Legend:

config
db

app
lib
Misc

rmacconnell

root

Rails in the Large:

Building the Biggest (Enterprise) Rails Application in the World

PAUL GROSS software developer / consultant

Thought Works

pgross@thoughtworks.com 200 E. Randolph St, 25th Floor, Chicago, IL 60601-6501 pgross@thoughtworks.com www.pgrs.net www.thoughtworks.com **NEAL FORD** software architect / meme wrangler

ThoughtWorks

nford@thoughtworks.com 3003 Summit Boulevard, Atlanta, GA 30319

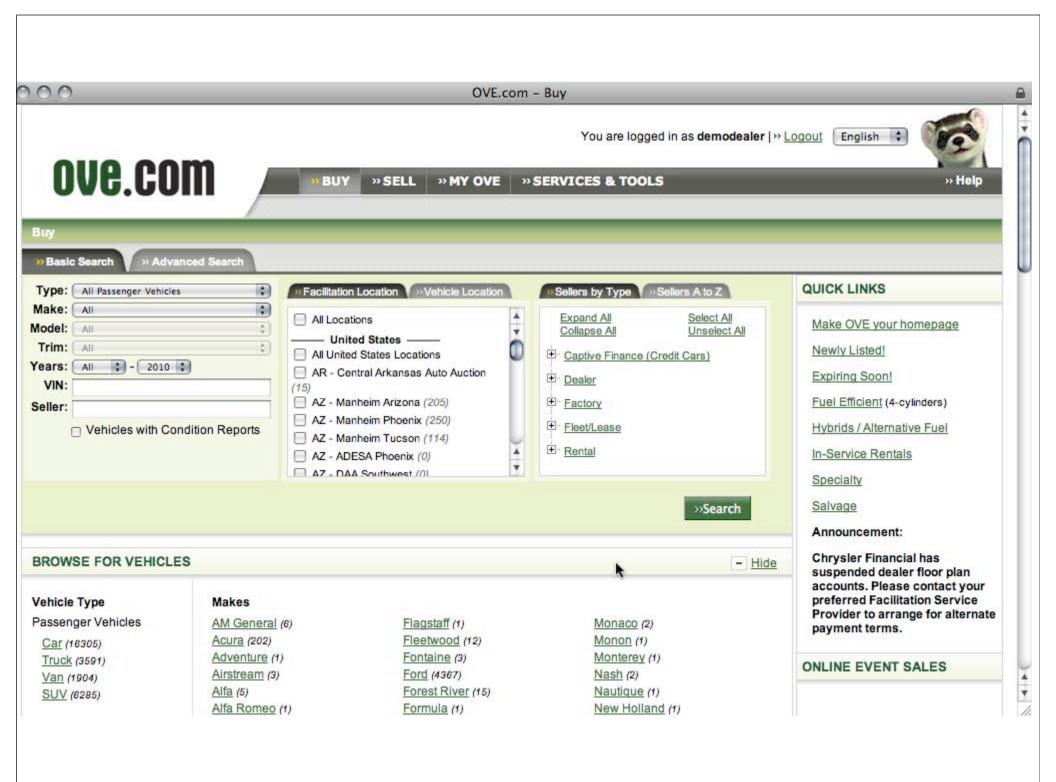
www.nealford.com www.thoughtworks.com blog: memeagora.blogspot.com

