

Faites confiance aux développeurs.euses de votre équipe :
voyez plus loin que les fonctionnalités

...

Sofia Lescano Carroll

 @SofLesc 



Sofia Lescano Carroll

Développeuse PHP





BEDROCK

Creating Streaming Champions



Bertelsmann



BEDROCK IS PART OF
EUROPE'S BIGGEST
MEDIA-TECH COMPANY

1 **BEDROCK BUILDS AND POWERS END-TO-END STREAMING SERVICES FOR LEADING EUROPEAN MEDIA COMPANIES**

2 **WITH BEST-IN-CLASS USER EXPERIENCE ACROSS AVOD & SVOD ON ALL DEVICES (30+)**

3 **DELIVERING ON-DEMAND VIDEO (SVOD / AVOD), LINEAR CHANNELS & LIVE SPORTS.**

350+

TEAM MEMBERS

12+

YEARS EXPERIENCE

35M+

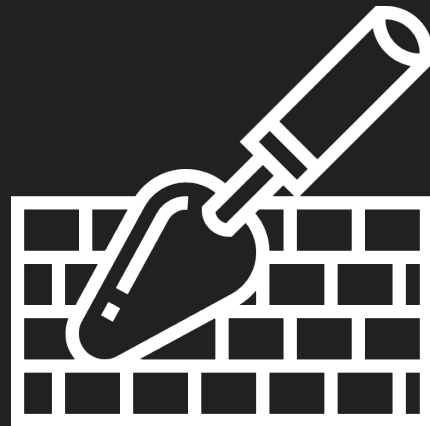
USERS IN 5 COUNTRIES



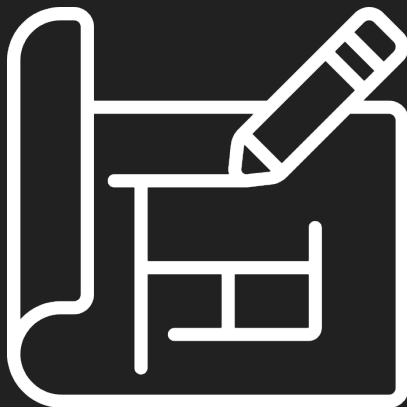
Un projet c'est comme une maison ... il a besoin d'entretien !



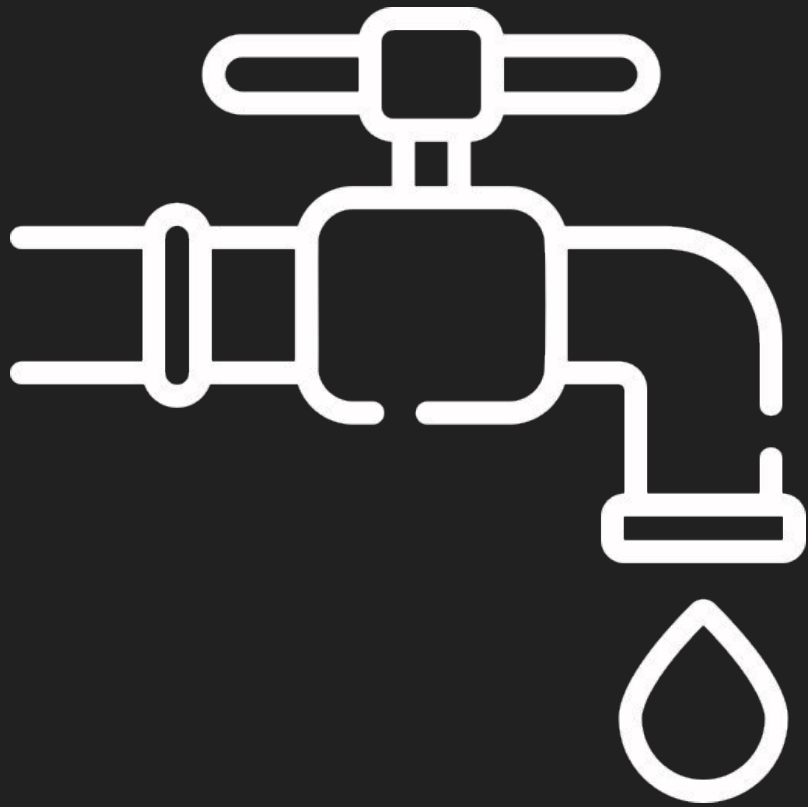
Reprendre l'existant



Démolir et reconstruire



Construire dans un terrain vide



Ne pas utiliser


2 years ago

101

// And... yes, this is a **todo** ! Later ? Probably yes.

```
// Link third party events with the layout fetching
// Inject analytics in each entries and subEntries
// DON'T USE ASYNC/AWAIT HERE WHILE https://github.com/babel/babel/pull/9939 ISN'T MERGED
fetchNavigation(...args) {
```

