



use #PyParis

Onnja

Technical Debt

The code monster in your closet

slides: bit.ly/ParisTechDebt



Mhat is technical debt?



A series of bad decisions

(Both business & technical)



Which lead to ->

Error prone code & architecture



... and using more

Resources

to accomplish

Less



What decisions were made in the past that prevent me from getting sh** done today?



What causes technical debt?



And you.



Mistakes I Made Early On

- → Not seeing the value in unit tests
- → Not knowing how to say NO to features



Mistakes I Made Early On

- → Overly optimistic estimates
- → Putting releases over good design & reusable code



Time Crunch

That project was due yesterday!

I'll take a shortcut, and clean up the mess tomorrow.



Unneeded Complexity

Lines of code committed != amount of work accomplished



Lack of understanding

- I. Have a problem
- 2. Look up a solution on stackoverflow
- 3. Copy & paste it into your code
- 4. 333
- 5. Bugs!

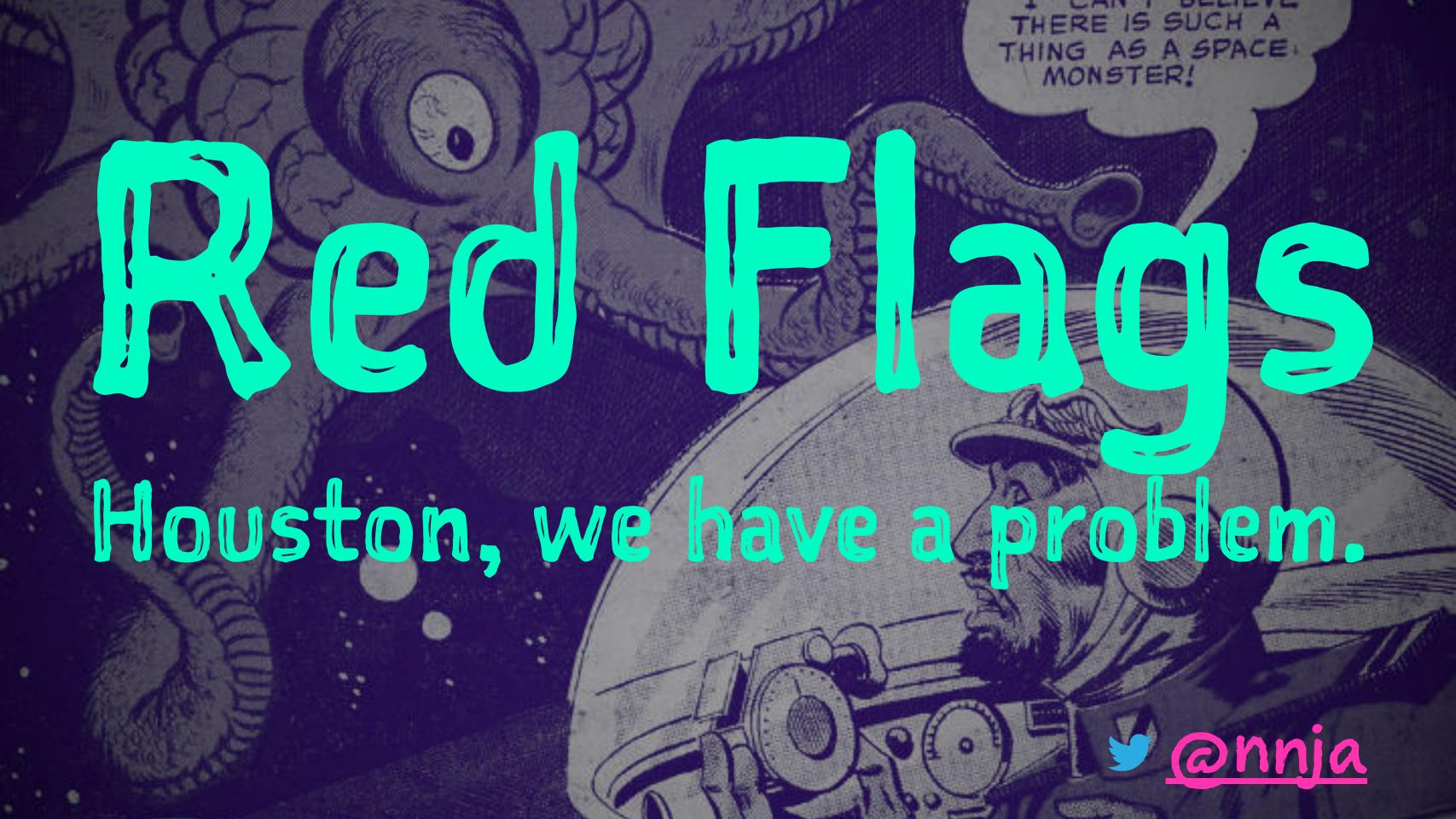


Culture of Despair

This is already a heap of trash.

