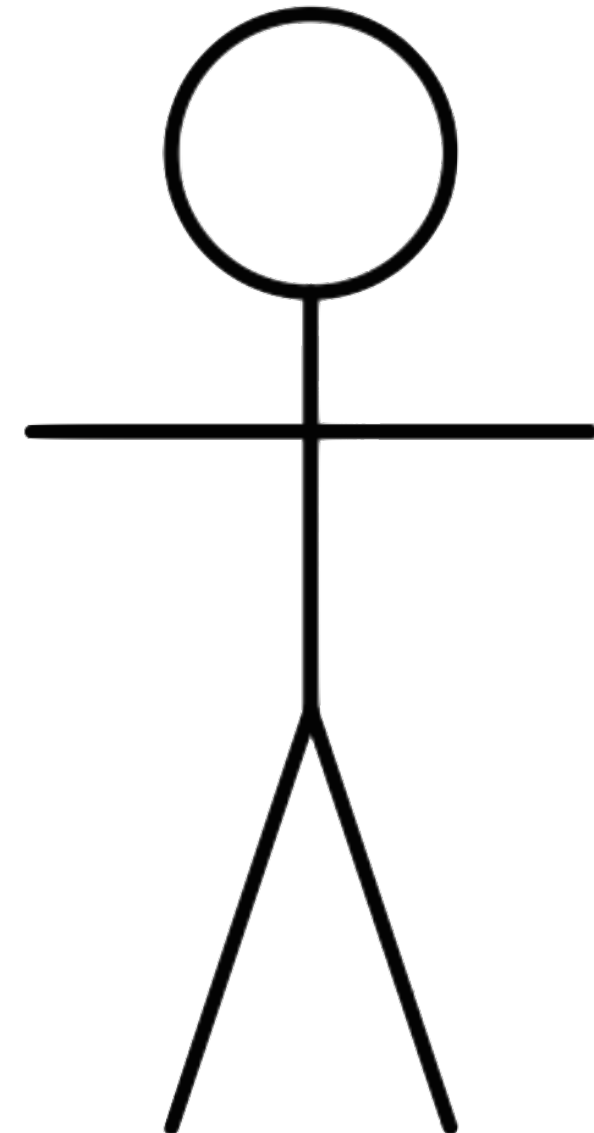
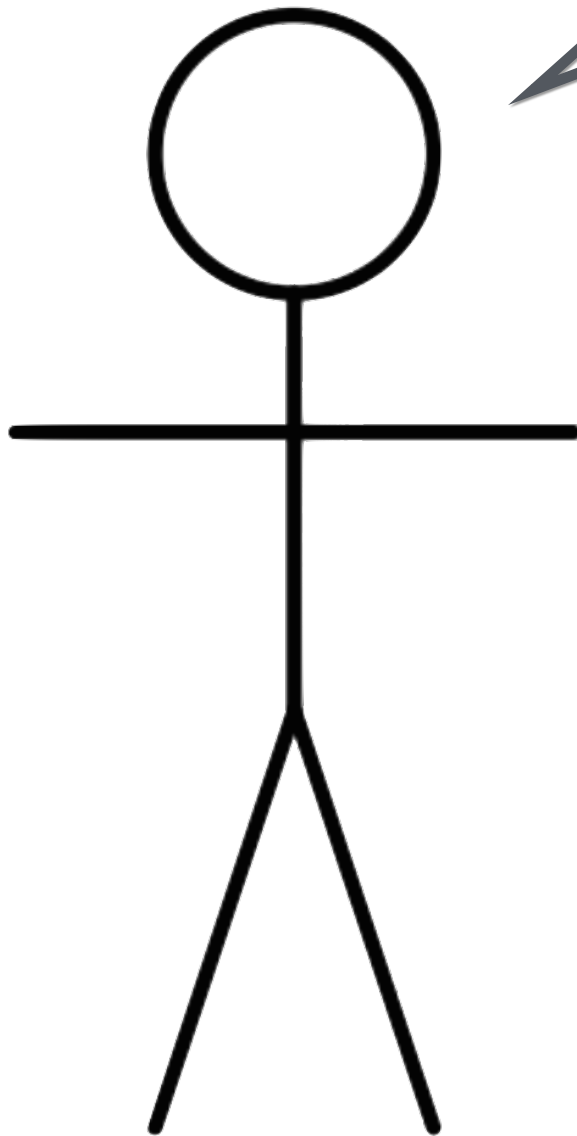
<http://microservices-book.com/>

What should a
Software Architect do?

Create a Proper
Architecture.

Create a Proper
Architecture.
Agree??

I'm a Software Architect.
But I'm not doing architecture.



How important is
Software
Architecture?



Why would we care
about Software
Architecture?



Software
Architecture
= Structure

Architecture Goals:

Quality

- › All kinds of quality
 - › Performance
 - › Security
 - › ...
-
- › Focus of this presentation: Changeability
 - › Architects must understand customers & priority

Architects must
understand customer

Software Architecture

Set of
structures
comprise
software elements,
relations among them, and
properties of both.

Why?

- › Can work on modules in isolation
- › Can work on collaboration of modules
- › Fits in my head

Dan North



Does He Care?

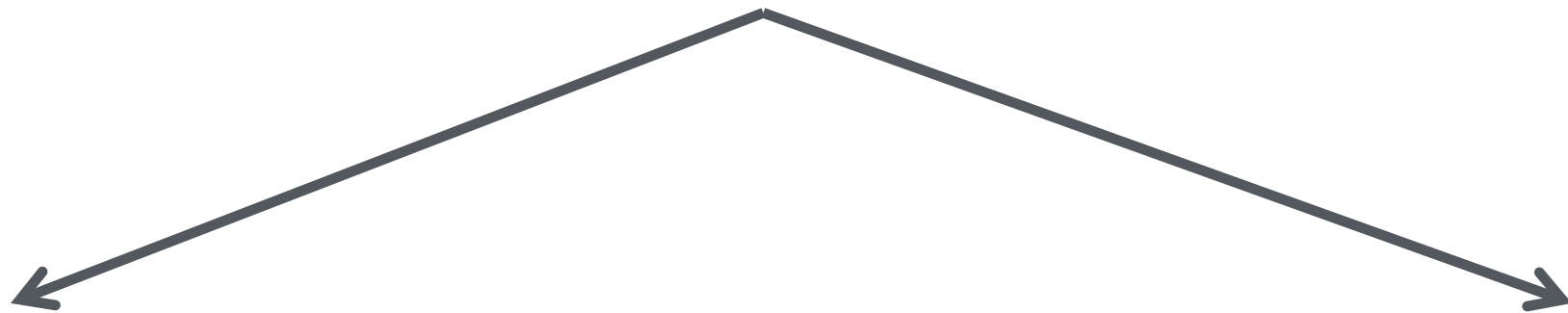


Why?