Don't use args rest/spread to hoist super method calls #9939

 Merged

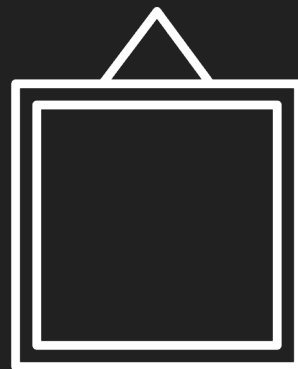
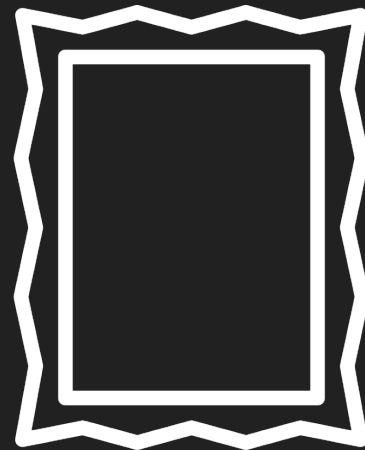
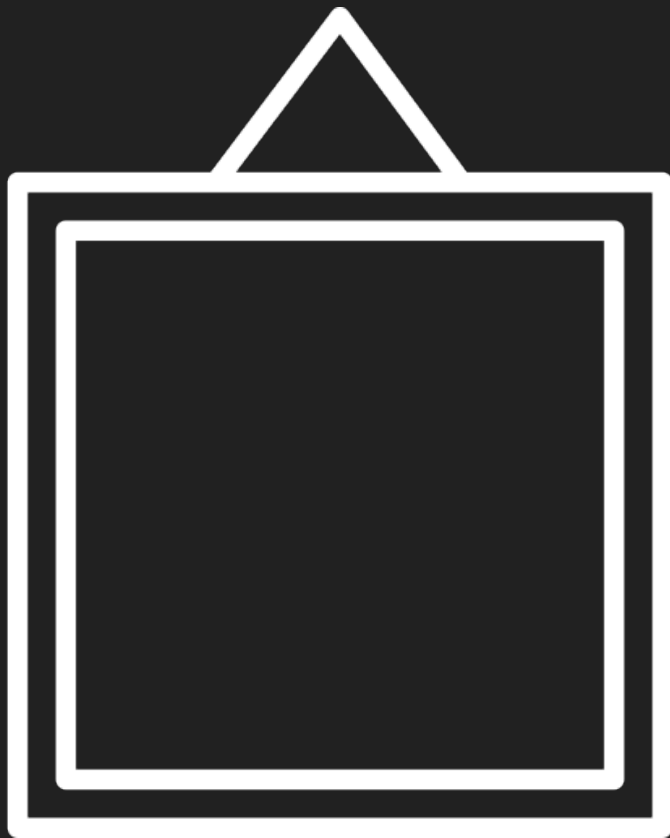
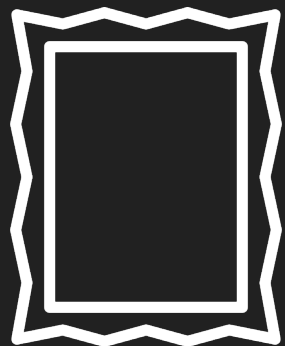
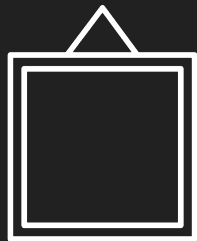
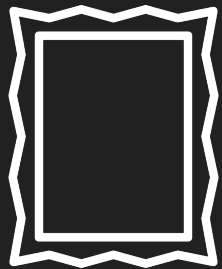
nicolo-ribaudo merged 3 commits into `babel:master` from `nicolo-ribaudo:issue-9935`  on 11 Oct 2019



Construire un projet de zéro

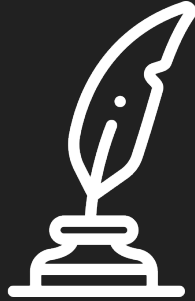


Conserver une partie legacy





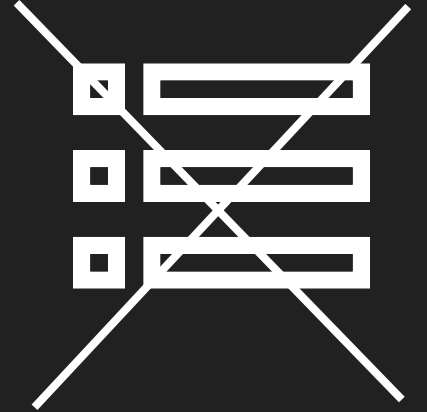
Application e-books



/authors



/books



/categories



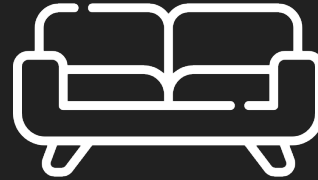
Souvent, on est pris par la frénésie du quotidien