Will anyone really notice if I add one more thing to the top?





Code Smells

- → Not Bugs
- → An indication of a deeper problem



Code Smells

- → Half implemented features
- → No documentation, or poor documentation



Code Smells

- → Commented out code
- → Incorrect comments
- → No tests, or worse: broken tests



Restore deleted code with git!

Find by content:

```
$ git log --summary -G'(D|d)jango'
Find the commit that deleted a file:
   ```shell
git log --diff-filter=D --summary -- <filename>
```



# MO more commented out code



### Poor Documentation

```
class OrganicGlutenFreePizzaFactory:
 def get_dough(self):
 """

 Return amazing, organic, GMO and Gluten Free Dough
 """

 # ran out of organic gluten free, use the other stuff.
 # return 'organic gluten free dough'
 return 'gmo pesticide processed gluten-full dough'
```



### Architecture & Design... Smells

- → Parts of the code no one wants to touch
- → Brittle codebase -- changing code in one area breaks other parts of the system
- → Severe outages caused by frequent & unexpected bugs



# Good Design -> Implementing new features comes easily

#### Poor Design -> New features are shoehorned into the system





## Functionality changes, but variable names don't

```
employees = ['John', 'Mary', 'Dale']
employees = 'Bob'
employees[0]
```



#### Monkey Patching Own

```
def new_init(self):
 pass

some_library.SomeClass.__init__ = new_init
```



#### What exactly does this decorator do?

```
def decorator_evil(func):
 return False
@decorator evil
def target(a,b):
 return a + b
>>> target(1,2)
TypeError: 'bool' object is not callable
>>> target
False
```

#### Circular Dependencies