Great
Architecture



Software
Easy to change



High
productivity

Low
Cost

He Cares



Why?
Great

Architecture



Software

Easy to change

High

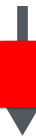
productivity

Low

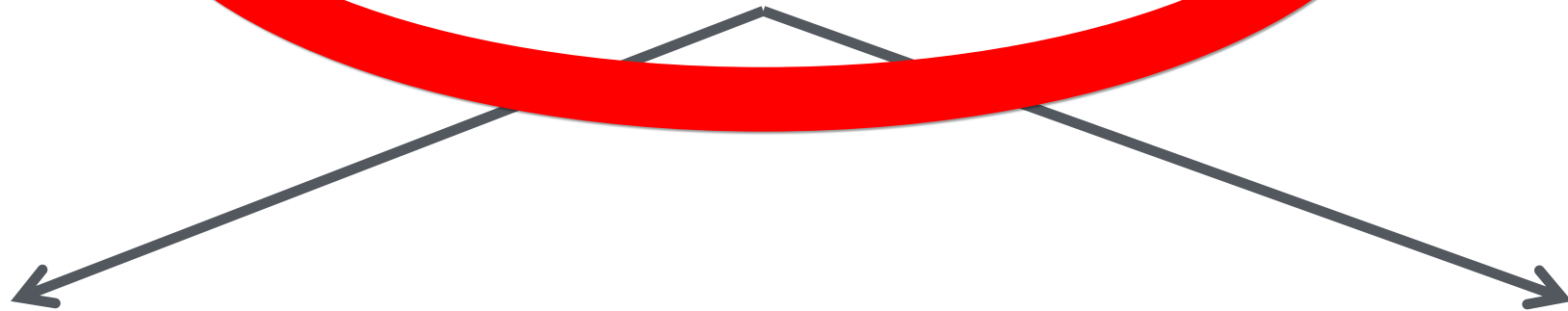
Cost

What He Cares About Great

Architecture



Software
Easy to change



High
productivity

Low
Cost

Is architecture the
only factor for
changeability?

What is the best thing
we can have in a
legacy code?

Great architecture

or

automated tests?

No Automated Tests

- › No way to find bugs
- › Changes almost impossible
- › Legacy code = code without tests
- › Michael Feathers
Working Effectively with Legacy Code

Let's add some
automated UI tests

Automated UI Tests

- › Easy to implement
- › Exactly what testers do manually
- › Easy to understand for customers
- › Test business processes
- › Safety net

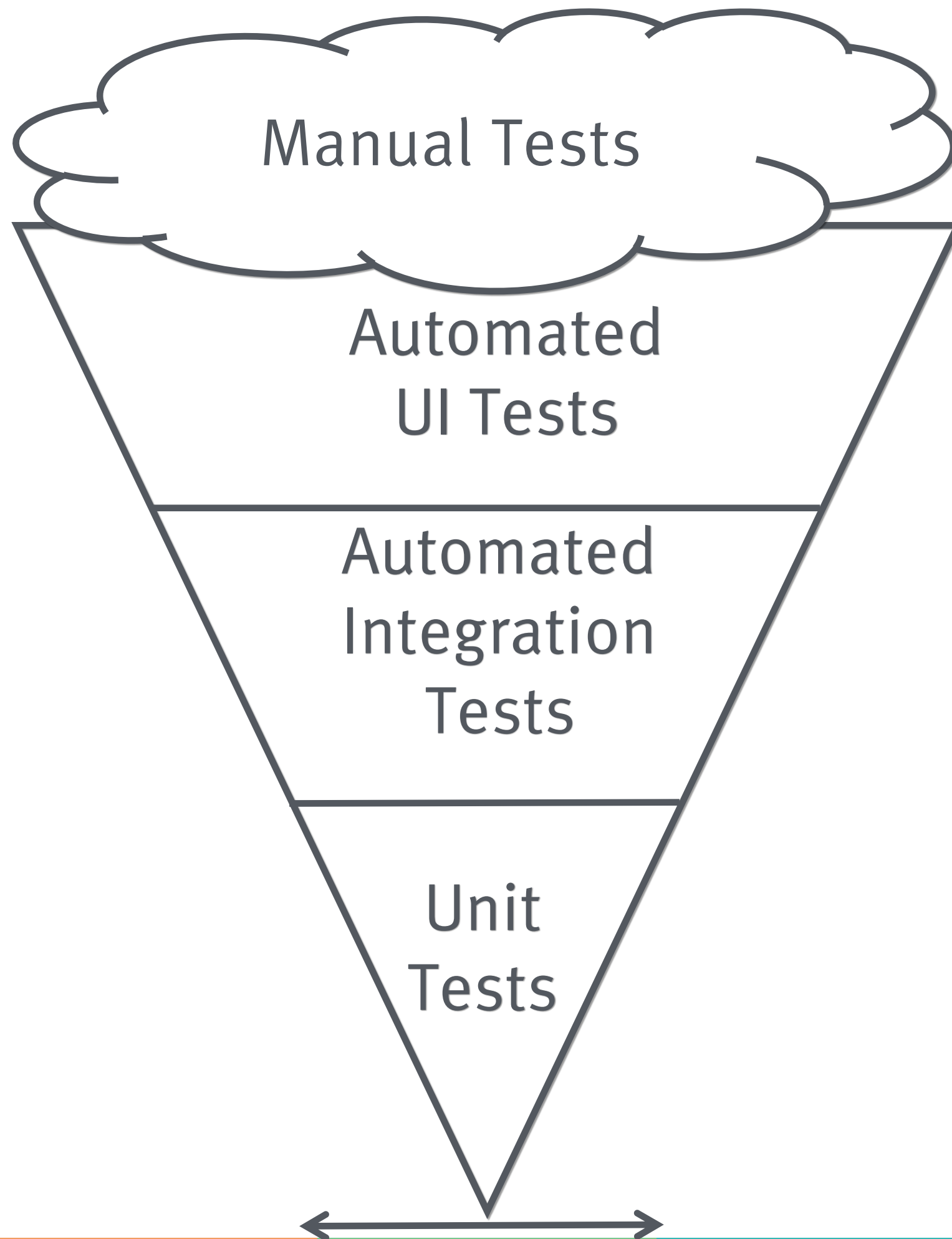
Unit Tests

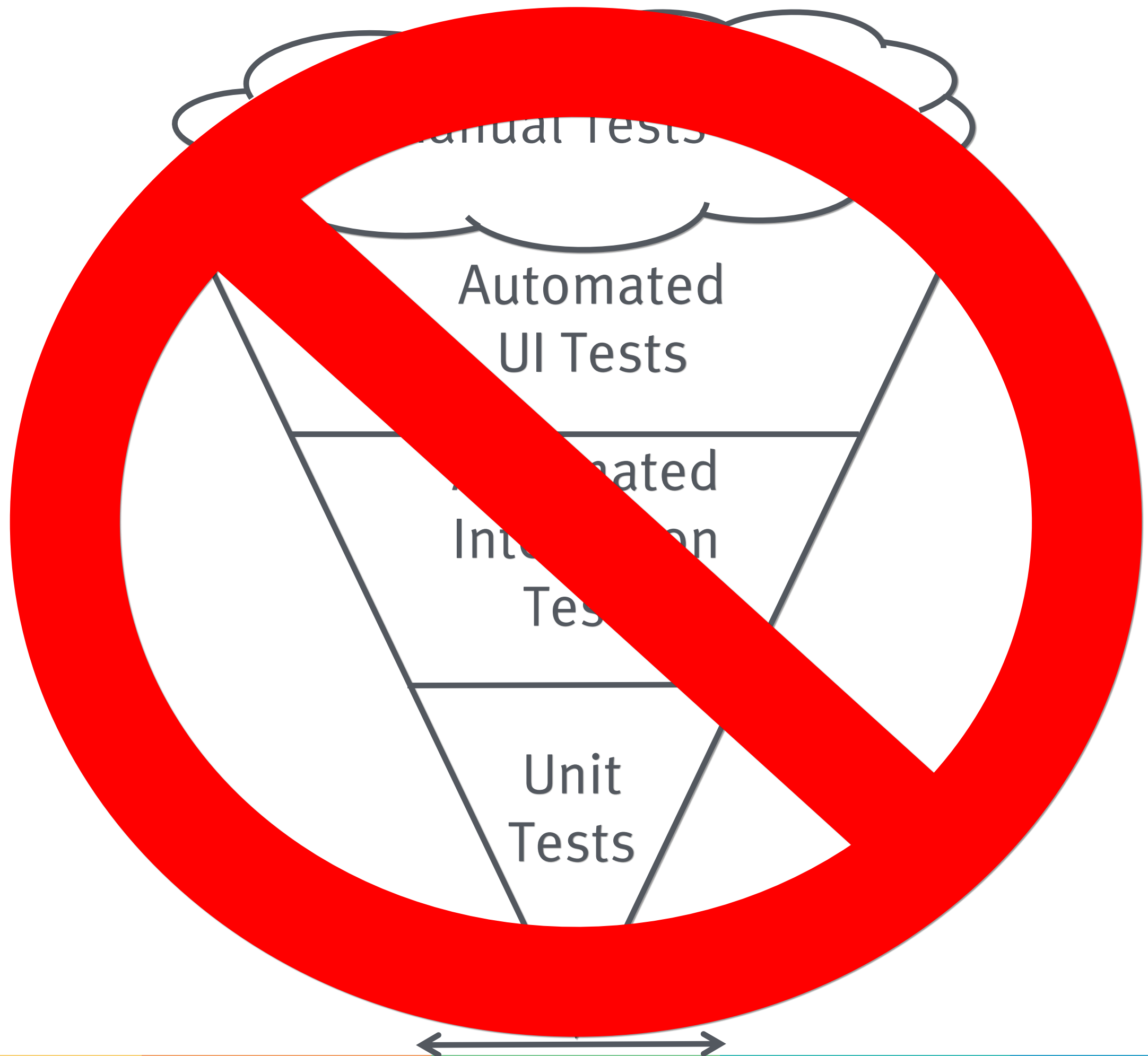
or automated UI
tests?



