

# Heresies and Dogmas in Software Development

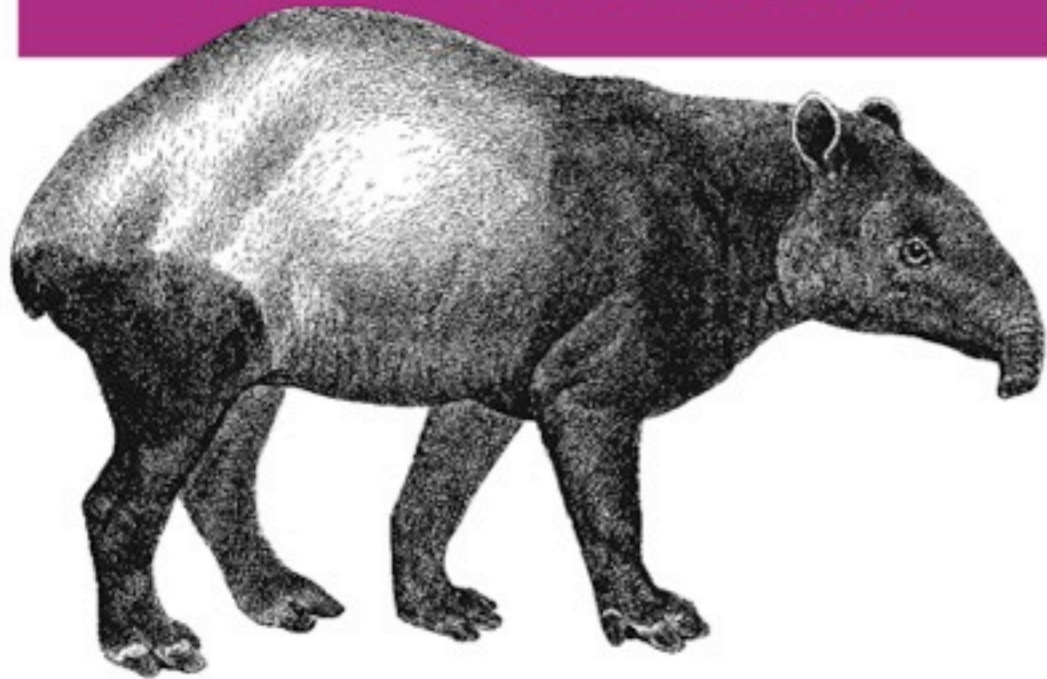
@deanwampler

CME Group Technology  
Conference 2011

*Scalability = Functional Programming + Objects*

*Programming*

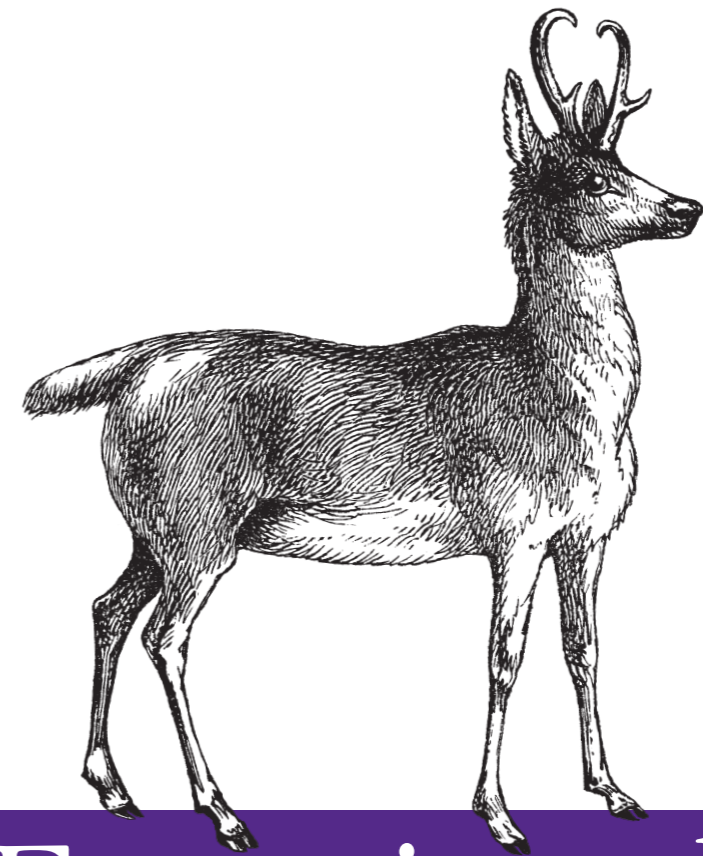
# Scala



O'REILLY®

*Dean Wampler & Alex Payne*

[programmingscala.com](http://programmingscala.com)



# Functional Programming

*for Java Developers*

O'REILLY®

*Dean Wampler*

[polyglotprogramming.com/  
fpjava](http://polyglotprogramming.com/fpjava)





**@stesla**

Samuel Tesla

So often I find myself wondering how many things in software we actually \*know\* and how many we just \*believe\*. Software is faith-based.

31 Mar 10 via [Echofon](#) ☆ [Favorite](#) ↻ [Retweet](#) ↩ [Reply](#)

<https://twitter.com/#!/stesla/status/11390744100>

# Goto

(Considered  
Harmful)

Ohio Street  
Beach



CHICAGO PARK DISTRICT





**@bpettichord**

Bret Pettichord

Both my parents were programmers. As a teenager, to be rebellious, I insisted that "goto" wasn't harmful. True story.