```
Circumvent circular dependency warnings
def some_function(x):
 from some.module import some_method
 some_method(x)
```







### 50 Year Old Technology

"And we continue to use the COBOL programming language, it is extremely difficult to find IT experts who are versed in this language."



# It's not just the IRS

- → Banks & Financial Institutions
- → Universities
- → Air Traffic Control
- → ... many still use COBOL



# Story Time

- → I used to work in finance.
- → At the time I was there, all of the banking systems were run on mainframes.
- → The bankers were getting frustrated. They wanted a UI.



# Big Idea!

- → Let's write a fancy new web front end
- → It'll do ALL the things



- → Rewriting the backend is too expensive
- → It already does what we need
- → Let's leave the mainframe as the backend



# Cursors

- → The mainframe would output a text screen from a program result, based on a query.
- → The results would be parsed by reading variables from the screen in certain positions.



# Result?

- → The new system was incredibly slow
- → And error prone
- → After months of work, the multi-million dollar rewrite was scrapped



## You can try to cover up debt... (but it probably won't work)



# The MWP

- → (Minimum Viable Product)
- → Get the product to market as soon as possible



# A Great Idea

→ A successful project that was created by a lone developer in a coffee fueled 48 hours.



## There Was a Problem

- → Years went on, but the initial code and design didn't go away.
- → Instead, it became the base for an expanding project, with expanding features.
- → There was never any time to refactor.







# Scope Creep

- → Features that someone thought was a good idea one day, stuck around forever.
- → > "In case we need them. Later."



# Sad Developers

- → Minimal working tests (no time to write them).
- → When a release was pushed, something was bound to break.
- → Made everything feel like it was your fault.



## Grinding To a Halt

- → Development time for new features skyrocketed
- > The project was deemed too difficult to maintain
- → ... and cancelled.



# Sometimes you need to burn it.

With fire.





## Don't point fingers

Technical debt is a team-wide problem.

Everybody needs to be part of the solution.



# Work Together

- → Code Standards
- → Pair Programming
- Code Reviews



### Unless something is on fire, or you're losing money, don't merge unreviewed code into master.



## Be Accountable

- → Unit & Integration Tests
- → Pre-Commit Hooks
- → Continuous Integration



# Make a Commitment Company tried to fight debt, but they didn't make a commitment.



## Ended up with twice as many technologies in their stack as needed, and twice as big of a mess.

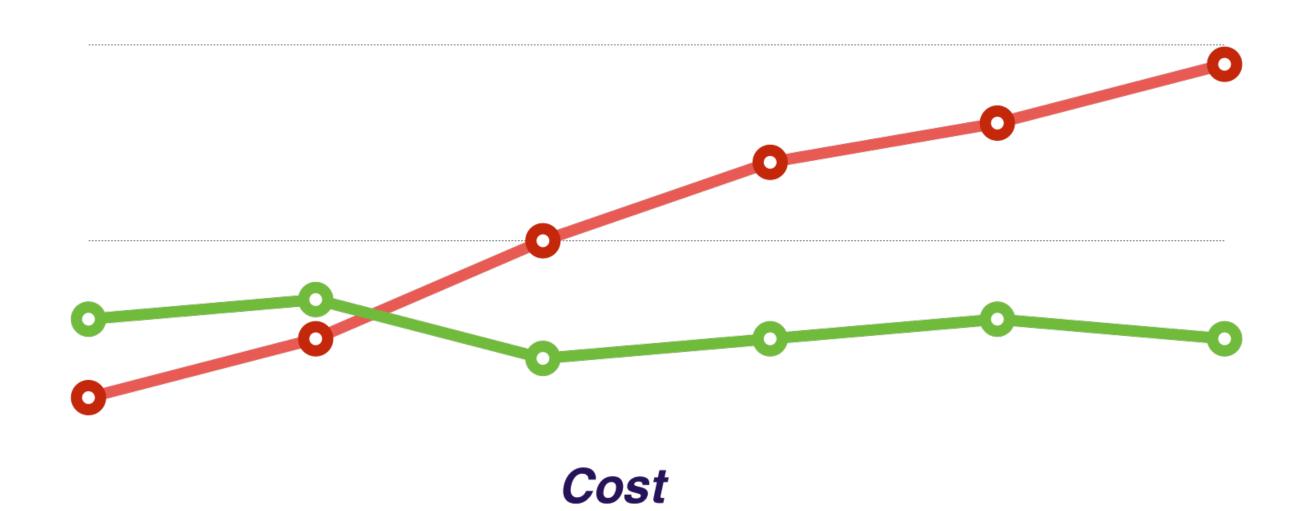


#### Sell It To Decision Makers

By allocating project time to tackling debt, the end result will be less error prone, easier to maintain, and easier to add features to.



#### Not broken, why fix it?







### Hiring developers is hard.

Technical debt frustrates developers.

Frustrated developers are more likely to leave.



#### Some lingering debt is inevitable.

Don't be a perfectionist.

Figure out the project tolerance, and work with it.



# Use these arguments to justify the additional time it takes to do things right





### Refactoring

#### The single greatest tool in your toolbox



#### What is it?

Systematically changing the code without changing functionality, while improving design and readability.



#### Refactoring

- → Slow and steady wins the race.
- → The end goal is to refactor without breaking existing functionality.



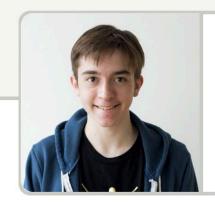
#### Refactoring

- → Replace functions and modules incrementally.
- → Test as you go.
- → Tests are mandatory at this step.





### Undebt: How We Refactored 3 Million Lines of Code



Evan H., Software Engineering Intern Aug 23, 2016

github.com/Yelp/undebt, yelp refactoring

#### Use proper design patterns





1,538

**★** Star

17,879

**README.md** 

#### python-patterns

A collection of design patterns and idioms in Python.

#### github.com/faif/python-patterns

#### Use depreciation patterns

#### Like openstack debtcollector

```
class removed_property(object):
 """Property descriptor that deprecates a property.
 This works like the ``@property`` descriptor but can be used instead to provide the same functionality and also interact with the :mod:`warnings`module to warn when a property is accessed, set and/or deleted."""
```



#### Use vulture.py to find dead or unreachable code

```
$ pip install vulture
$ vulture script.py package/
```

or

\$ python -m vulture script.py package/

github.com/jendrikseipp/vulture

#### sample code

```
def foo():
 print("foo")

def bar():
 print("bar")

def baz():
 print("baz")

foo()
bar()
```

#### vulture.py output

```
> python -m vulture foo.py
foo.py:7: unused function 'baz' (60% confidence)
```

#### Prioritize

## What causes the biggest & most frequent pain points for developers?





#### Shelf Life

What's the life expectancy of this project?

Longer shelf life -> higher debt interest



#### Technical debt can be strategic

If you don't have to pay it off, you got something for nothing.



# Making time for refactoring depends on the size of your team, and the size of your problem.



#### Guidelines

- → Small
  - → Devote a week every 6-8 weeks
- → Medium
  - → Devote a person every I-4 weeks, rotate
- → Large







## Boy Scout Rule

"Always check in a module cleaner than when you checked it out."

Source

## Expect To Be Frustrated The process of cleaning up days/ months/years of bad code can be analogous with untangling a ball of Don't give up.





#### Thank You!

Python @ Microsoft: bit.ly/parispython

<u>Onnja</u>

