

Code *Janitor*

nobody's dream, everyone's job
(and how Erlang can help)



Who?

- ~ Learn You Some Erlang
- ~ Erlang Solutions Ltd.
- ~ AdGear Technologies
- ~ Erlang User of The Year 2012
- ~ Erlang shell history
- ~ Heroku



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Maintenance is the *price to pay* to
earn the right to write new code.

Time spent



Time *spent*

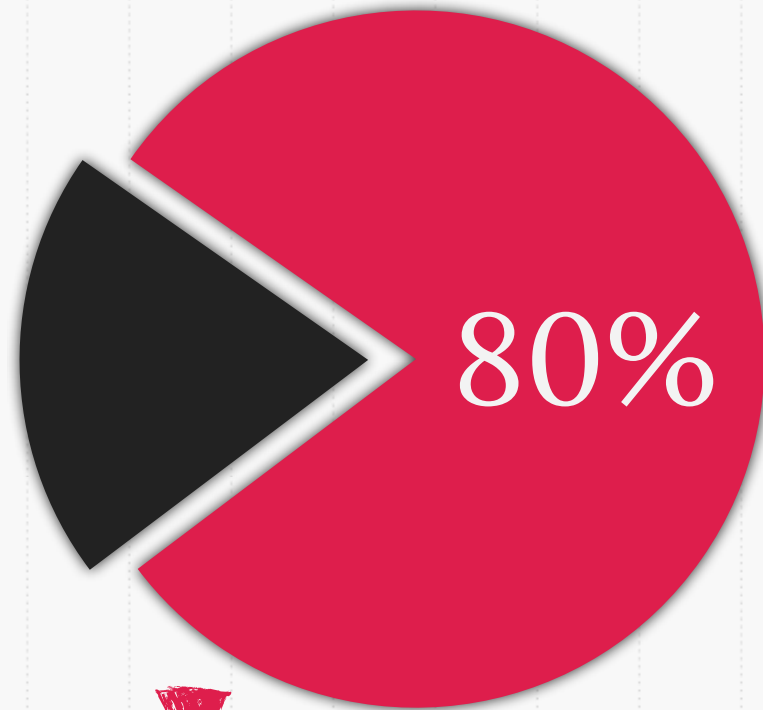


60% à 80% of costs



Types of maintenance

- ~ Corrective
- ~ Adaptive
- ~ Perfective
- ~ Emergencies

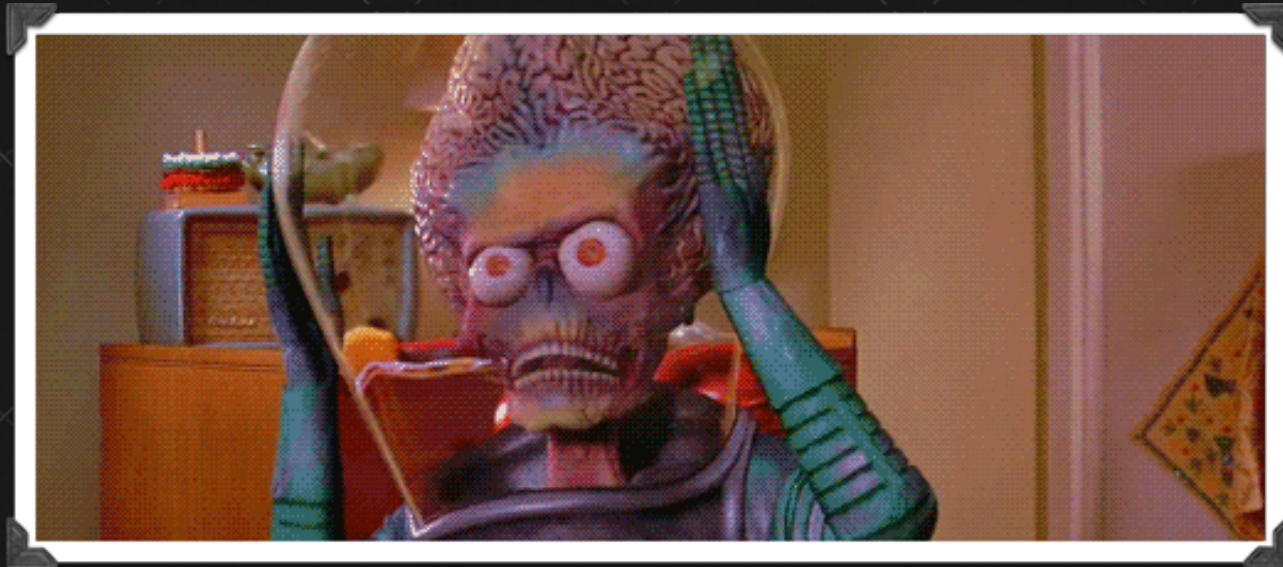


Lehman's laws