6 Mar 10 via [TweetDeck](#)  [Unfavorite](#)  [Retweet](#)  [Reply](#)

Retweeted by [MaggieL](#) and 6 others



<http://twitter.com/bpettichord/status/10062856309>

# The Goto

A non-local jump, often to a label

```
while (true) {  
    doSomeWork();  
    if (hasMoreWork() == false)  
        goto finished;  
    wait(1000);  
}  
label finished;
```

# “Go To Statement Considered Harmful”

Edsger Dijkstra, *Communications of the ACM* 11 (3):  
147–148 (March 1968).



# “Go To Statement Considered Harmful”

- Complicates analysis and verification of program correctness, especially loops.



# “Go To Statement Considered Harmful”

- Structured Programming replaces gotos with:
  - Sequence (i.e., sequential instructions)
  - Repetition (e.g., loops)
  - Selection (e.g., branches)

# “Structured Programming with Go To Statements”

Donald Knuth,  
*Computing Surveys* 6 (4): 261–301 (1974).



# “Structured Programming with Go To Statements”

- Programmers found it difficult to eliminate gotos.

# “Structured Programming with Go To Statements”

- Some code constructs are actually simpler to understand with gotos.
- breaking out of loops.



# “Structured Programming with Go To Statements”

- Some code with gotos was noticeably faster.

Even Linus Torvalds has  
defended `gotos`.

<http://kerneltrap.org/node/553>



Whither Gotos?

Heresy or Dogma?

# Whither Gotos?

- Can lead to spaghetti code.
- Can also lead to fast, intuitive code.
- Constructs like break are rebranded, constrained gotos.

# Whither Gotos?

Whether an idea is a  
heresy or a dogma  
depends on the  
context.

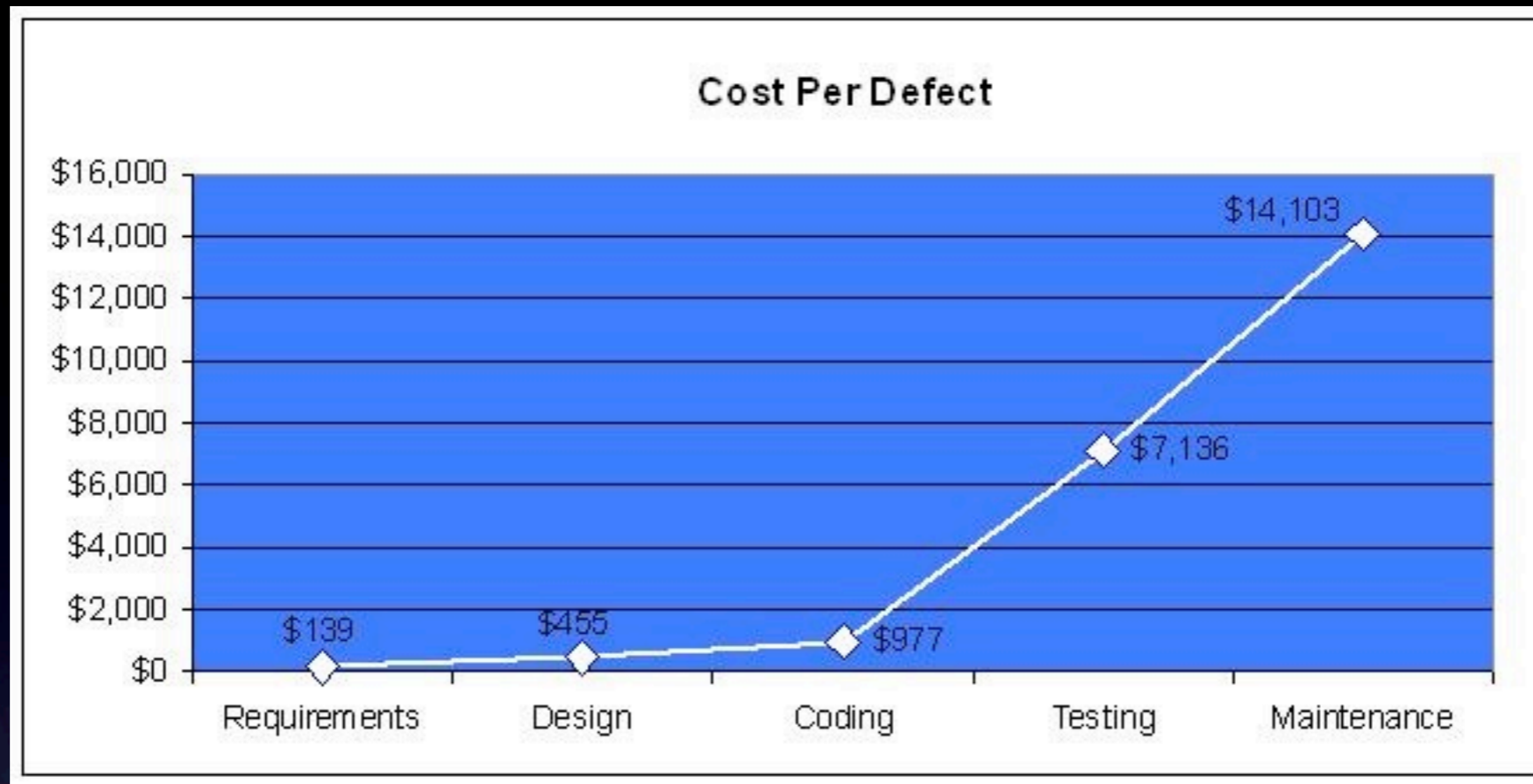




# Design Before Code



Wait! That building is  
supposed to be square!



???

Capers Jones, Software Assessments, Benchmarks, and Best Practices, Addison-Wesley, 2000



If rework is expensive,  
can we eliminate it by  
deciding exactly  
what to code  
before we code it?

