# The Node Module Diaries

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<> Code (1) Issues 739	1 Pull requests 3     Boards	Burndown - Pulse 🔟 Graphs 🔅 Se	ttings		
Automation for iOS and Android Apps. http://appium.io/ — Edit					
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.github	updated issue template asking users to give	e optional source code as w	a month ago		
in bin	Moving xcode-iwd.sh to appium-instrument	ts and updating the docs	3 months ago		
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test	Add tests for logging levels		19 days ago		
.gitignore	Fix python swipe docs		a month ago		
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Testing at the speed of awesome.



Once Upon a Time...









## PROBLEMS

WHAT HAPPENS WHEN YOU TRY TO PATCH UP ALL THE BROKEN THINGS IN MOBILE AUTOMATION?

- Code not modular enough
- Code too modular
- ES5 hates new contributors
- CALLBACKS and async confusion
- Subprocess management
- Tight coupling between request and business logic
- Error handing all over the place
- OSS-specific project needs









#### CALLBACKS?

```
function foo (cb) {
    bar(function (err) {
        if (err) return cb(err);
        baz(function (val, err) {
            if (err) return cb(err);
            async.eachSeries(list, function (i, cb) {
                if (i % 2 === 0) {
                    fun(i, function (err) {
                        if (err) return cb(err);
                        otherFun(i, function (newVal, err) {
                            if (err) return cb(err);
                            val += newVal;
                        })
                    })
                }
            }, function (err) {
                if (err) return cb(err);
                cb(val);
            })
        })
    })
}
```



### SUBPROCESS MANAGEMENT?

var spawn = require('child\_process').spawn;

```
function boredTail (filePath, boredAfter, cb) {
   cb = \_.once(cb);
   if (!boredAfter) boredAfter = 10000;
   try {
       var proc = spawn('tail', ['-f', filePath]);
   } catch (e) {
        return cb(e);
    }
   proc.on('error', function (err) {
        cb(err);
   });
   proc.stdout.on('data', function (chunk) {
        console.log('STDOUT: ' + chunk.toString('utf8').trim());
   });
   proc.on('exit', function () {
        cb();
   });
    setTimeout(boredAfter, function () {
       proc.kill();
    });
}
```





### SOLUTIONS

REWRITE ALL THE THINGS!

- ES5 -> ES2015
  - for ... of
  - arrow functions
  - real 'classes'
- Callbacks -> async/await
- child\_process -> <a href="https://github.com/appium/teen\_process">https://github.com/appium/teen\_process</a>
- Pattern standardization and consolidation in helper libraries
- Proper separation of concerns / total rearchitecture
- ... and many small modules!!! ("micromodules")



### CALLBACKS -> ASYNC/AWAIT



```
function foo (cb) {
    bar(function (err) {
        if (err) return cb(err);
        baz(function (val, err) {
            if (err) return cb(err);
            async.eachSeries(list, function (i, cb) {
                if (i % 2 === 0) {
                    fun(i, function (err) {
                        if (err) return cb(err);
                        otherFun(i, function (newVal, err) {
                            if (err) return cb(err);
                            val += newVal;
                        })
                    })
                3
            }, function (err) {
                if (err) return cb(err);
                cb(val);
            })
       })
   })
}
```

```
async function foo () {
    await bar();
    let val = await baz();
    for (let i of list) {
        if (i % 2 === 0) {
            await fun(i);
        val += await otherFun(i);
    }
    return val;
```

#### child\_process -> teen\_process

}



```
var spawn = require('child_process').spawn;
function boredTail (filePath, boredAfter, cb) {
   cb = \_.once(cb);
                                                                 import { SubProcess } from 'teen_process';
   if (!boredAfter) boredAfter = 10000;
   try {
       var proc = spawn('tail', ['-f', filePath]);
                                                                 async function boredTail (filePath, boredAfter = 10000) {
   } catch (e) {
                                                                   let p = new SubProcess('tail', ['-f', filePath]);
       return cb(e);
                                                                   p.on('output', stdout => {
   }
                                                                     if (stdout) {
   proc.on('error', function (err) {
       cb(err);
                                                                        console.log(`STDOUT: ${stdout.trim()}`);
   });
                                                                     }
   proc.stdout.on('data', function (chunk) {
                                                                   });
       console.log('STDOUT: ' + chunk.toString('utf8').trim());
                                                                   await p.start();
   });
                                                                   await Bluebird.delay(boredAfter);
   proc.on('exit', function () {
       cb();
                                                                   await p.stop();
   });
   setTimeout(boredAfter, function () {
       proc.kill();
   });
```

## MODULARITY / SEPARATION





# MODULARITY / SEPARATION





# CONVENTIONAL WISDOM

#### OR ME ATTENDING TOO MANY CONVENTIONS?

- Micromodules / Tiny modules everywhere
  - One module per discrete bit of functionality
  - NPM and SemVer to manage module relationships
  - One-to-one relationship between modules and repos
- Microservices / SOA!
  - Monoliths are bad
  - Components should be hermetically compartmentalized and independent
  - Components should talk over the network using messaging or RPC



### MICROMODULES!!1









# BENEFITS

WHAT DID WE THINK MICROMODULES WOULD GIVE US?

- Separation of concerns
- Increased test surface area and asynchronous CI for components
- Ability to version components separately and use NPM + SemVer for easy dependency management
- Ability to release components as their own modules for independent use by third parties



### DRAWBACKS

#### WHAT ACTUALLY HAPPENED?

- Working with many repos is frustrating
  - Git history, repo stats, etc... really clunky to find
  - Context-switching when you need to work on a different module/repo
  - Git history clogged with "update this dep to version xx.yy.zz" and takes discipline to include context
- Working with many modules is frustrating
  - When everything is babelified, just rm -rf node\_modules && npm install takes forever.
  - Cross-package/multi-package changes are hard—PRs all over the place, code must be merged in certain orders
  - Lots of module-level boilerplate, even when abstracted (gulp, build tools, transpilation and test watching, etc...)