Many UI Tests Worse

- › Fragile: Changes to UI break test
 - › Business meaning of tests easily lost
 - › Takes long
 - › Often not reproducible
- 





Slow
Unreliable
Expensive



Alternatives to automated UI tests?



Textueller Akzeptanztest



Szenario

- › Möglicher Ablauf in einer Story
- › Standardisierte Bestandteile:
 - › Gegeben... (Kontext)
 - › Wenn... (Ereignis)
 - › Dann... (erwartetes Ergebnis)

Szenario: Beispiel

Szenario: Kunde registriert sich erfolgreich

Gegeben ein neuer Kunde mit EMail eberhard.wolff@gmail.com Vorname Eberhard Name Wolff	Kontext
--	---------

Wenn der Kunde sich registriert	Ereignis
---------------------------------	----------

Dann sollte ein Kunde mit der EMail eberhard.wolff@gmail.com existieren	Erwartetes Ergebnis
--	------------------------

Und es sollte kein Fehler gemeldet werden	Erwartetes Ergebnis
---	------------------------

```
RegistrationService registrationService;  
// Initialisierung RegistrationService  
// ausgelassen
```

```
private User kunde;  
private boolean fehler = false;
```

```
@Given("ein neuer Kunde mit "+  
"EMail $email Vorname $vorname"+  
" Name $name")  
public void gegebenKunde(String email,  
String vorname, String name) {  
    kunde = new User(vorname, name,  
        email);  
}
```

```
@When("der Kunde sich registriert")
```

```
public void registerKunde() {
```

```
    try {
```

```
        registrationService.register(kunde);
```

```
    } catch (IllegalArgumentException ex) {
```

```
        fehler = true;
```

```
    }
```

```
}
```

```
@Then("sollte ein Kunde mit der EMail $email existieren")
```

```
public void existiert(String email) {
```

```
    assertNotNull(registrationService.getByEMail(email));
```

```
}
```

```
@Then("es sollte kein Fehler gemeldet werden")
```

```
public void keinFehler() {
```

```
    assertFalse(fehler);
```

```
}}
```

Test is about handling
risk

Tests for Risks

- › Algorithm / calculation wrong:
Unit test
- › System failures:
Unit tests
- › Wiring / collaboration:
Integration tests
- › Business process:
Integration test
- › UI: UI test