# Agile Taught Us:

- Requirements change is inevitable.
- We learn the requirements while building.

# Agile Taught Us:

- Reducing the cost of change to near zero lets us defer decisions to the last responsible moment.



# Agile Taught Us:

- Iterations eliminate risk in small chunks.

# Design Before Code

Heresy or Dogma?



# Design Before Code

Even building construction  
is an adaptive process.

# Design Before Code

Since software is virtual,  
it is even more adaptable.



# Design Patterns



“A solution  
to a problem  
in a context.”

Obviously good, right?



# “Are Design Patterns Missing Language Features?”

[http://www.c2.com/cgi/wiki?  
AreDesignPatternsMissingLanguageFeatures](http://www.c2.com/cgi/wiki?AreDesignPatternsMissingLanguageFeatures)

# “Design Patterns in Dynamic Languages”

Peter Norvig,

<http://norvig.com/design-patterns/>



# “Design Patterns in Dynamic Languages”

“16 of the 23 patterns in Design Patterns were  
'invisible or simpler' in Lisp.”

Some GoF patterns are  
language features in  
functional languages.

Iterator, Composite,  
Command...

Other patterns are  
(fortunately) eliminated.

Visitor



Functional programming  
has its own patterns.

Fold, Monoid, Monad,  
Iteratee, Arrows,...

# “Programming with Effects”

Graham Hutton,  
<http://www.cs.nott.ac.uk/~gmh/monads>

# “Programming with Effects”

“Monads are an example of the idea of abstracting out a common programming pattern as a definition.”



# Design Patterns

Heresy or Dogma?

# Design Patterns

The concept of patterns remains useful.

Specific examples come and go.



# CORBA vs. REST





# Common Object Request Broker Architecture

- Objects are instantiated on the server.
- Clients call methods on the objects.
- Messages are binary encoded.

# REpresentational State Transfer

- Resources are represented by documents, etc.
- Client sends a request to initiate a transfer from one state of the resource to another.
- Platform neutral encoding: HTTP.
  - But not limited to HTTP...

The difference between  
abstracting the  
essence of something  
vs.  
requiring the thing itself.



# CORBA's Flaws

- Every version change forces a global upgrade.
- Binary changes!
- CORBA interfaces aren't sufficient as abstractions.

Objects are at the  
wrong level of abstraction.



Objects are not  
very modular.

# Modularity

<b>interface</b>	Single responsibility, clear abstraction, hides internals.
<b>composable</b>	Easily combines with other modules to build up behavior.
<b>reusable</b>	Can be reused in many contexts.



# Modularity

- Two successful modularity schemes:
  - Digital circuits.
  - HTTP.

# Digital Circuits

- Each wire: 0 or 1
- 32 together: 4 Billion unique values!

# HTTP

- 9 “Request Methods”
  - GET, POST, HEAD, OPTIONS, ...
- Text Oriented
  - Key-Value header fields.
  - Payload encoding - MIME type.



# Reuse

- Simple abstractions.
- Low-level of abstraction.
- Enable higher-level abstractions => protocols.

# Paradox of Objects

Unconstrained freedom  
to create abstractions  
undermines reuse.

# Paradox of Objects

Abstraction boundary  
is too high, without a  
lower-level boundary.



# CORBA vs. REST

*Heresy* or Dogma?

# CORBA vs. REST

- REST/HTTP meets requirements for modularity.
  - Low-level, simple abstraction.
  - Minimal coupling.
  - The constraints enable reuse.

# CORBA vs. REST

- CORBA isn't modular.
  - High-level, ad-hoc abstractions.
  - Maximal coupling.