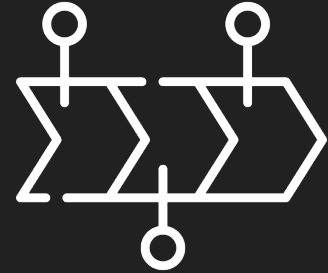
Perte de temps



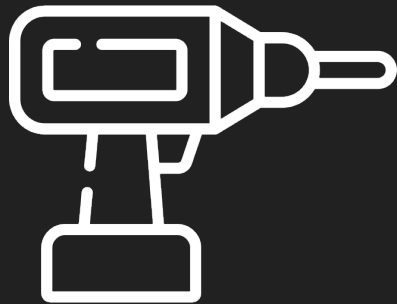
Coûteux



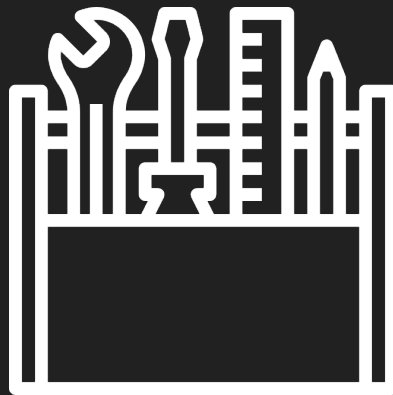
Confort



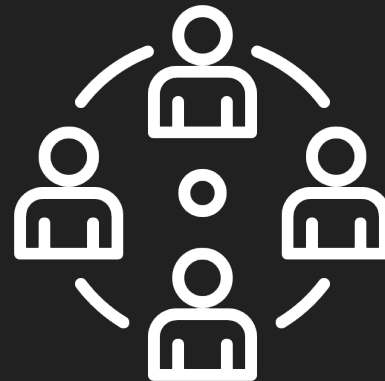
Longue durée



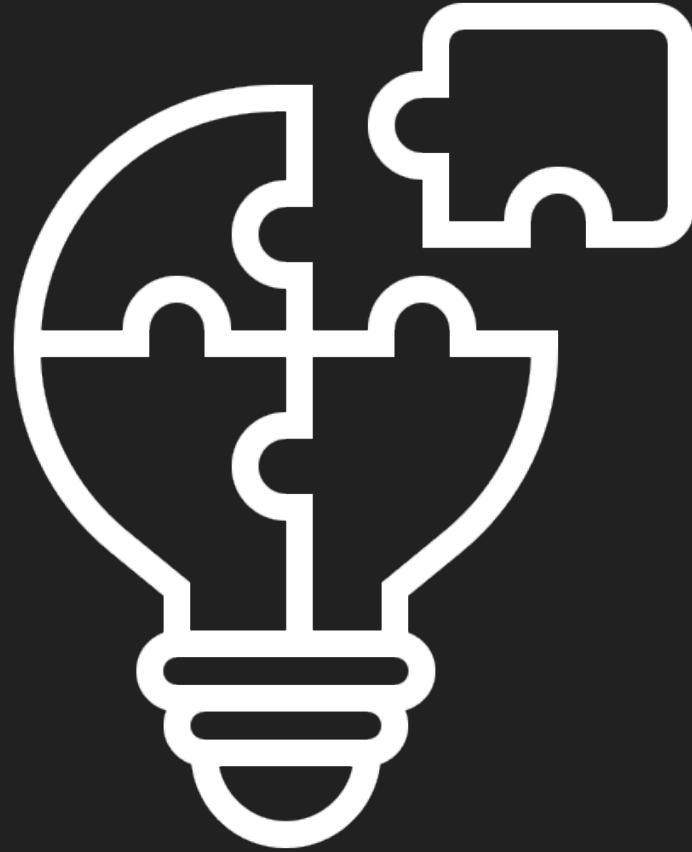
Améliorer vos outils



Trouver un confort
de travail



S'organiser

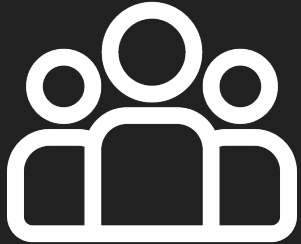


Construire ensemble des solutions



Quelle solution ?