Example: User Registration

- › Unit test

Validations

Database failure

- › Integration test

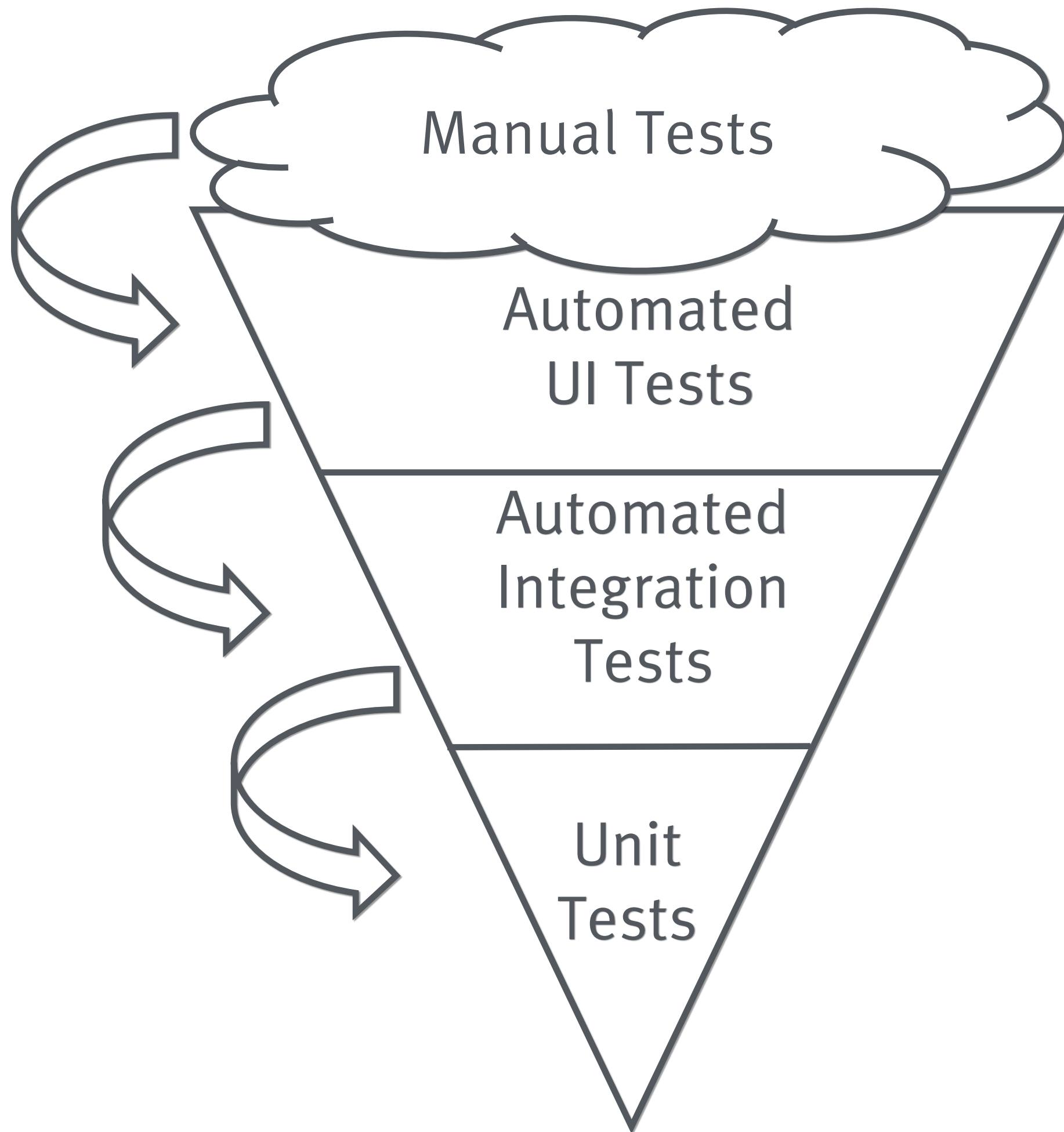
Process

- › UI test

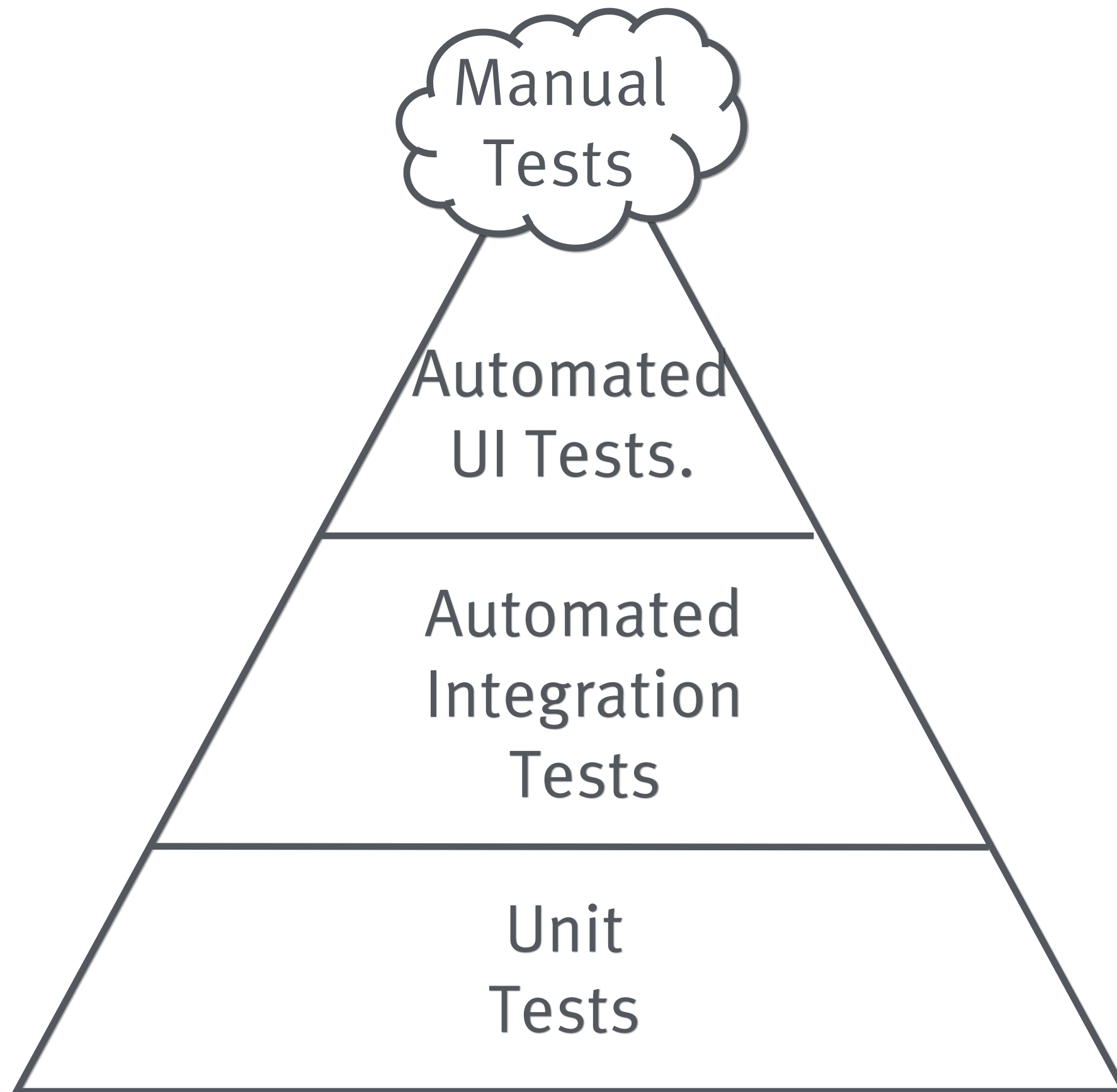
Everything shown?

Not Tested

- › UI won't test validation
- › ...or algorithms
- › ...or the process
- › Risks handled elsewhere



Test Pyramid



Test Pyramid instead of Automated UI Tests



Great architecture

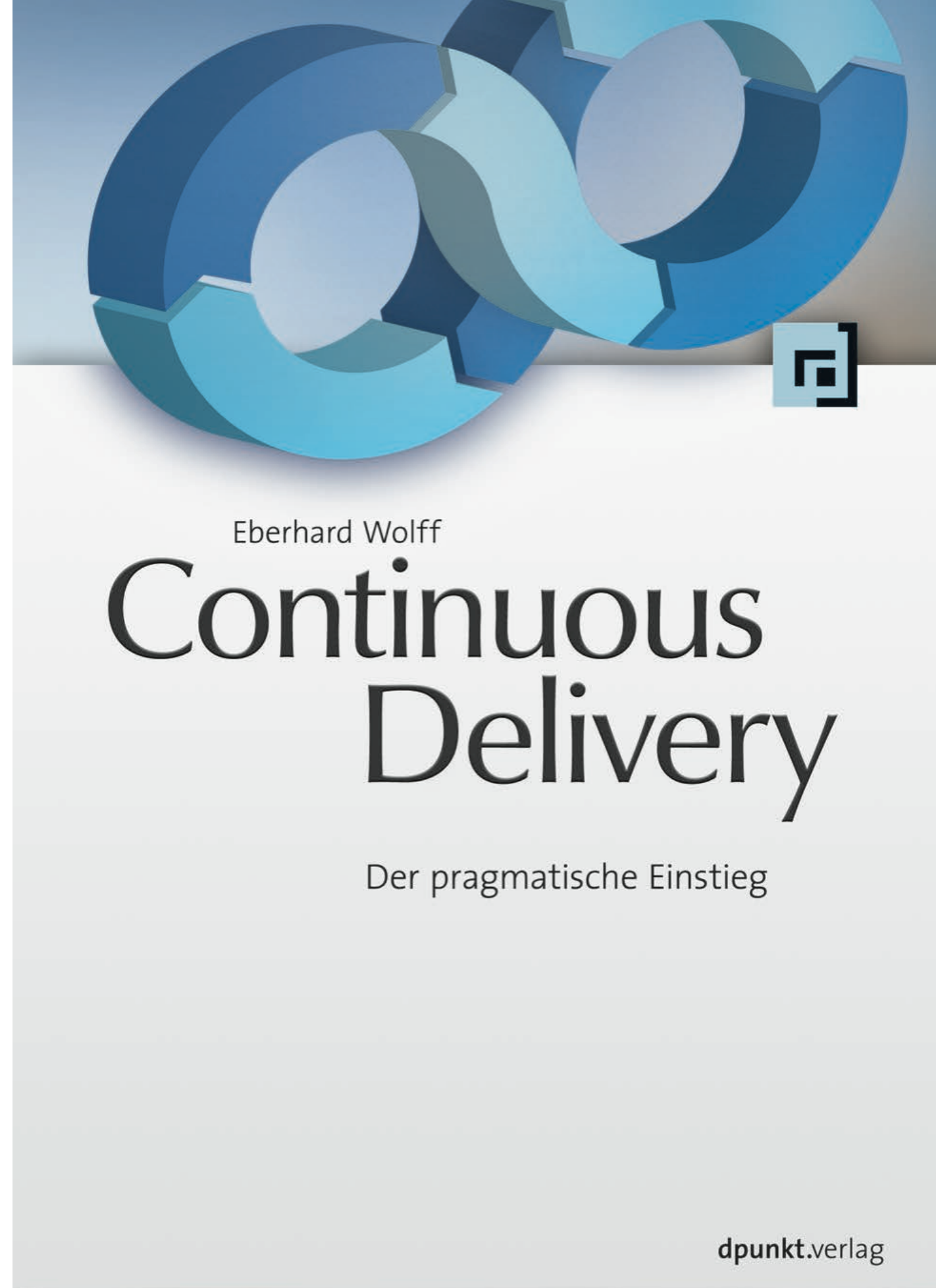
or fast & easy
deployment?