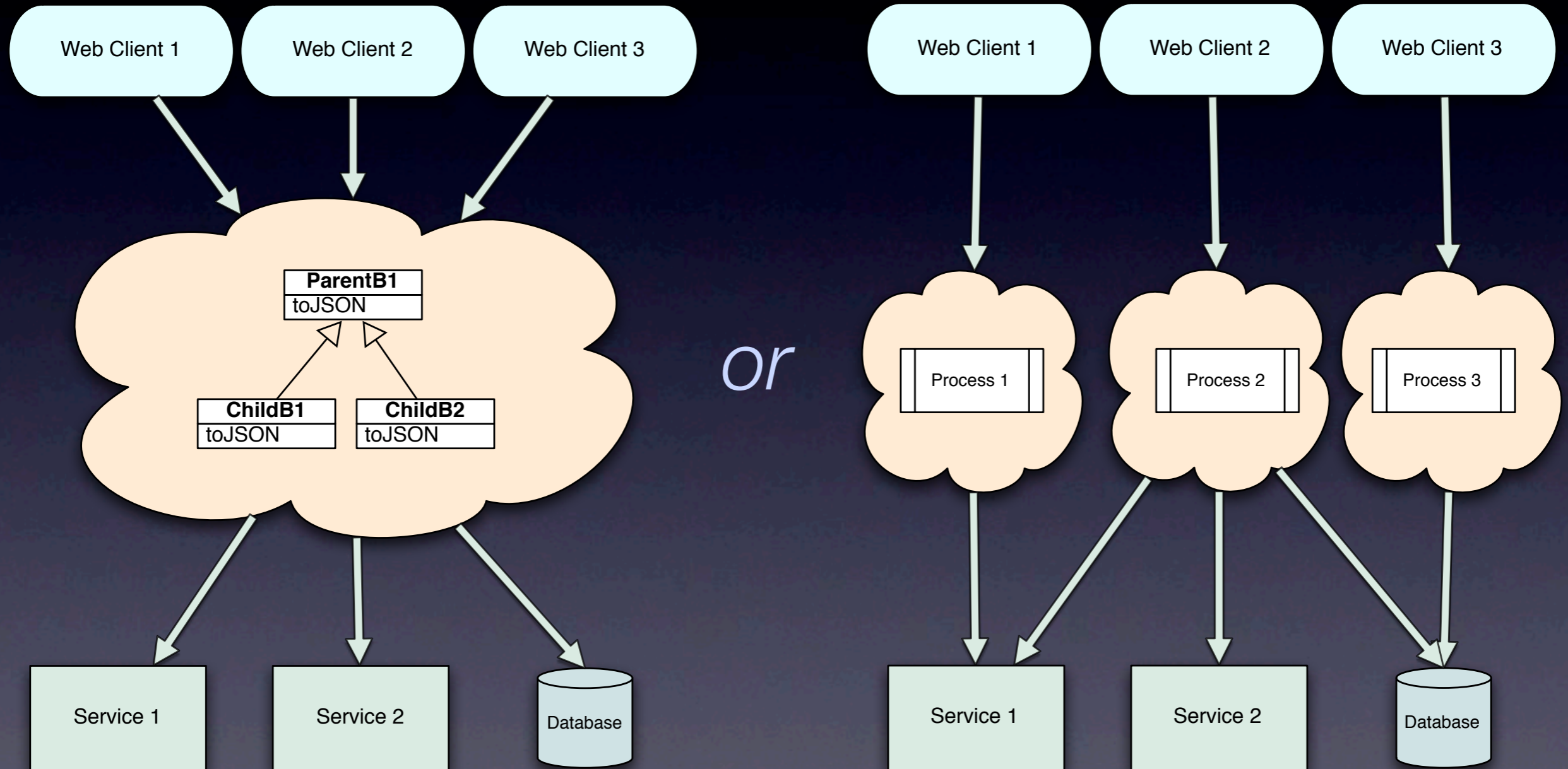


# Object Middleware and ORMs



In a highly concurrent  
world, do we really  
want a middle?

# Which Scales Better?





Implementing a  
rich domain model  
encourages  
fewer, fatter services.

# Object-Relational Mapping

# ORM Pros

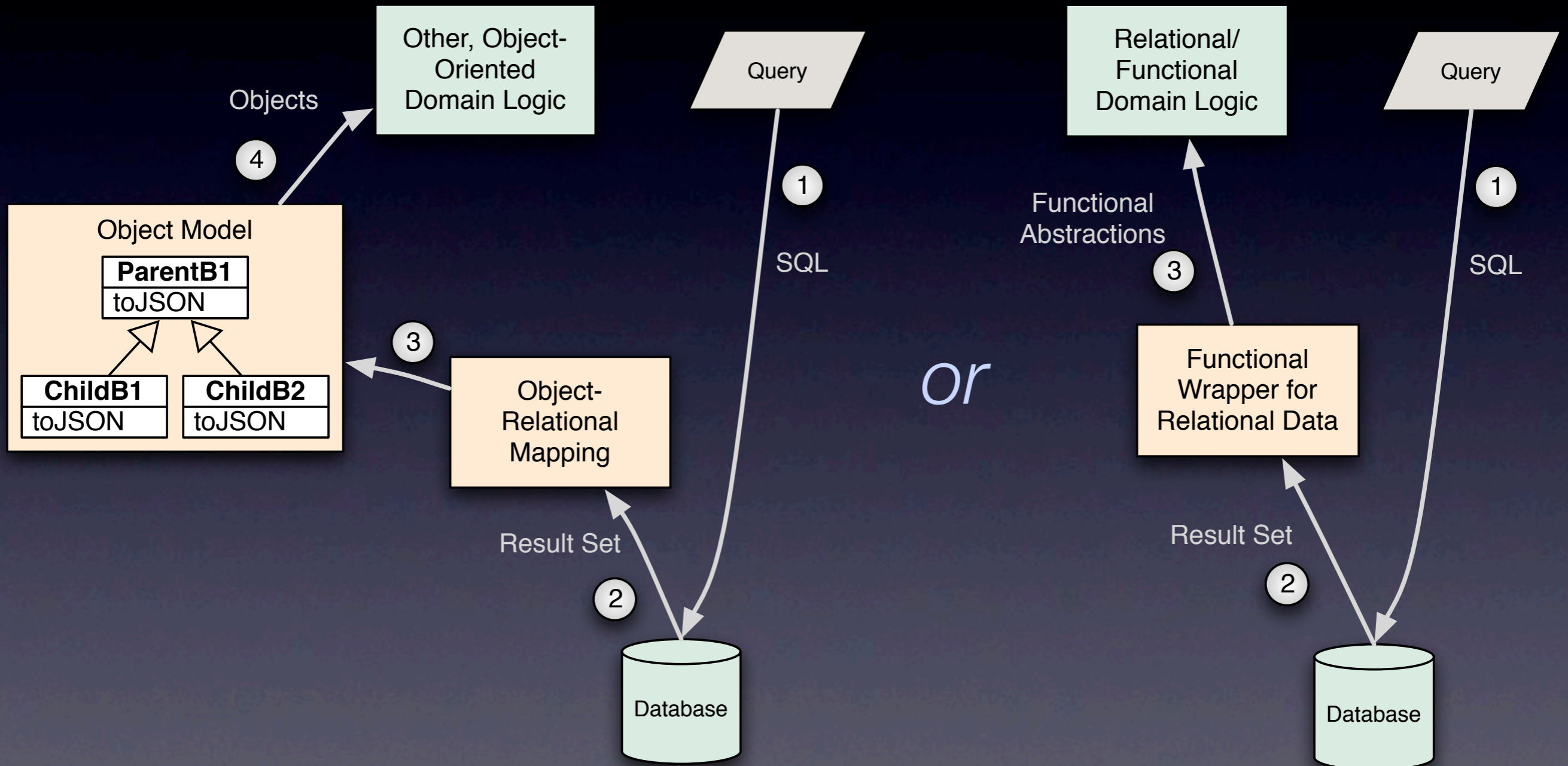
- Mostly eliminate the need for SQL.
- Generate boilerplate code.
- Inefficient, but “good enough”.