Notre organisation

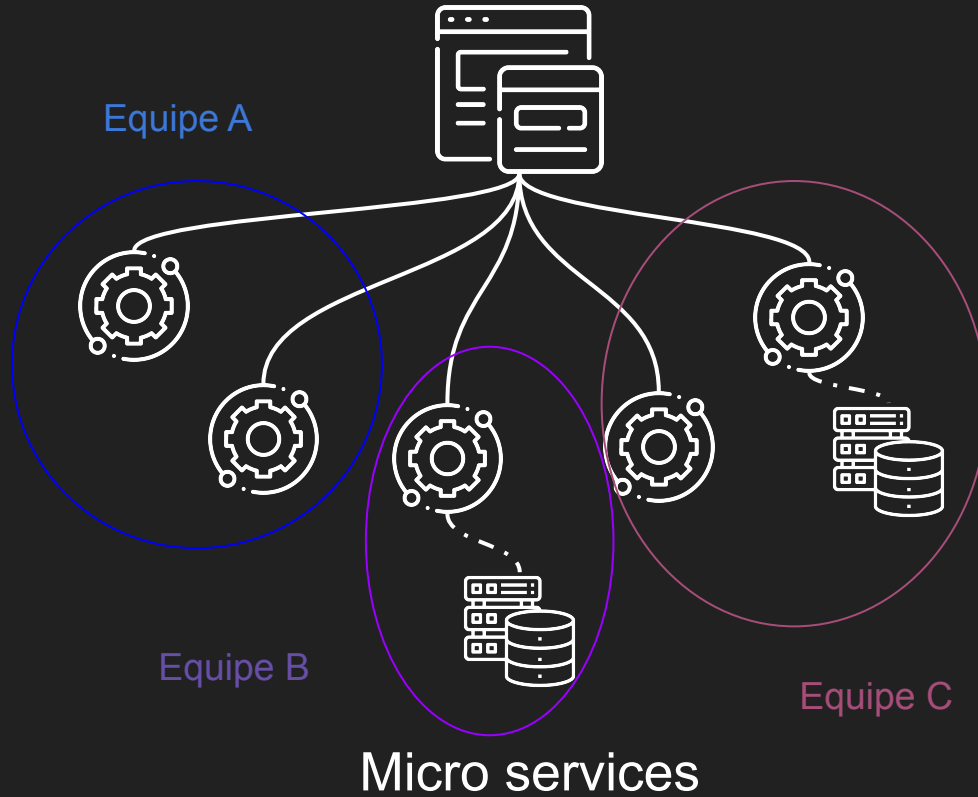


Équipes : 6 à 8 devs + PO + lead



Responsable de 1 à 3 projets

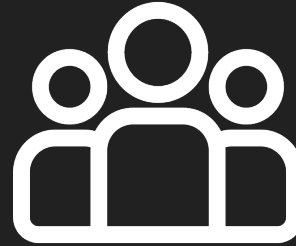
Notre organisation



Tech Meetings



Toutes les deux semaines



Dev + lead + PO



Durée fixe 1H

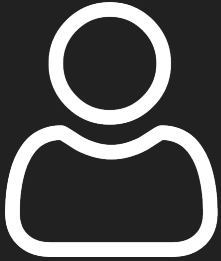


Sujets proposés à l'avance



Espace de discussion technique d'égal à égal

Tech Meetings



Animateur tournant
qui prend notes



Alterne rétros et les
tech meeting



La personne qui
propose le sujet le
présente



Action dans le
sprint pour rédiger
l'US



Tous les membres de l'équipe
peuvent proposer un sujet



2020-11-04 - Meeting notes



Créateur : SOFIA LESCANO CARROLL
Dernière mise à jour : le nov. 04, 2020 · Vu par 5 personnes

Participants

@SOFIA LESCANO CARROLL



Discussed topics

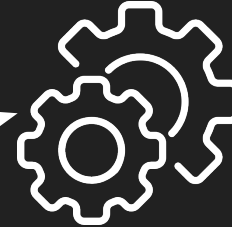
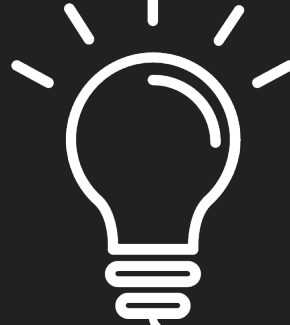
Subject	Holder		
Context Switcher		Why ?	Install context switcher, Where we put default env var value ?
		How	We will keep default values in .env.default and .env will only define APP_ENV=dev to know that we use .env.dev
		Actions	Refactor PR to keep only APP_ENV in .env
Monitoring on kernel terminate exceptions		Why ?	On kernel terminate, we may hide exceptions to avoid 500 errors
		How	Send metrics to prometheus to trace this errors
		Actions	Monitor these exceptions : ex : https://github.m6web.fr/Replay/service-bedrock-coupons/pull/229
		Why ?	

▼ Tech meetings Enigma

- 2020-04-22 - Meeting notes
- 2020-05-06 - Meeting notes
- 2020-05-20 - Meeting notes
- 2020-06-03 - Meeting notes
- 2020-07-01 - Meeting notes
- 2020-07-15 - Meeting notes
- 2020-07-29 - Meeting notes
- 2020-08-12 - Meeting notes
- 2020-08-26 - Meeting notes
- 2020-09-23 - Meeting notes
- 2020-10-07 - Meeting notes
- 2020-10-21 - Meeting notes
- **2020-11-04 - Meeting notes**
- 2020-11-18 - Meeting notes

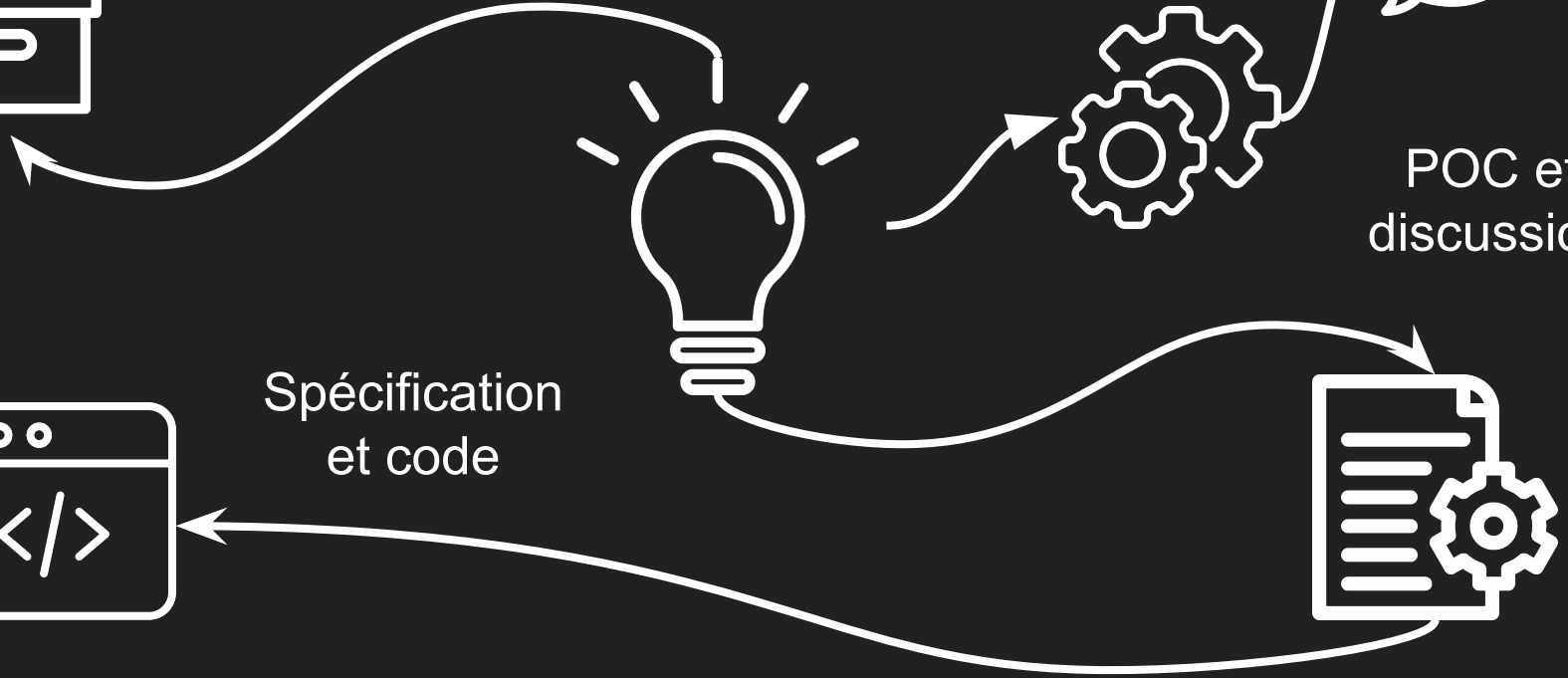
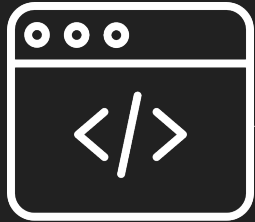
Et une fois le sujet discuté ?