Deployment

- › Manual deployment is error prone
- › Slow deployment
- › Lots of code developed but not deployed
- › i.e. more lean waste
- › Slow feedback
- › Slow time to recovery

Leseprobe:

<http://bit.ly/CD-Buch>



Continuous Delivery: Build Pipeline

Commit
Stage

Automated
Acceptance
Testing

Automated
Capacity
Testing

Manual
Explorative
Testing

Release

Continuous Delivery

- › Testing
- › + automated deployment
- › Testing: reduce probability of errors
- › Automated deployment: better mean time to repair

Continuous Delivery

- › Make software easier to change
- › & deploy
- › Reliable and reproducible tests
- › Automated deployed
- › Fast & reliable

What is a great
architecture?

```
graph TD; UI[UI] --- Logic[Logic]; Logic --- Database[(Database)];
```

UI

Logic

Database

Is Three Tier a great
architecture?

Three Tier

- › Actually layer: no distribution
- › By technology
- › Layers can be replaced
- › Layers can be developed independently

Do you replace e.g.
the persistence layer?

Is it really simple to
add e.g. mobile
clients?

A better reason:
Fits in my head.

Redo the
order
processing!





Add feature
to the
registration!

Can we
change the
persistence
technology
instead?

Please?

What is a
persistence
technology??



UI

Logic

Registration

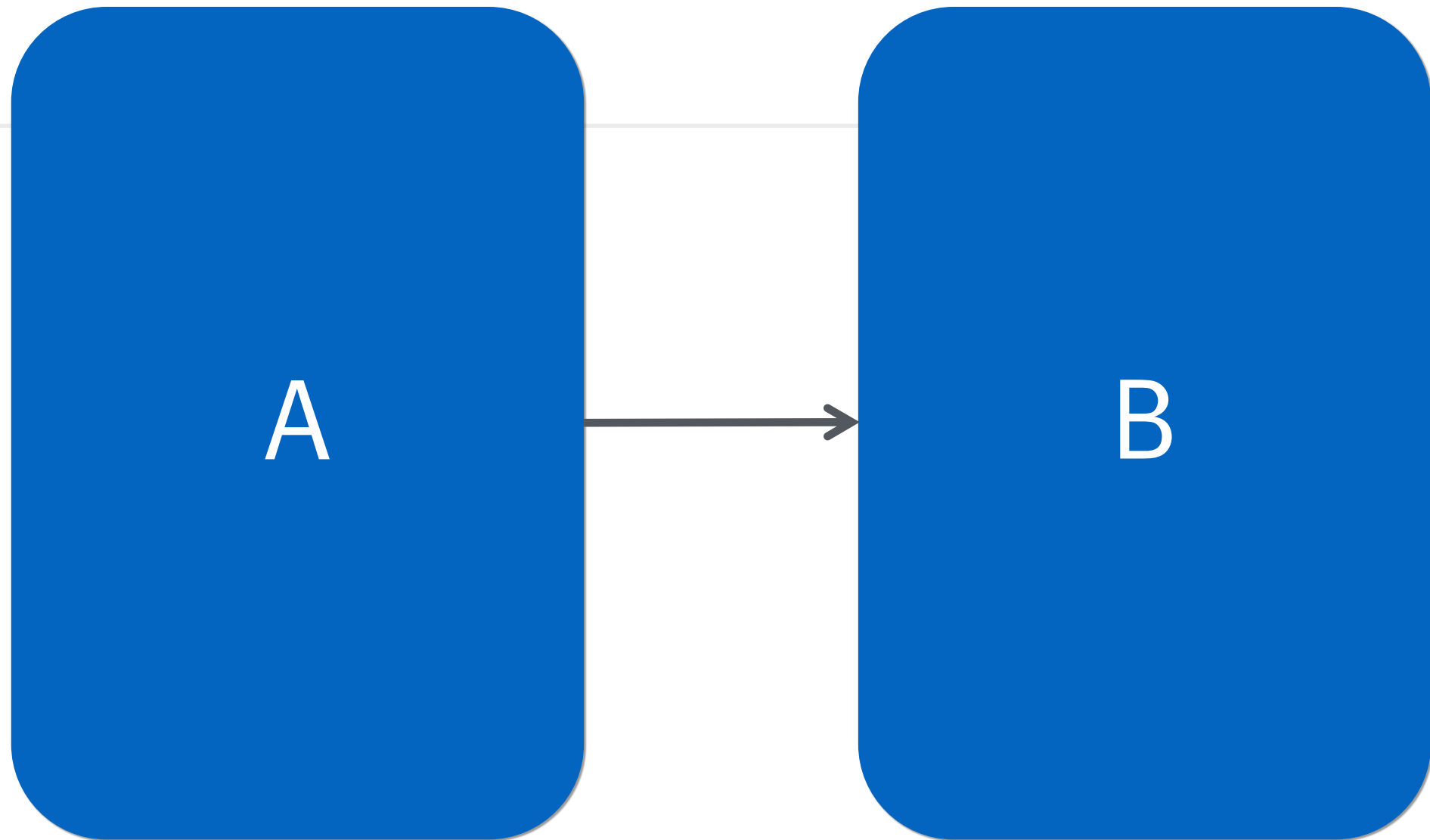
Order

Billing

Architecture

- › Should support changes
- › ...with business value
- › Needs to model the domain
- › Hard to get right
- › Architect needs to understand the domain

Is a great architecture
free of cyclic
dependencies?