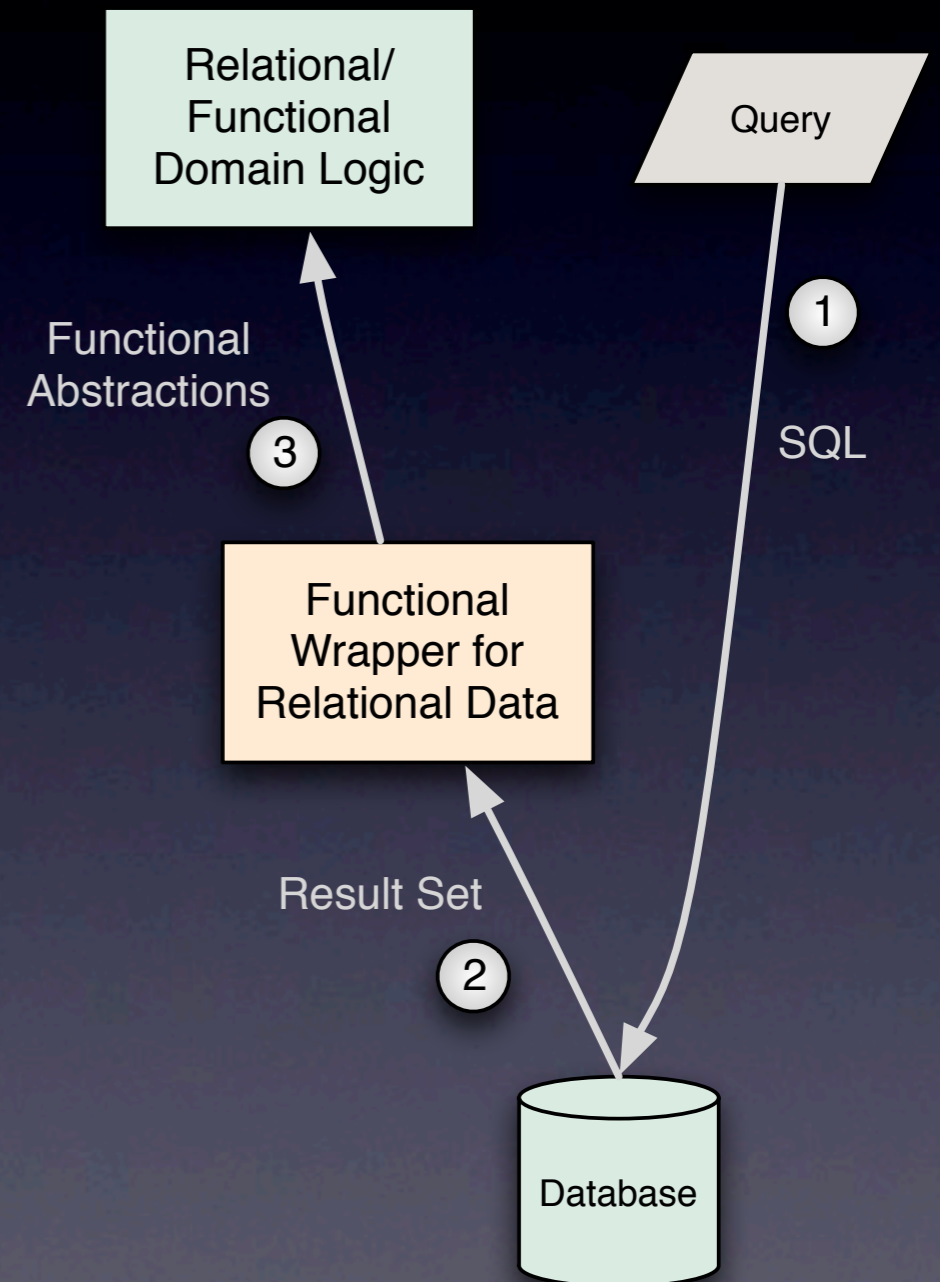
# ORM Cons

- Poor abstraction - don't eliminate SQL.
- Objects are a poor fit for relational data.
- Not really efficient enough, especially for “big data”.