Archivage



POC et discussion

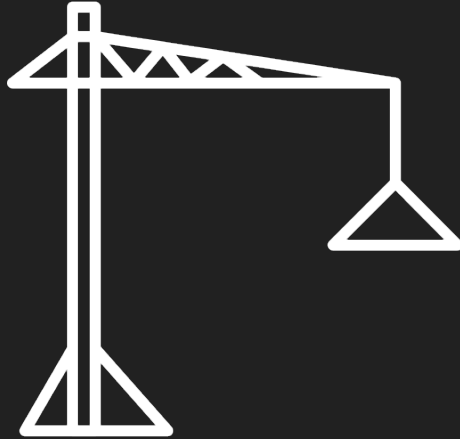
Spécification
et code





Origine des Tech Meetings

Origine tech meeting



Grande refacto

Origine tech meeting



BEDROCK

Creating Streaming Champions

6play

S V L T O



videoland.

rnplay

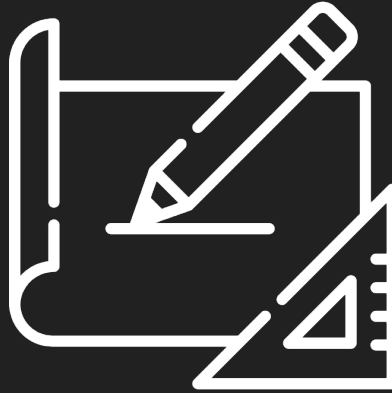
myst

PLAY

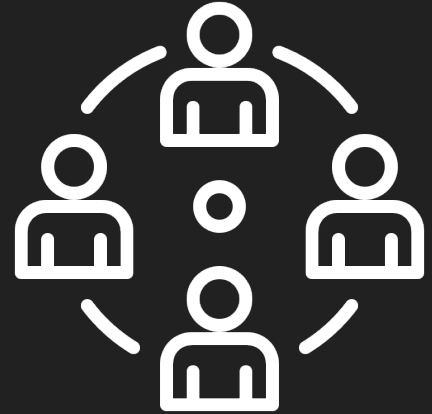
Origine tech meeting



Demande des
développeurs



Grandes décisions
techniques



En équipe

Chiffres & Exemples

1 an et demi

30 Tech meetings

75 sujets

2 à 3 sujets / meeting

Chiffres & Exemples

Tous les devs ont au moins proposé
un sujet

+80% des sujets ont été réalisés

Sans sujet, pas de meeting

Chiffres & Exemples

Mise à jour PHP Stan

Symfony Http Client

Mutation testing

Amélioration alerting

Qu'est-ce que le DDD ?