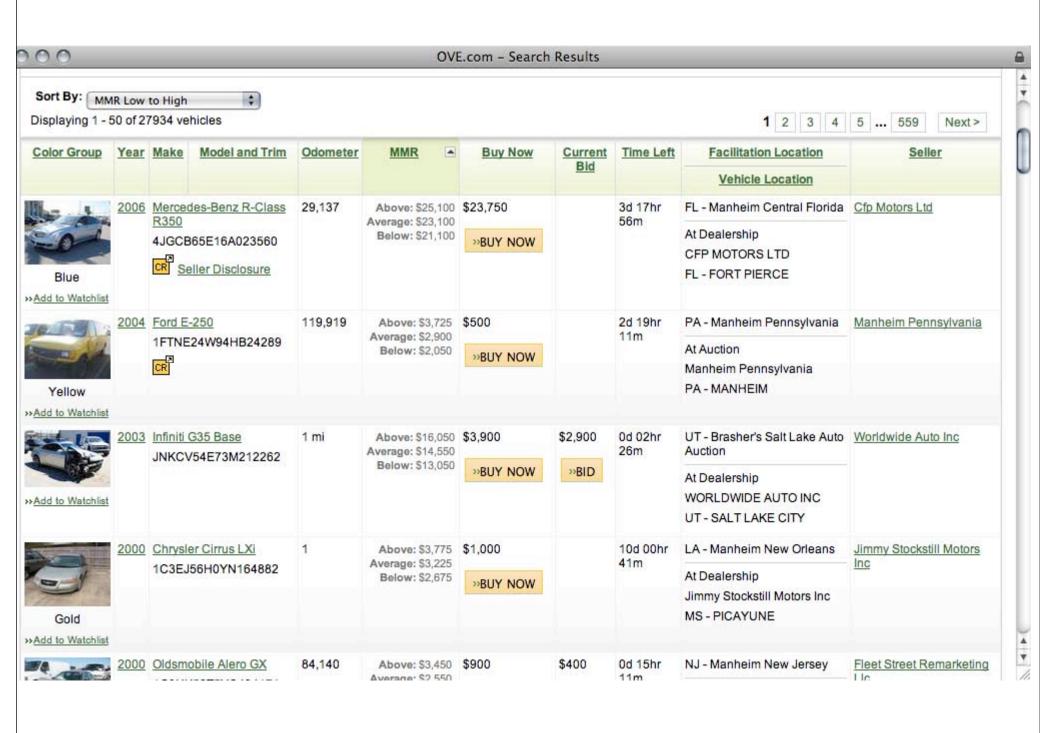
twitter: neal4d

twitter: neal4d

blog: memeagora.blogspot.com

www.pgrs.net







» Dealer View

» Retail View

« Back to Search Results



« Previous

1 of 17

Next**



REPORTS

View the full Condition Report for additional details.

For more info, view the Vehicle History Report

ANNOUNCEMENTS

Title Status: Title Present

Titled In: PA

2004 Ford E-250

1FTNE24W94HB24289



PRICING

Buy Now Price: \$500

>>BUY NOW

Time Left: 2d 19hr 09m

End Date: 05/07/2009 12:00PM ET

» Add to Watchlist

0

Views: 27 View Fees

Facilitated by: Manheim Pennsylvania

Vehicle Location: At Auction MANHEIM, PA, US

MMR

Above: \$3,725 Average: \$2,900

Below: \$2,050

Black Book

Extra Clean: \$8,550 Clean: \$5,125 Average: \$4,075

Rough: \$2,400

* Show Adds/Deducts

VEHICLE SPECIFICATIONS

VIN: 1FTNE24W94HB24289

Odometer: 119,919
Transmission: Automatic
Engine Cylinders: 8 Cylinder

Drive Train: Not Specified Fuel Used: Not Specified

Exterior Color: Yellow

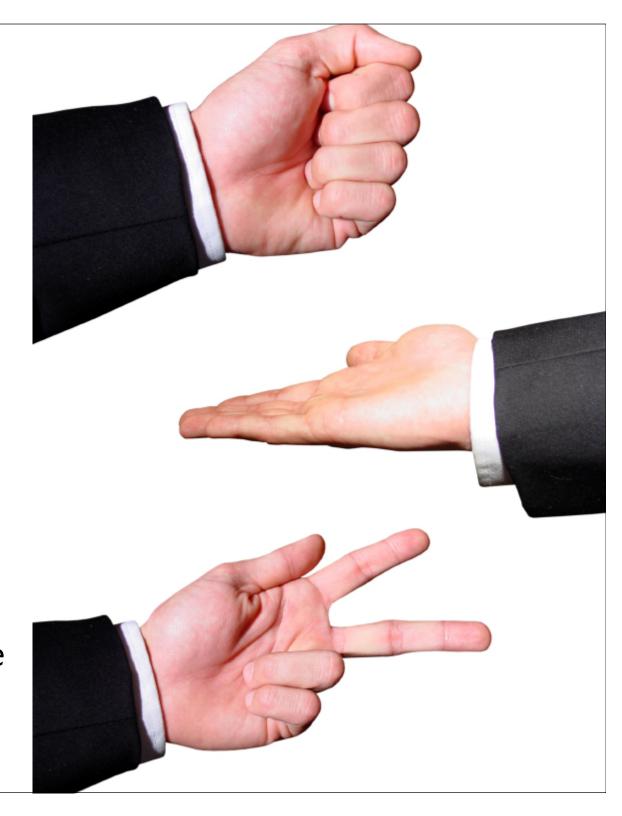
Interior Color: GRY Interior Type: Vinyl Body Style: Van