- ~ A program that is used and that as an implementation of its specification reflects some other reality, undergoes continual change or becomes progressively less useful. The change or decay process continues until it is judged more cost effective to replace the system with a recreated version.

Lehman's laws

- ~ As an evolving program is continually changed, its complexity, reflecting deteriorating structure, increases unless work is done to maintain or reduce it.



*The problem with complexity is
purely human.*

Consequences?



22.5% to 57.6% of any software project is spent trying to understand the system

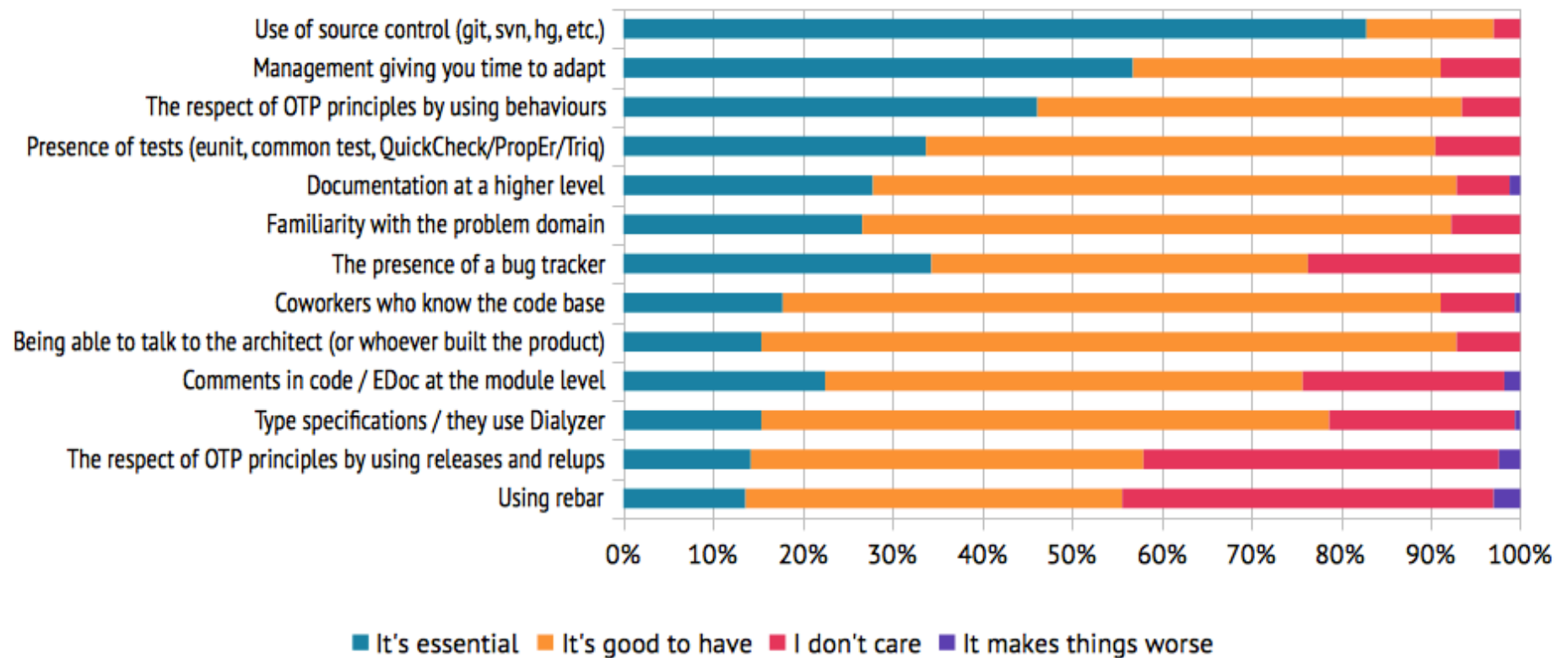
Information **sources**

- ~ Code
- ~ Coworkers
- ~ Tools, knowledge bases (bug trackers, etc.)
- ~ Documentation