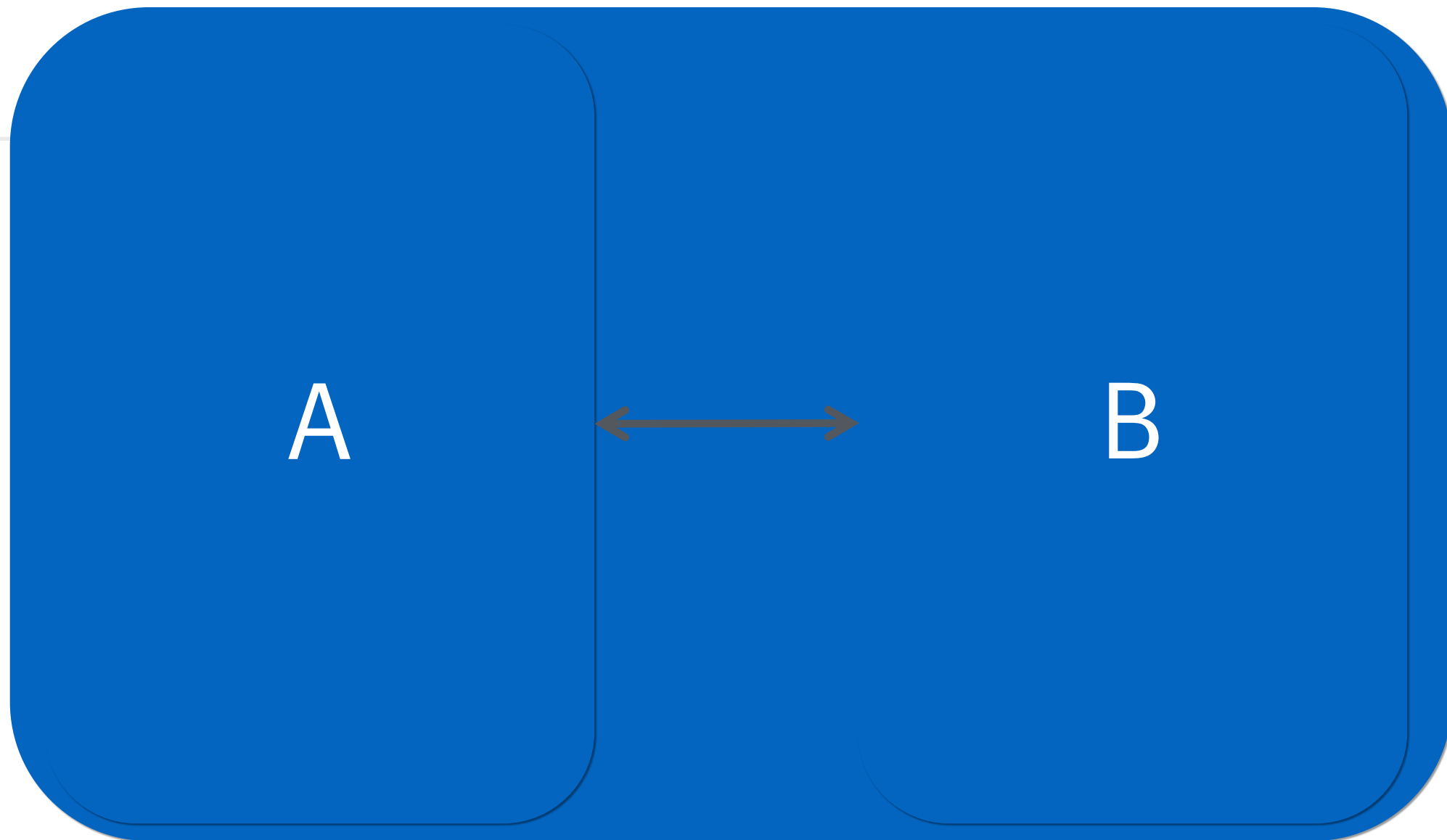


A depends on B

Changes to B influence A

Should be two components

In fact one component



A depends on B

B depends on A

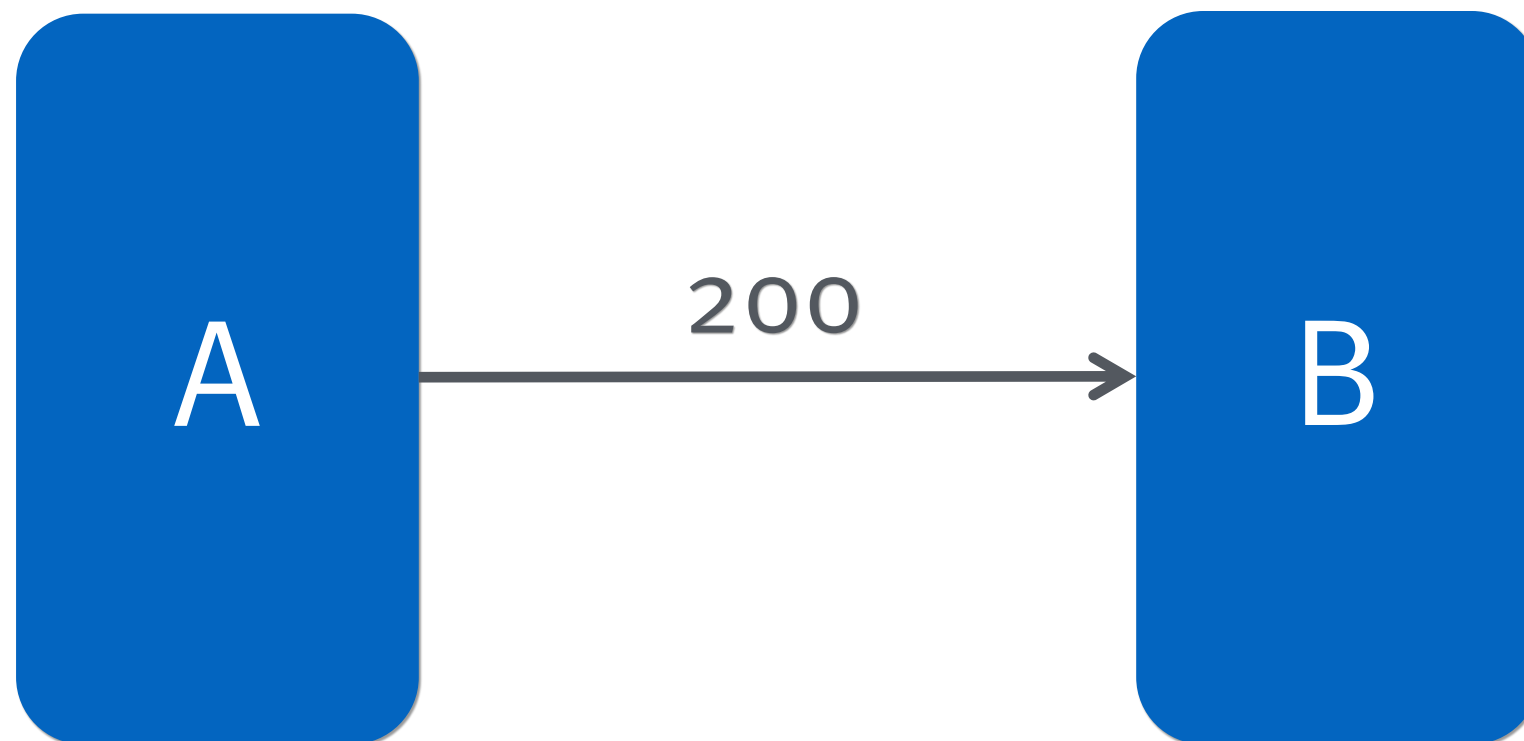
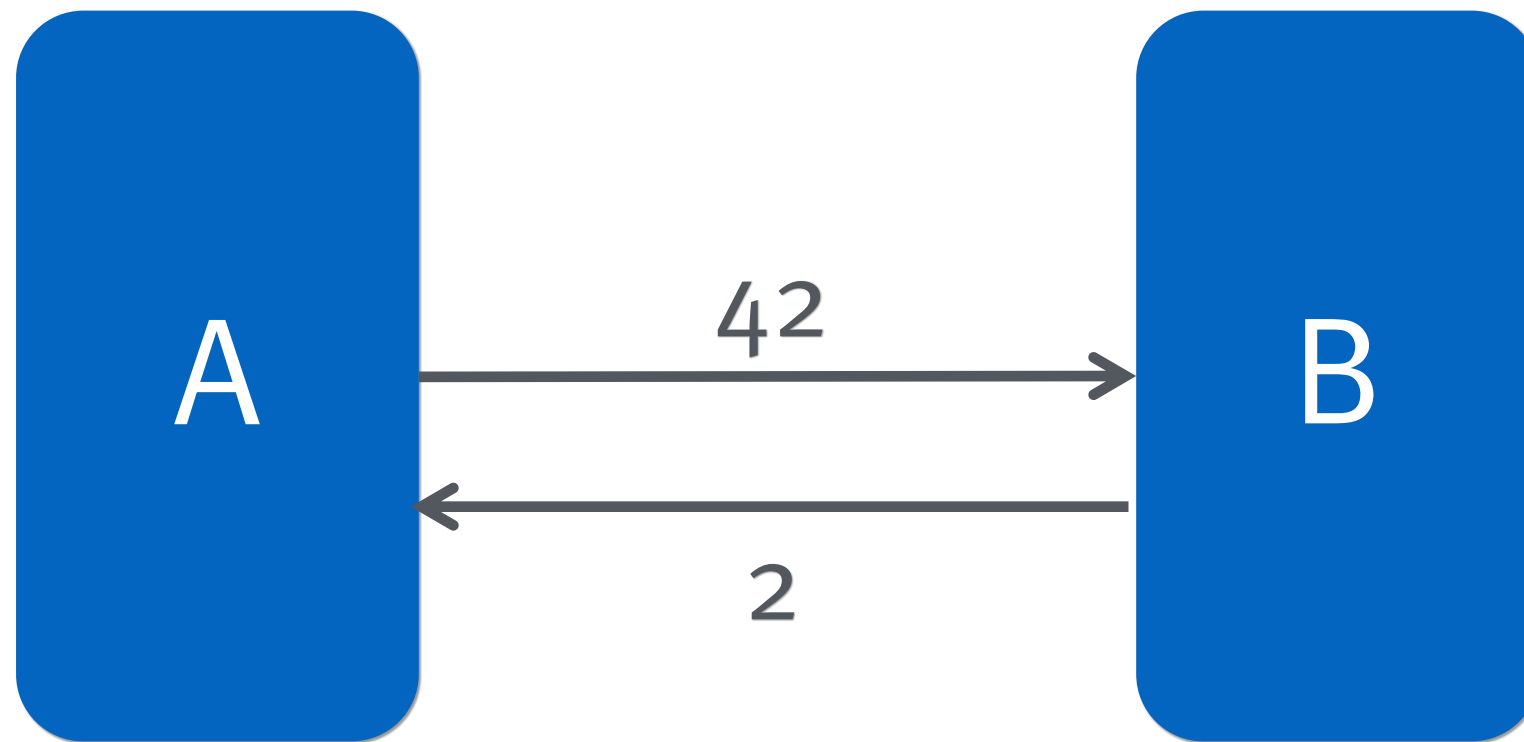
Changes to B influence A