CI rollback

MOB programming

Documentation GraphQL

Thématiques des sujets



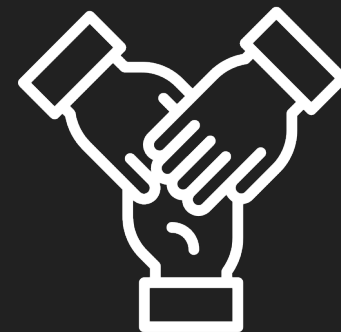
Nouvelles technos ou
MAJ



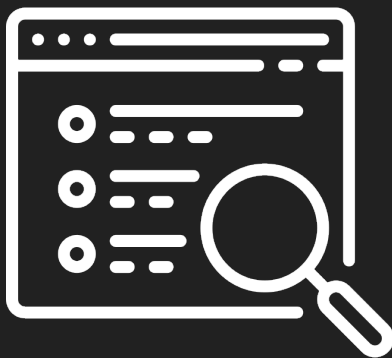
S'outiller



Refacto



Des guidelines
d'équipe



Quelques exemples concrets



Nouvelles
technos ou MAJ

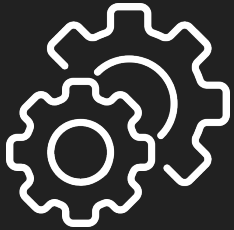
Symfony Http Client



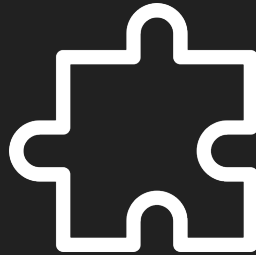
Idée issue de
conférence



Plus de maintenabilité
et rester dans
l'écosystème Symfony



POC compatibilité
avec l'existant



Par étapes

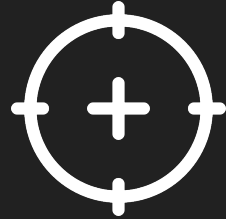


S'outiller

Alerting



Éviter les alertes
inutiles



Des alertes précises
qui permettent d'agir



Améliorations

Alerting

Alert: Route : pub ↑ 107 new messages × min - critical



AlertManager APP 1:34 PM

staging - [Back] users - 500

Alert: Route : get_user - Logs 5xx à 15min - critical

staging - [Back] users - 500

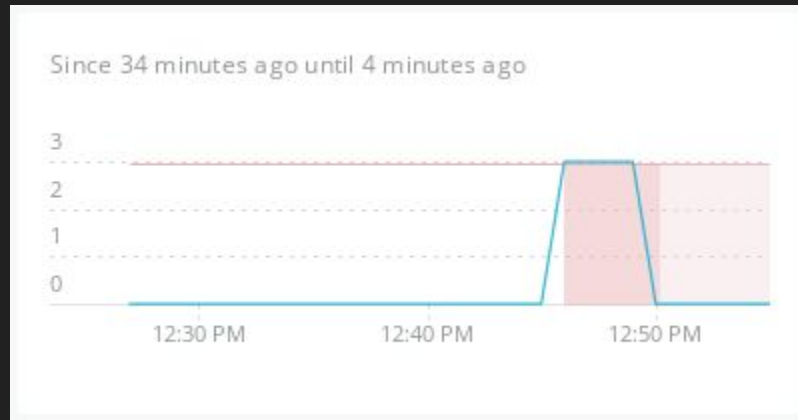
Alert: Route : get_user - Logs 5xx à 15min - critical

- Environnement
- Projet
- Route
- Lien vers les logs
- Niveau alerte
- Des seuils

Alerting



Application Performance Monitoring



Define your signal

Enter NRQL Query ⓘ

```
SELECT filter(count(*), WHERE statusCode > 399 and statusCode < 500 AND appName = 'prod|service-bedrock') / filter(count(*), WHERE statusCode > 199 and statusCode < 300 AND appName = 'prod|service-bedrock') FROM BrBackExternalSigninRequest
```

For help with [null values](#), [loss of signal](#), or other query options, [see our docs](#).

Alerting



Infrastructure as code

```
resource "newrelic_nrql_alert_condition" "external_signin_calls" {
  policy_id          = data.terraform_remote_state.team_policies.outputs.team_policies[var.team].id
  type              = "baseline"
  baseline_direction = "upper_only"
  name              = "${var.env}|${var.tenant}|${var.project}|4**/2** external-signin"
  description       = "Alert when 4**/2** ratio increases for external-signin calls"
  enabled           = true
  violation_time_limit_seconds = 2592000

  fill_option = "static"
  fill_value  = 0

  aggregation_window = 60

  nrql {
    query          = "SELECT filter(count(*), WHERE statusCode > 399 and statusCode < 500 AND appName = '${var.env}|${var.tenant}|${var.project}')"
    evaluation_offset = 3
  }

  critical {
    operator          = "above"
    threshold         = 2
    threshold_duration = 300
    threshold_occurrences = "ALL"
  }
}
```

The logo for afup DAY LYON, featuring the text 'afup DAY LYON' in a stylized font with 'Edition en ligne' below it.

Sofia LESCANO

"DevOps ? Je n'ai jamais voulu faire ça, et pourtant..."

A small portrait of Sofia Lescano, a woman with glasses and a dark top.

afup DAY LYON
Mercredi 24 juin
event.afup.org
afup

39:46

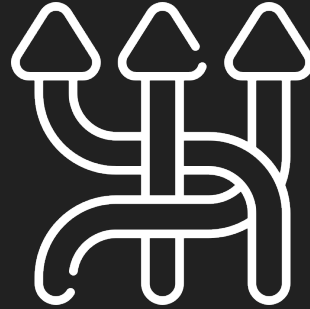


Refacto

Refacto DDD et guidelines de code



Domain Driven
Design



Un projet jeune mais
disparate



Guideline



Feature à part entière

Refacto DDD et guidelines de code

+ 500 fichiers modifiés

Plusieurs journées
de travail

Guideline DDD



Créateur : MIKAEL RANDY
Dernière mise à jour : le sept. 15, 2021 par SOFIA LESCANO CARROLL - 1st. Vu par 44 personnes

Exemple

You have probably already worked in projects with folders like : Repository/ Controller/ Model/ Deserializer/ where the classes were organized by functionality. In our projects, we try to organize the classes by domain.

A domain is a business part of our application in which we will put everything that is related to this subject.