***Erlang** can help*

*You are hired to take over an existing Erlang code base.
Based on your experience, what do you think is important
for you to feel comfortable and take 'ownership' of the code?*



Why **OTP** Matters

The importance of *behaviours*



Components

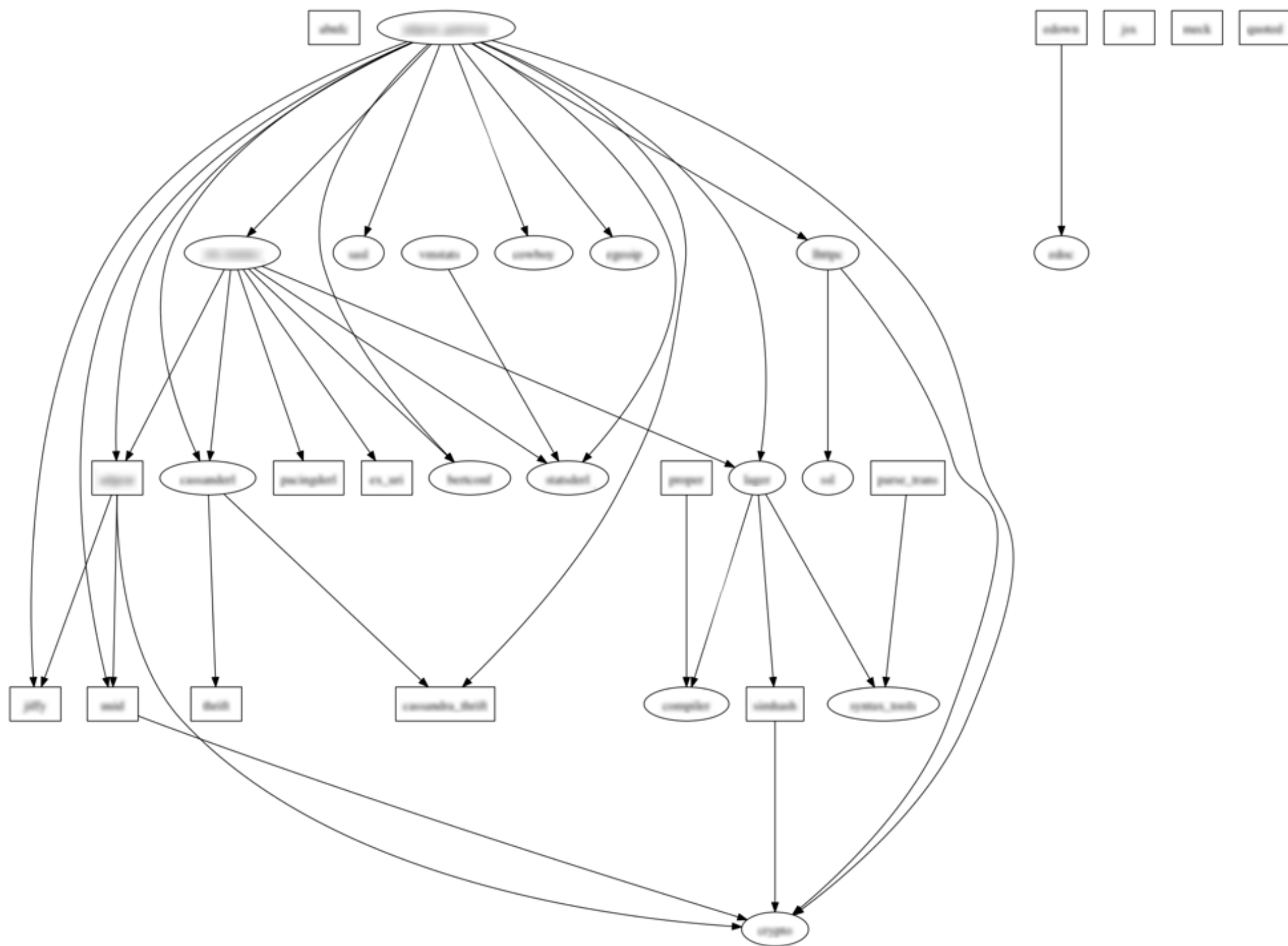
- ~ Workers
- ~ Supervisors
- ~ Applications