# DRAWBACKS CONT ...

#### WHAT ACTUALLY HAPPENED?

- Dependency management always sucks, and now we had a lot of it
  - 3<sup>rd</sup> party deps are always changing. Who wants to update **lodash** in 50 different places?
  - 3<sup>rd</sup> party deps at different versions across 1<sup>st</sup> party modules can cause problems
  - Even 1<sup>st</sup> party deps at different versions cause problems, e.g. with **instanceof** checks
- Per-module CI is nice but at the end of the day doesn't save time. Smart incremental builds are different than per-repo or per-module builds.



# BENEFITS REVISITED

WHAT DID WE ACTUALLY NEED?

- Separation of concerns
- Increased test surface area and asynchronous CI for components
- Ability to version components separately and use NPM + SemVer for easy dependency management
- ??? Ability to release components as their own modules for independent use by third parties



# WHAT HAPPENED?

WHY DID WE OVERENGINEER?

- Assumed "micromodules" === "microrepos"
- Applied the "open source" model of many separate projects too eagerly. We are open source, but we're still (mostly) one app
- Fooled by the family resemblance between "micromodules" and "microservices"
  - Contemplated a "microservice" architecture without understanding why it didn't apply in our case
  - We had components that did RPC, but crucially ours was 1 app in memory, with subprocesses, that didn't need to scale internal components horizontally. It already was a "service".
- Superficially, it seemed like we needed these strategies. But we didn't.





# MICROSERVICES / SOA

WITHOUT THE CARGO CULT

- You need to distribute processing or data across many machines/VMs/ containers because one isn't good enough
- Your app conceptually has multiple distinct responsibilities which can feasibly be broken up into different 'services'. You already have a good idea of where to draw these lines
- Your services can do their job behind load balancers / while horizontally scaled
- You need fault tolerance so that your services/containers/VMs can crash without affecting customer experience
- Changes usually don't happen across multiple services simultaneously
- All of the above are so important that you want to deal with a whole new level of complexity, asynchronicity, and orchestration



# MICROMODULES

WITHOUT THE CARGO CULT

- You need each module to be **npm install**-able on its own
- You are OK religiously following SemVer
- Each module is conceivably genuinely useful as a standalone piece of software
- For 1<sup>st</sup> party (private or for-all-intents-and-purposes private) modules, you don't have single-leaf nodes.
  - If a module is imported by only one other module, does it really need to be published and managed separately?
- Micromodules philosophy is great for encouraging more READMEs, more tests, more CI, more separation of concern, etc... But it does not require those nor do they require it.



# MICROREPOS

#### WITHOUT THE CARGO CULT

- You want different communities of people to engage with or manage different aspects of your project
- ... and that's about it! You probably don't want microrepos.
- Seriously, check out Babel and other monorepos
- Remember, "monorepo" !== "monolith"



# MICRO OR MONO



I am building	Microservices	Micromodules	Microrepos
Distributed SaaS app, cloud platform, hugely popular web app, etc	Yes	<ul> <li>Yes</li> <li>1 per service</li> <li>1 per set of shared utilities</li> </ul>	Maybe
Desktop app or web app with low scaling requirements	No	No	No
Open source library with lots of individually useful components	No	Yes - 1 per individually useful component	Probably not

# HAPPY ACCIDENTS

#### BEING WRONG HAS ITS PEDAGOGICAL ADVANTAGES

- We learned a lot about NPM and module management
- We built useful tools to help us manage lots of modules (packageweb, turtledeps, diagnoss) and discovered others (greenkeeper, semantic release)
- The constraints of micromodules led us to spit up our app and modularize it across much better boundaries. We learned so much more about our problem space.
- We became experts in Node build tools and transpilation. The ES2015 rewrite has paid huge dividends, especially async/await
- We wrote many more tests and READMEs and have CI set up for everything



# FINAL TAKEAWAYS

THE END OF OUR CAUTIONARY TALE

- The benefit of ES2015 and in particular async/await was totally worth the cost and complexity of transpilation
- Develop a strong cargo-cult radar
- Adopt a default stance of suspicion towards trends and buzzwords
- Before you can microservice or micromodule, you must deeply understand the responsibilities and capabilities of your app
- You really want a strong distinction between 1<sup>st</sup> party deps and 3<sup>rd</sup> party deps (left-pad, anyone?)
- Microservices/micromodules are no substitute for, and are not identical with, general good programming practices (modularity, separation of concerns, documentation and READMEs, writing testable code, writing tests, etc...)
- At the end of the day, it is only by diving in and building an architecture that you will come to understand whether it is the right one or not.



# APPIUM'S FUTURE

#### A MORE MODEST PROPOSAL





## RESOURCES

#### EXERCISES FOR THE READER

- Laurie Voss's talk on Microservices: <u>https://www.youtube.com/watch?</u> <u>v=VijSWboZP-8</u>
- Martin Fowler's Microservices article: <u>http://martinfowler.com/articles/</u> <u>microservices.html</u>
- Dan Luu on Monorepos: <u>http://danluu.com/monorepo/</u>
- Babel's Monorepo justification: <u>https://github.com/babel/blob/master/</u> <u>doc/design/monorepo.md</u>
- Simon Stewart on Monorepos: <u>http://blog.rocketpoweredjetpants.com/</u> 2012/11/ruminations-on-code-bases-i-have-known.html





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