> Doors: Not Specified Audio: AM/FM

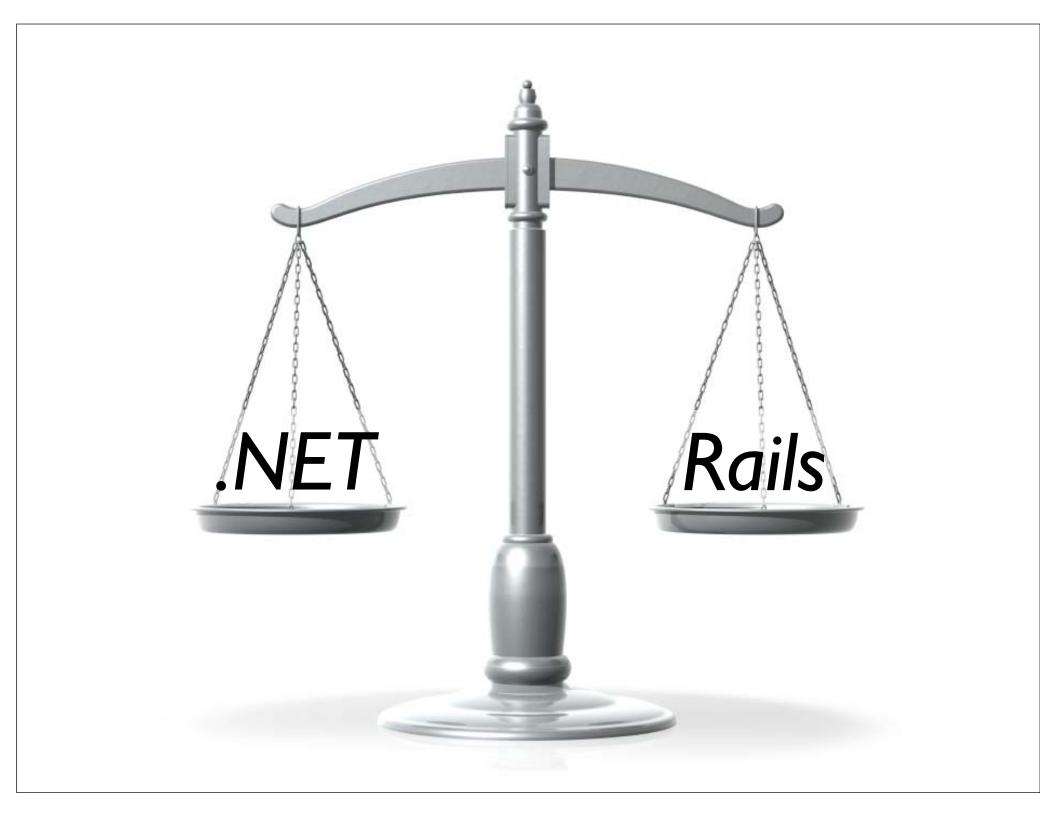
Top Style: Hard Top



the pursuit

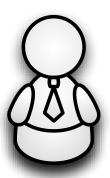


Go for the one that'll beat the one that'll beat the one you last did

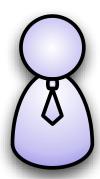




quick start: october 2006

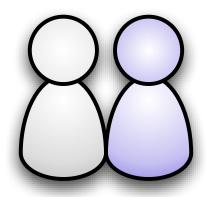


Project manager



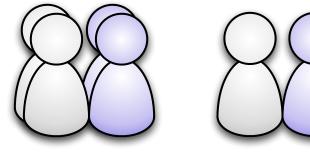
Business Analyst

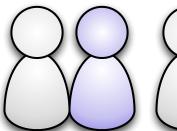
Tech Lead

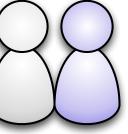


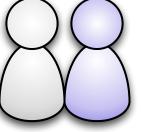
Developer

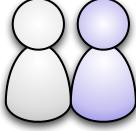
inception: Jan 17, 2007





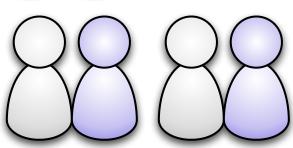




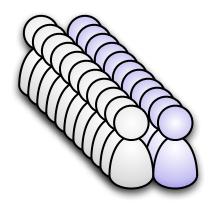