# Which Is Simpler?

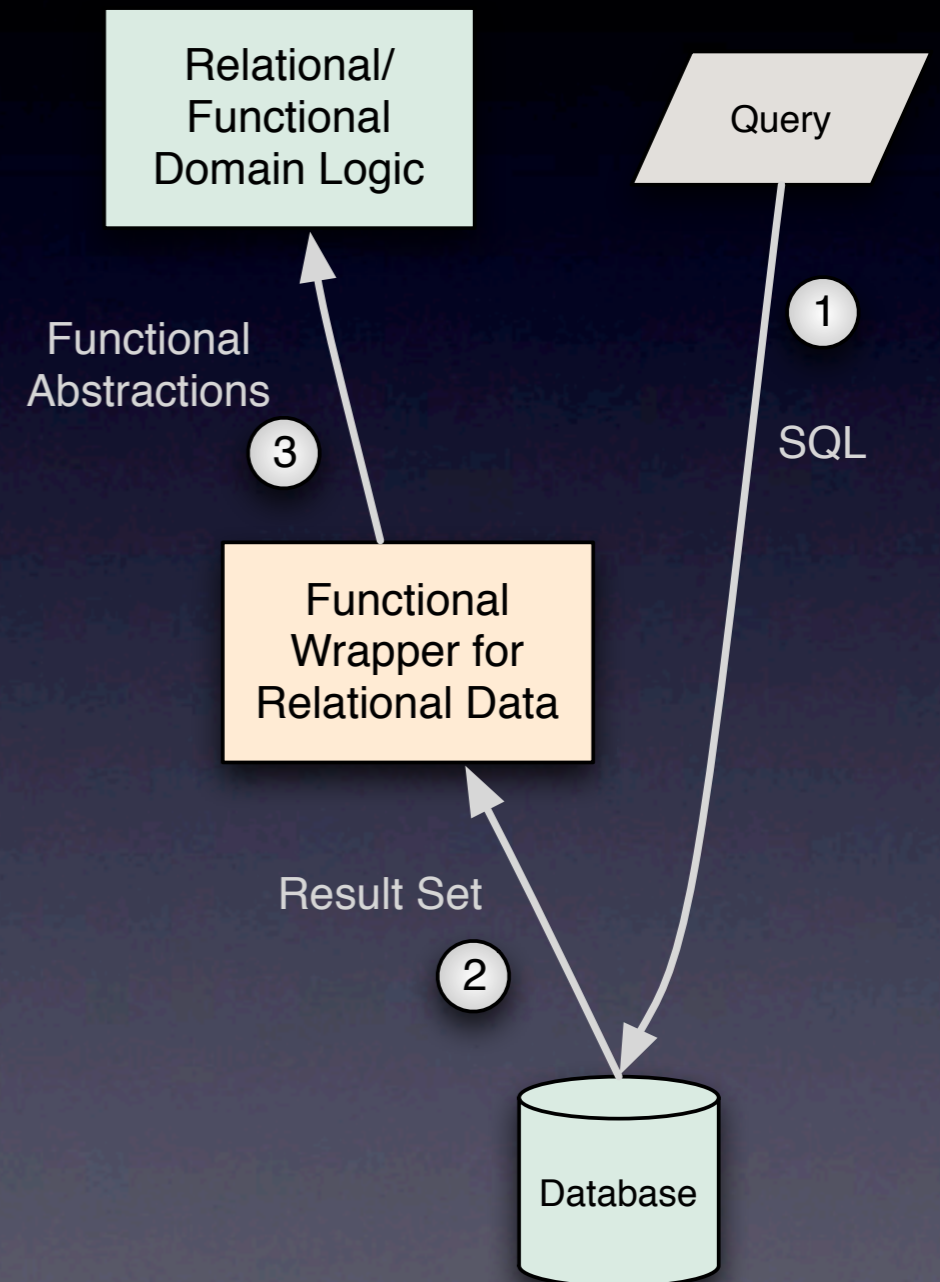


Functional data  
structures  
fit Relational  
data.