Let's imagine the domain on payment method. The payment methods are retrieved by a third-party, we will need a provider for that. They will be transformed into an object we will define and we will need a deserializer for that. We will organize the files as follows :

- Domain/
 - PaymentMethod/
 - Deserializer (interface)
 - Provider (interface)
 - Model/
 - PaymentMethod
- Infra/
 - PaymentMethod/
 - Deserializer/
 - Json
 - Base64
 - Provider

NB:

- Interfaces do not have keyword interface
- It is cool to have interfaces for our services, and those will be placed in the domain
- When using them outside of the domain, it is preferable to use an alias to specify what's the class domain. (For example, PaymentMethodDeserializer instead of Deserializer)

References :

- <http://seedstack.org/pdf/DDDViteFait.pdf>
- <https://blog.soat.fr/2016/09/domain-driven-design-ddd-ou-la-conception-pilotee-par-le-domaine/>
- <https://www.llobase.me/le-domain-driven-design-sous-langle-strategique-une-introduction/>
- <https://leanpub.com/ddd-in-php>
- <https://leanpub.com/ddd-distilled>
- <https://dev.to/ludofleury/domain-driven-design-avec-php-symfony-1p2h>
- <https://blog.octo.com/architecture-hexagonale-trois-principes-et-un-exemple-dimplementation/>
- <https://blog.elao.com/fr/dev/architecture-hexagonale-symfony/>