Added one pair every 2 weeks



8 or 9 pairs by July

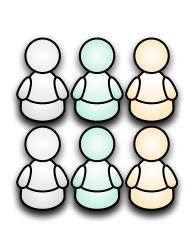


now



II pairs of developers

8 business analysts





iteration manager





client principle

6 quality assurance

project manager





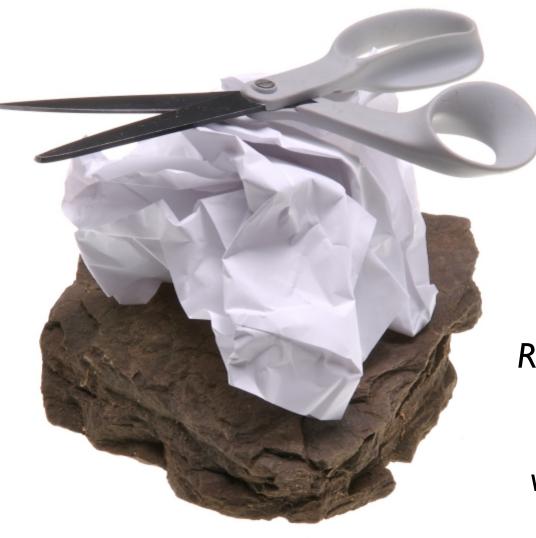
technology isn't as important as responsiveness to business needs

don't try to convince too early

spikes are your friends!

demonstration over arguments

infrastructure



Rock is for Rookies: males have a tendency to lead with Rock on their opening throw

physical infrastructure



pairing workstations



XServe (Selenium Grid)



BA





standalone QA

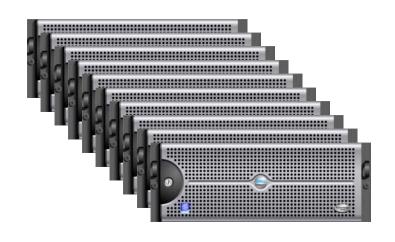


integrated QA

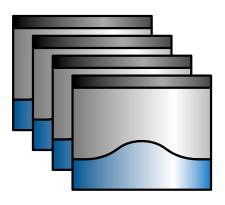


UAT (sneak peak)