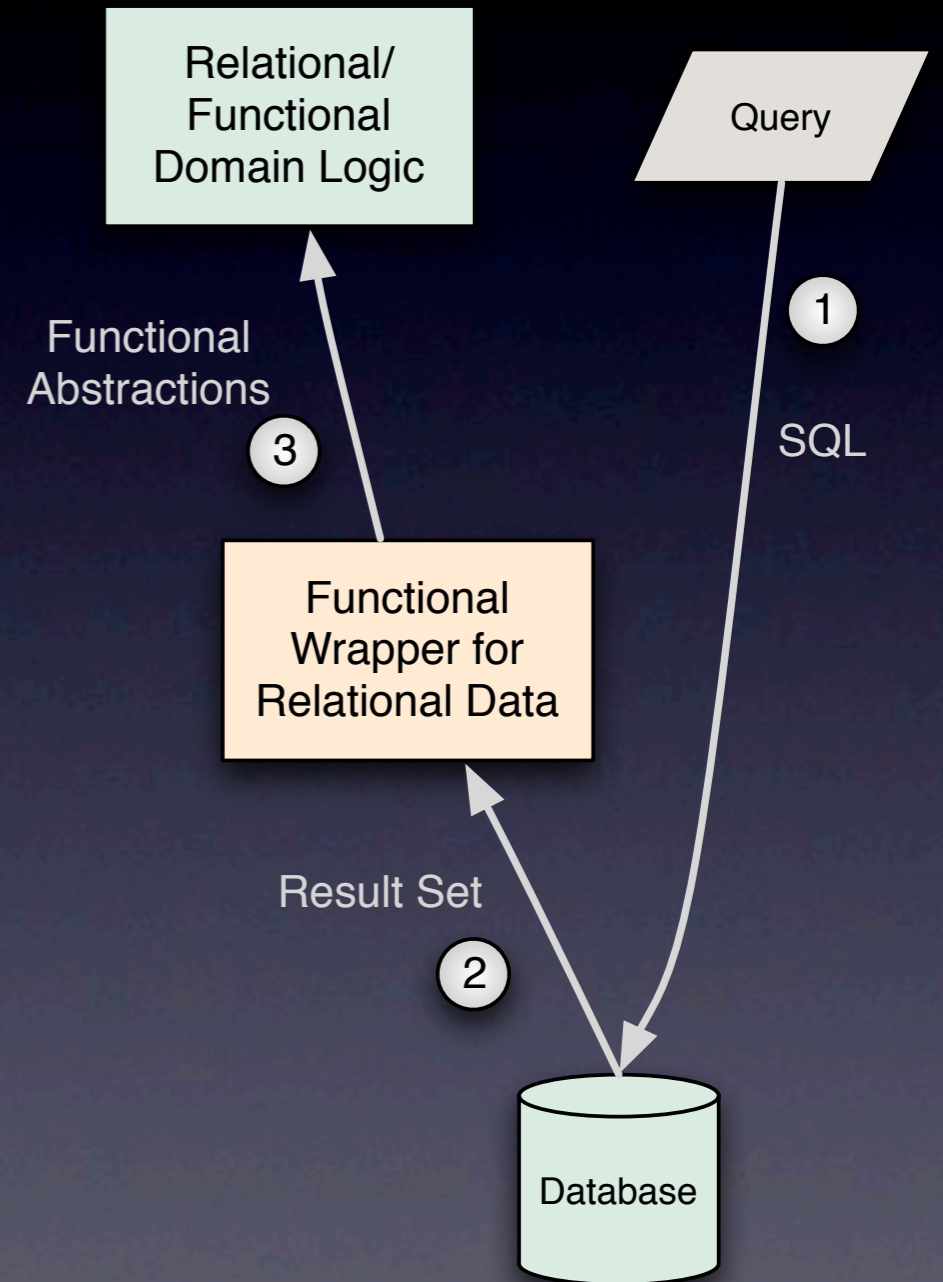




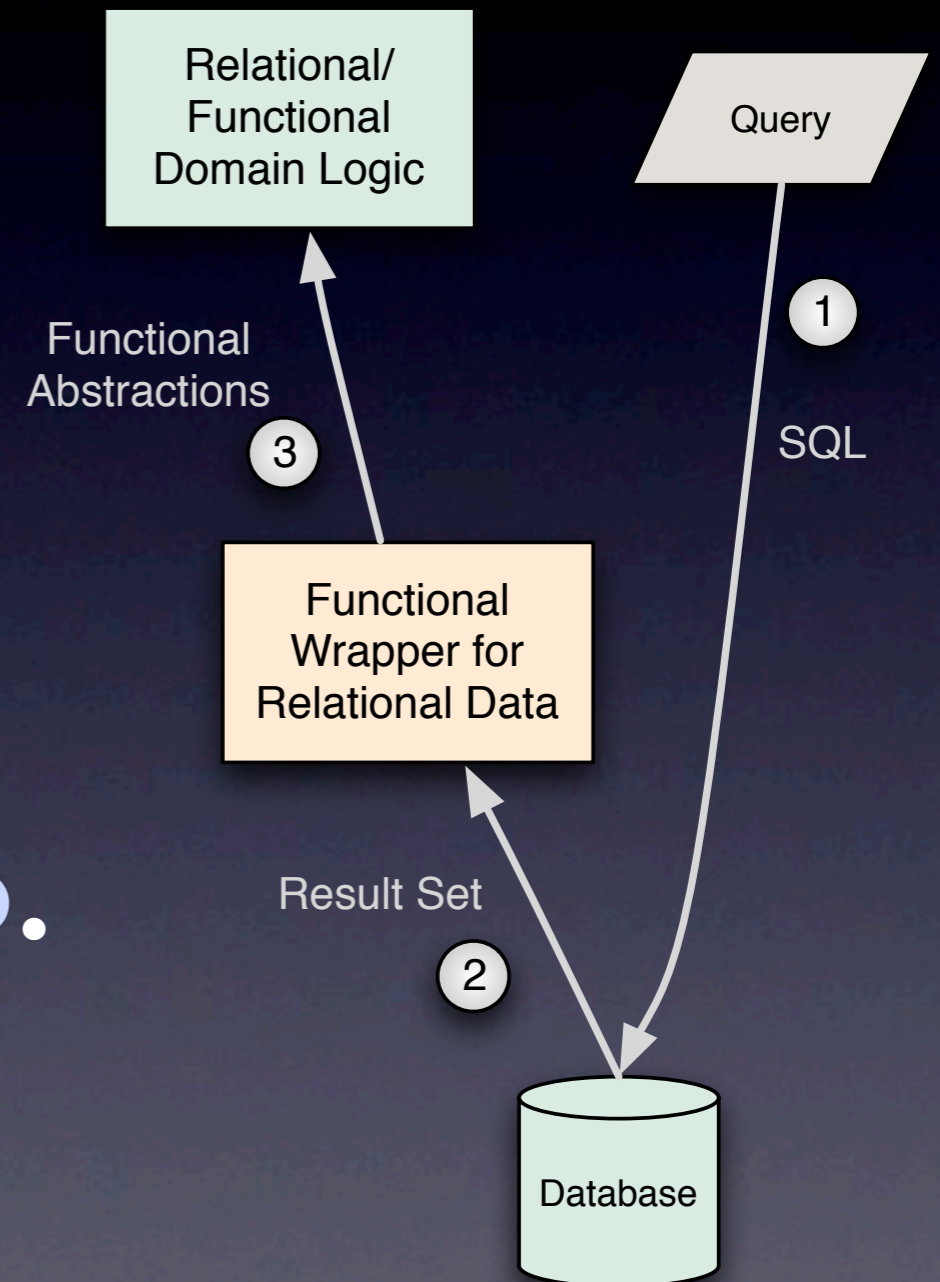
LINQ and similar tools minimize the object-relational impedance.



Also, your  
browser wants  
JSON...