Changes to A influence B

Is a great architecture
free of cyclic
dependencies?

Cyclic dependencies: Architects' Mortal Sin





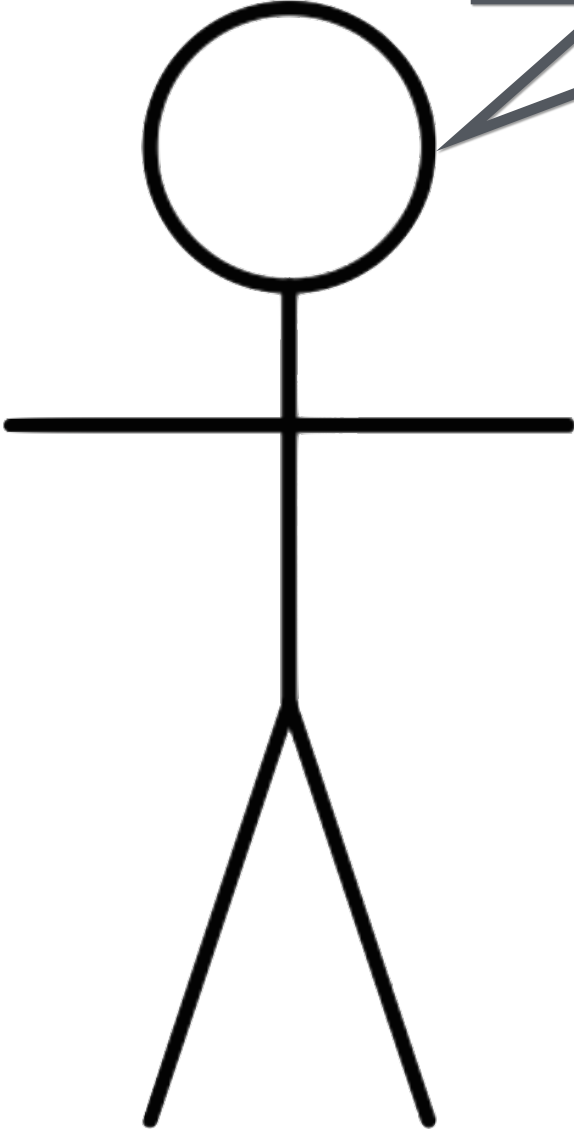
Other Architecture Metrics

- › High cohesion
- › Elements of a module should belong together
- › Low coupling
- › Modules should not depend on each other

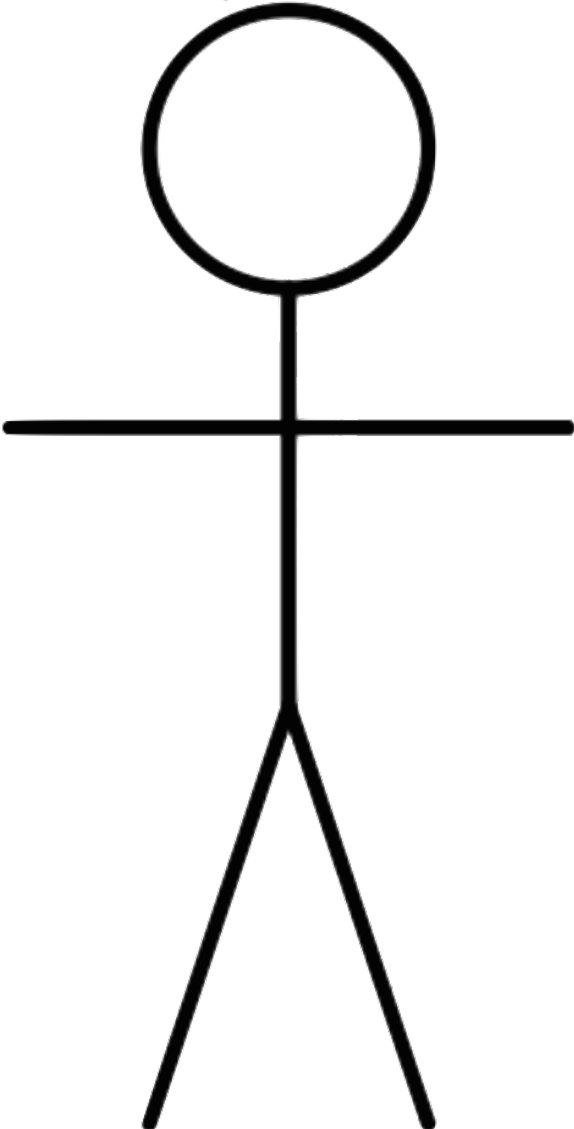
Great Architecture

- › Don't overrate cyclic dependencies!
- › Consider other metrics
- › Architecture by domain

The worst legacy
problems?



The project has
a lot of cyclic
dependencies!