Turning *Jenga* into Lego

*Pro*protocols

- ~ Isolation
- ~ Message passing
- ~ Define standards in order to structure the abstract (ex: TCP/IP, BitTorrent Wire, HTTP)
- ~ Applications and internal OTP protocols

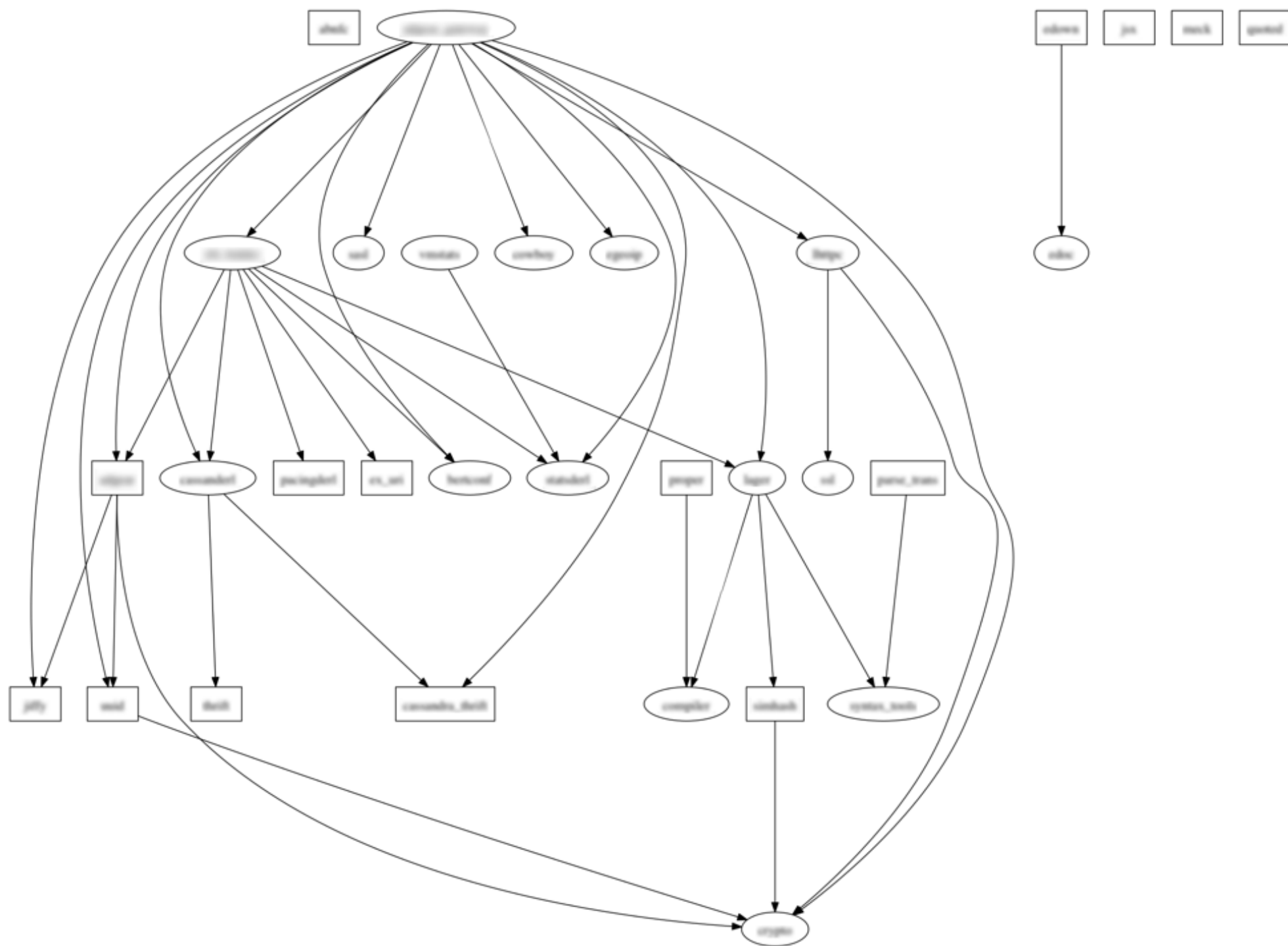




*Modifications **without** Erlang/OTP*

Understanding from afar

- ~ Used in all domains
- ~ Quick understanding of a system's structure
- ~ Application metadata