Des guidelines
d'équipe

MOB Programming



Toute l'équipe, un seul ordinateur



Tag pour identifier les US



Pair

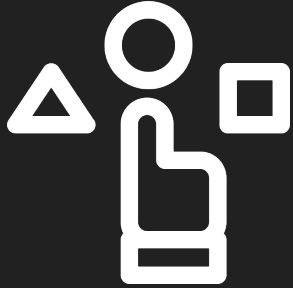


Aborder une refacto complexe



Difficultés

Temps d'adaptation



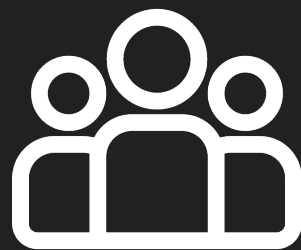
Quels sujets proposer



Rédiger les sujets à l'avance

Faire Coexister fonctionnel et technique





L'équipe

Ce qu'on gagne



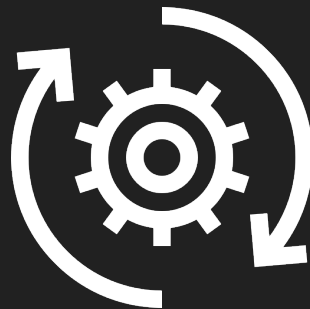
Stabilité de la plateforme



Partage

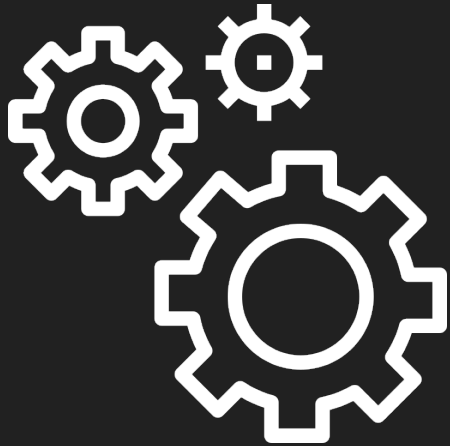


Confort de travail

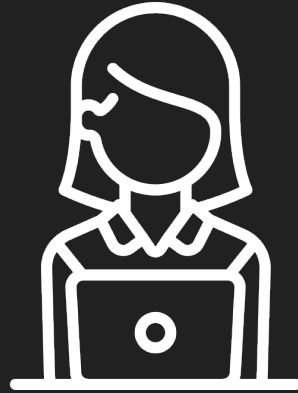


Amélioration et
entretien technique

Ce qu'on gagne



Compréhension technique et de l'état de l'équipe



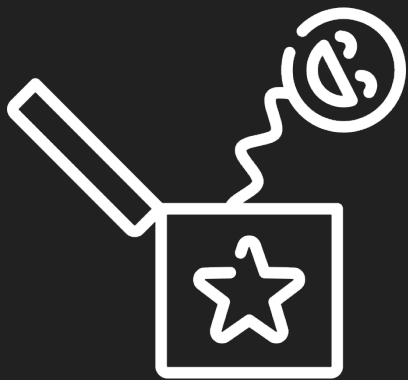
Mon expérience



Apprendre



Confort de travail



Découverte



Participer

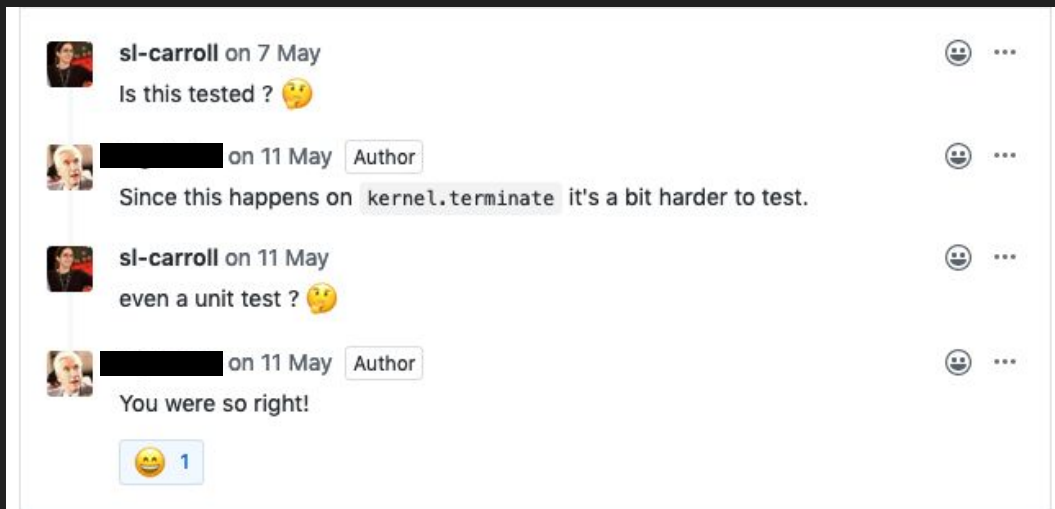


C'est sympa mais c'est pas possible

" La dette technique c'est comme quand tu veux préparer à dîner, mais qu'avant tu dois faire la vaisselle de la veille "

- Olivier Mansour

C'est comme tester son code



A screenshot of a GitHub discussion thread with four messages. The first message is from user 'sl-carroll' on 7 May, asking 'Is this tested?' with a thinking face emoji. The second message is from the 'Author' on 11 May, stating 'Since this happens on `kernel.terminate` it's a bit harder to test.' The third message is from 'sl-carroll' on 11 May, asking 'even a unit test?' with a thinking face emoji. The fourth message is from the 'Author' on 11 May, replying 'You were so right!' and showing a thumbs-up emoji with a count of 1. Each message has a smiley face icon and a three-dot menu icon to its right.

sl-carroll on 7 May
Is this tested ? 🤔

Author on 11 May
Since this happens on `kernel.terminate` it's a bit harder to test.

sl-carroll on 11 May
even a unit test ? 🤔

Author on 11 May
You were so right!

👍 1

- Tu as testé en local ?
- Bien sûr que non. AH ça ne fonctionne pas en local



Comment s'y prendre ?

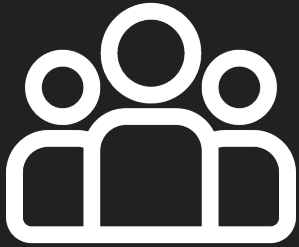


Gagner la confiance des PO

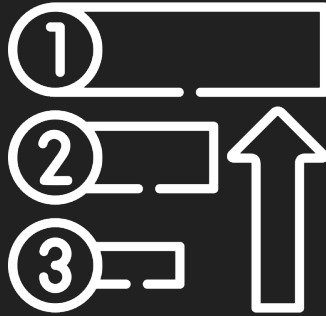


Comprendre les enjeux

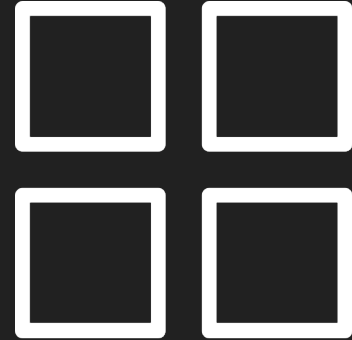
Comment s'y prendre ?



Notre approche



Priorisation des sujets



Matrice temps investi
vs impact

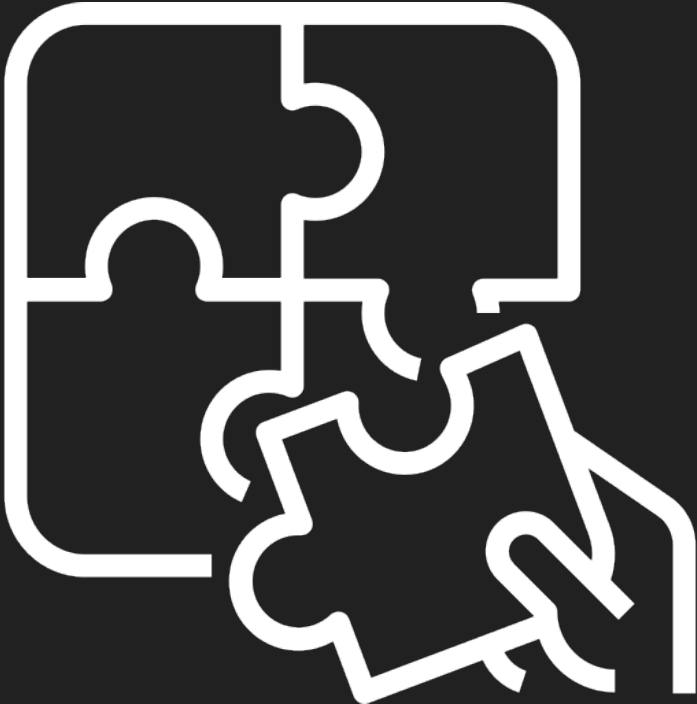
Comment s'y prendre ?



Trouvez votre recette



Itérer





Venez vivre l'aventure avec nous !

Freepik

Eucalyp

Prosymbols
Premium

srip

nawicon

Becris

dmitri13

icongeek26

Smashicons

Merci !



kirill kazachek

xnimrodx

faisalovers

pongsakornRed

monkik

phatplus

korkun

good ware

Pixel perfect

Icônes réalisées par les artistes cités, sur www.flaticon.com

Merci !



Faites confiance aux développeurs.euses de votre équipe :
voyez plus loin que les fonctionnalités

...

Sofia Lescano Carroll

 @SofLesc 