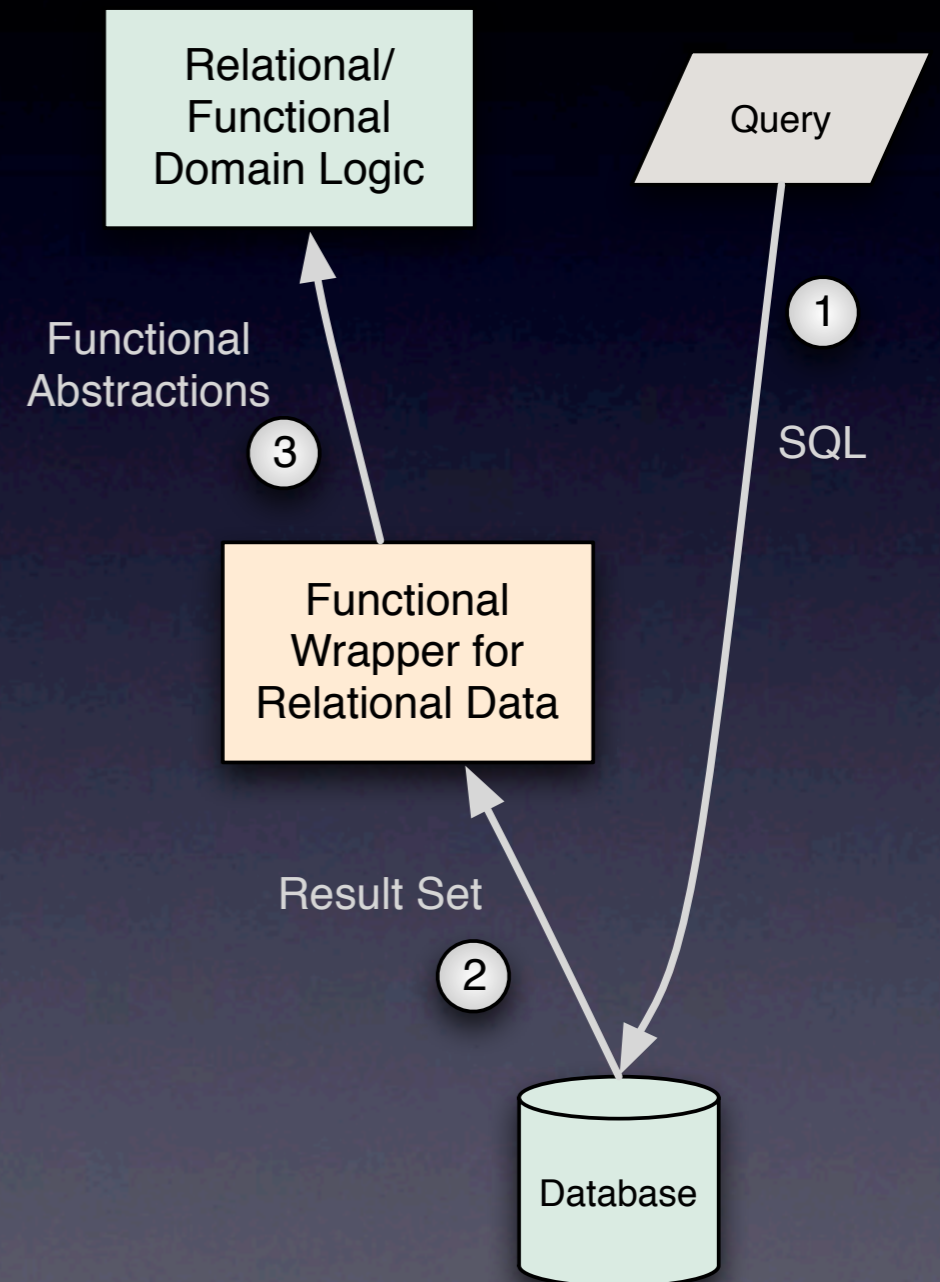


# Javascript stack: Browser, Node.js and MongoDB/CouchDB.





# Uniform language and data representation.



# Object Middleware and ORMs

*Heresy* or Dogma?

# Object Middleware and ORMs


- + if your object model is relatively stable.

- + for many OO languages.



# Object Middleware and ORMs

- if high performance is essential.
- for functional languages.

A sunset over the ocean. The sky is filled with dark, heavy clouds, some of which are illuminated from below by the setting sun, creating a dramatic orange and red glow. The sun is a bright, glowing semi-circle just above the horizon line. The ocean below is dark, with a few small, distant lights visible in the lower left corner.

Stupid Scala Trick...

Identifiers  
with Spaces



```
scala> case class `My Class Has Spaces`(  
    `some int`: Int)
```

```
defined class My$u0020Class$u0020Has  
$u0020Spaces
```

```
scala> val `a value` =
```

```
    new `My Class Has Spaces`(1)
```

```
a value: My Class Has Spaces = My Class Has  
Spaces(1)
```

```
scala> println(`a value`)
```

```
My Class Has Spaces(1)
```



# Identifiers with Spaces

Heresy or Dogma?

```
// JUnit tests:  
@Test public static void  
`delete(n) removes the nth item`() {  
    ...  
}  
// Enums  
enum ErrorCodes {  
    `Not Found`,  
    `Permission Denied`,  
    `Corrupt Format`,  
    `Get Off My Lawn`;  
}
```



Sometimes,  
whether it's a  
Dogma or a  
Heresy is a  
matter of  
branding...







**@jaykreps**

Jay Kreps

How to manage software technical debt:  
(1) repackaging it and sell it off as  
collateralized debt obligations, (2) await  
govt bailout.

8 Jan via [Echofon](#) ☆ Favorite ↻ Retweet ↩ Reply

Retweeted by [cmuller13](#) and 100+ others



<https://twitter.com/#!/jaykreps/status/23814156104769536>

Pictures from around Chicago.

© Dean Wampler

# Thank You!

dean@deanwampler.com  
@deanwampler

CME Group Technology  
Conference 2011