Standard *patterns*

- ~ Servers
- ~ finite state machines (FSMs)
- ~ event handlers
- ~ supervisors



Patterns in **other** languages



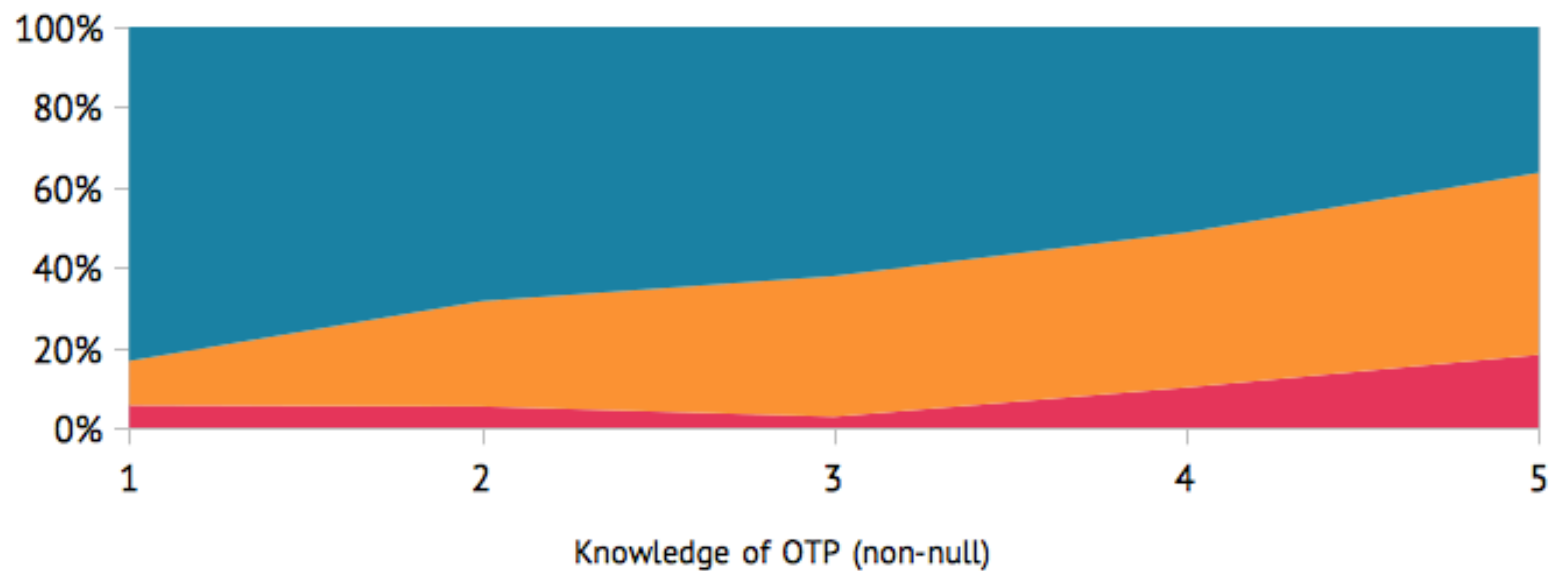
Everyone uses it!

Reverse *Engineering* ++

- ~ Tracing!
- ~ `sys:get_status(Worker)`
- ~ `sys:trace(Worker, true)`
- ~ DBG

Importance of time given by management to adapt, over knowledge of OTP

■ It makes things worse ■ I don't care ■ It's good to have ■ It's essential



Problems

- ~ Libraries and version clashes
- ~ No namespaces
- ~ Package management
- ~ i18n, l10n



OTP systems are **Solid**

Sources

- ~ *Programs, Life Cycles, and Laws of Software Evolution*, MM. Lehman, 1980
- ~ *Software Maintenance*, Gerardo Canfora and Aniello Cimitile, 2000
- ~ *Software Maintenance* - clarityincode.com
- ~ *Poll Results: Erlang & Maintenance* - ferd.ca

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Learn You Some **Erlang** for Great Good!

A Beginner's Guide



Fred Hébert



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nostarch.com/erlang