I know.
...but that doesn't
cause a lot of trouble

Architects must
understand customer
& his quality demands



Quality

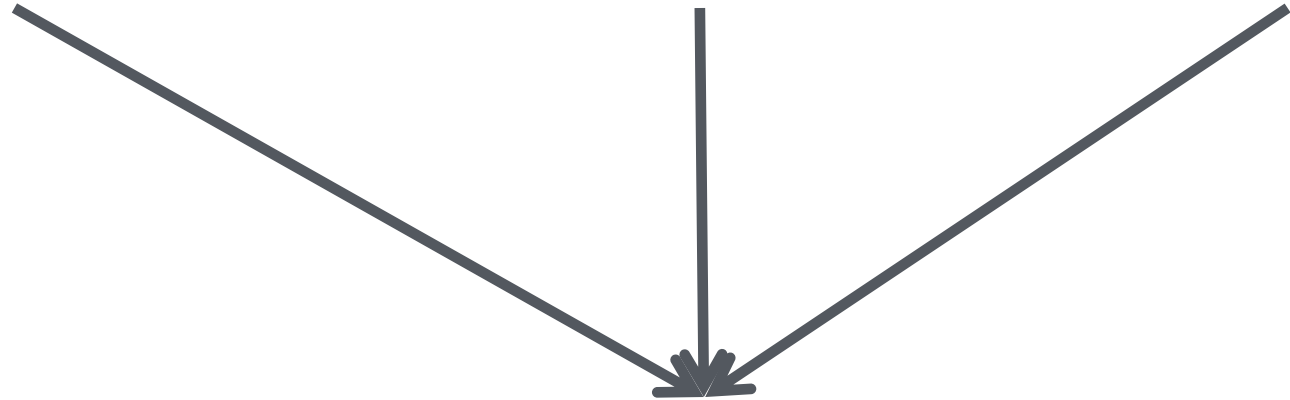
- › Changeability
- › Performance
- › Security
- › ...

No two projects are
alike.

No general rules.

Sorry!

No cyclic dependencies Low coupling High cohesion



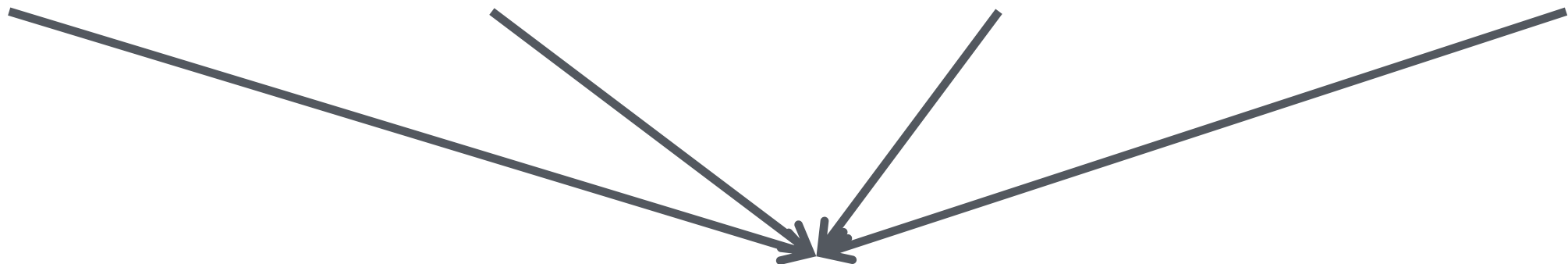
Great

Architecture

Fast & easy deployment

Automated tests

Test pyramid



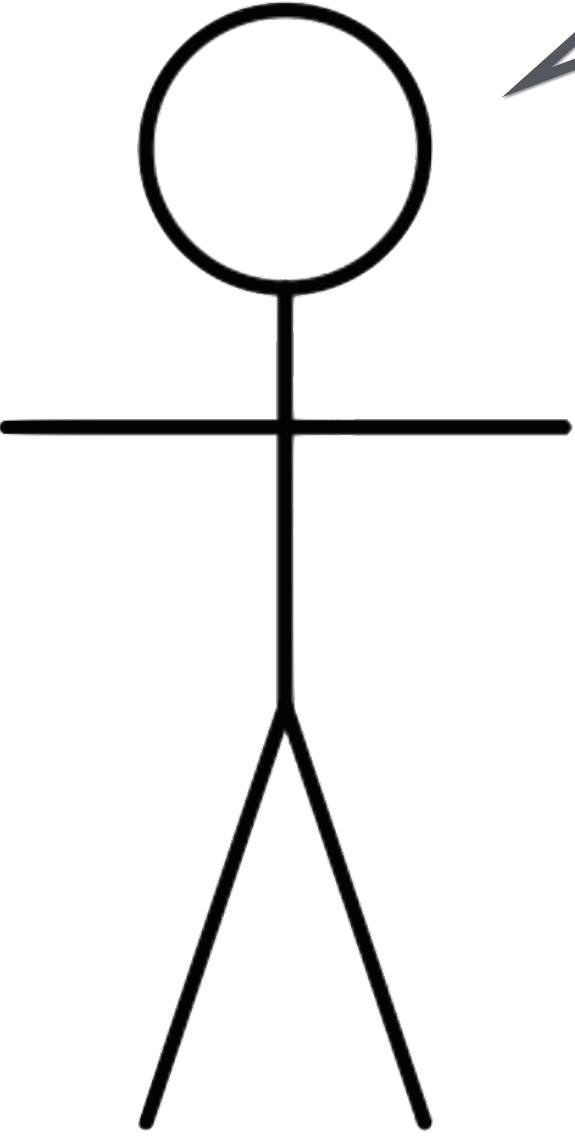
Software

Easy to change

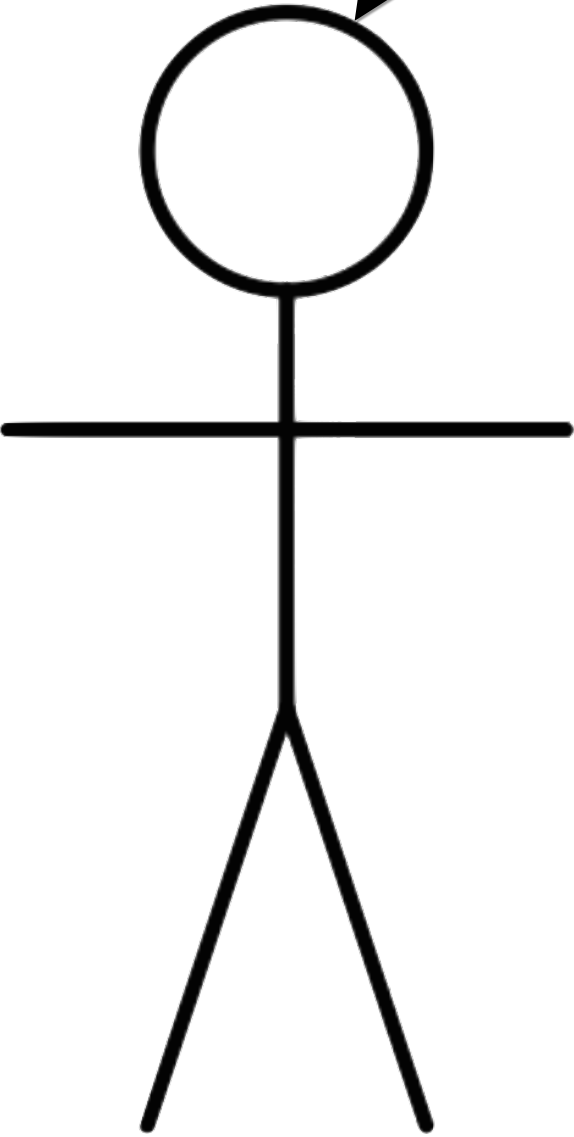
What should a
Software Architect do?

Create a Proper
Architecture.



A simple black stick figure with a circular head, a horizontal line for arms, and two diagonal lines for legs.

I'm a Software Architect.
But I'm not doing architecture.

A simple black stick figure with a circular head, a horizontal line for arms, and two diagonal lines for legs.

There is more to changeable software than architecture.

Thank You!
@ewolff