deployment stack







10 web boxes

2 image servers

4 database servers



background server

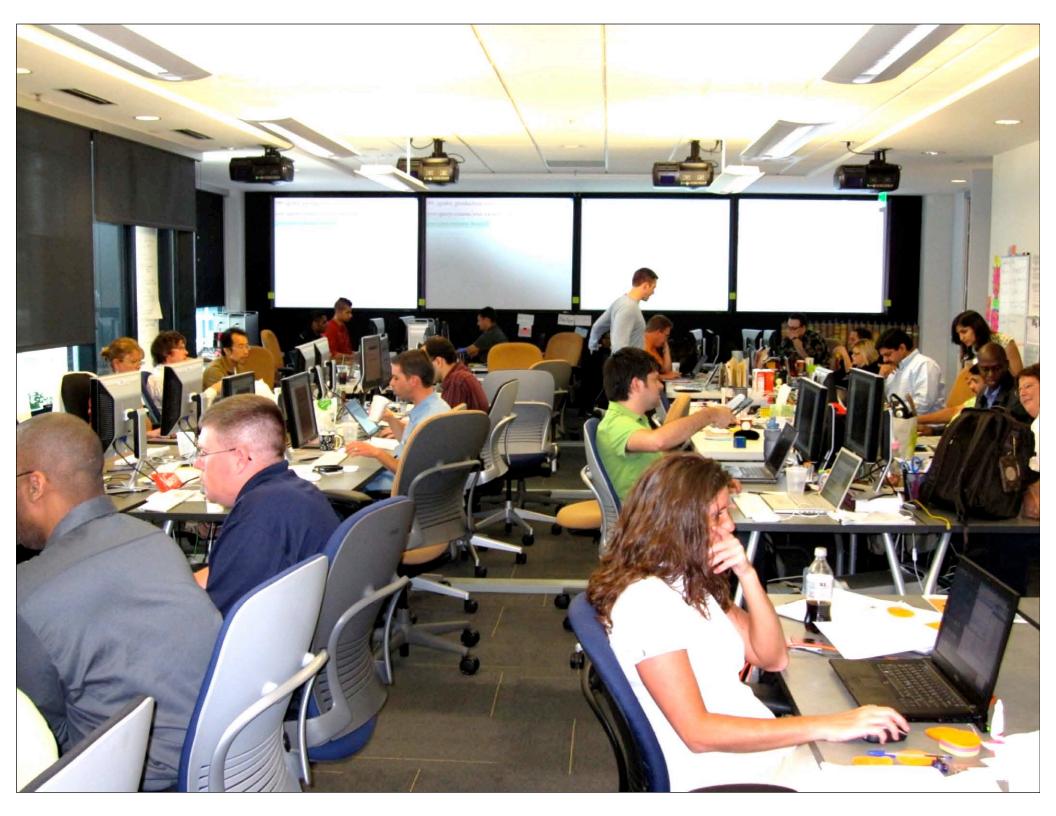


memcache

pgmac:~/work/ove-ruby% rake metrics:stats
(in /Users/pgross/work/ove-ruby)

		L		L			
Name	Lines		Classes				į
app/controllers	4283		•				Ĭ
app/form_builders	102	l 83	1 4	16	1 4	I 3 I	ı
app/handlers	98	l 85	1 2	10	1 5	l 6 l	ı
app/helpers	871	704	0	95	1 0	J 5 I	ı
app/models	17514	14239	311	1829	1 5	J 5 I	ı
app/modules	1639	1340	I 3	189	I 63	J 5 I	ı
app/observers	0	0	0	0	1 0	0	I
app/presenters	5913	4663	133	907	1 6	l 3 l	ı
app/services	3431	2863	l 91	278	1 3	8	ı
app/utils	85	72	J 5	9	1 1	I 6 I	ı
app/view_states	780	624	10	98	I 9	4	ı
app/workers	1043	867	I 37	112	1 3	J 5 I	ı
extensions	2141	1743	l 16	237	14	J 5 I	ı
lib	1929	1613	42	182	1 4	I 6 I	ı
test/unit	54262	44757	681	150	1 0	296	ı
test/functional	52858	43174	293	62	1 0	694	ı
test/view	17056	13657	72	17	1 0	801	ı
test/externals	1359	1063	l 23	8	1 0	130	ı
test/search	598	512	J 5	2	1 0	254	I
test/vicki	295			11		21	ļ
Total		13580				2 27	7
Code LOC: 32379 Te	est LOC:	103421	Code +	Test Rat	. 1.	+	t

Code LOC: 32379 Test LOC: 103421 Code to Test Ratio: 1:3.2





lessons learned

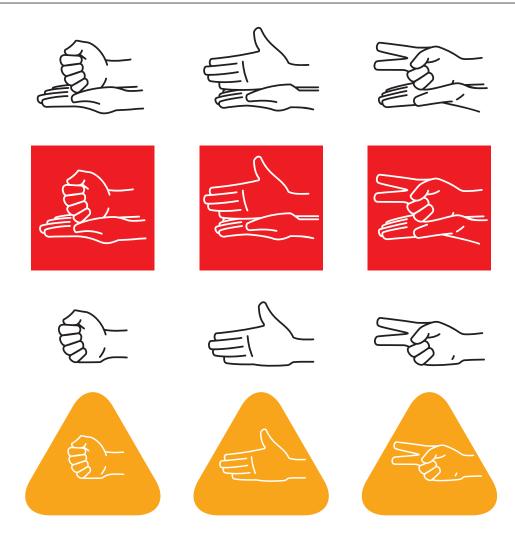


scale infrastructure opportunistically...

...but don't wait too long

Mac OS X rocks

have fun



testing

Scissors on First:

play scissors as your

opening move against a

more experienced player

disconnected unit tests

UnitRecord and the evolution of unit tests that don't hit the database

http://github.com/dan-manges/unit-record

● ○ ○	Terminal — zsh — 104×33		
⊗ zsh			
	• • • • • • • • • • • • • • • • • • • •		
Finished in 41.353372 seconds	S.	A TOTAL CONTRACTOR OF THE PARTY	
8996 tests, 12746 assertions	, 0 failures, 0 errors		

the rule:

unit tests don't hit the database

mock everything

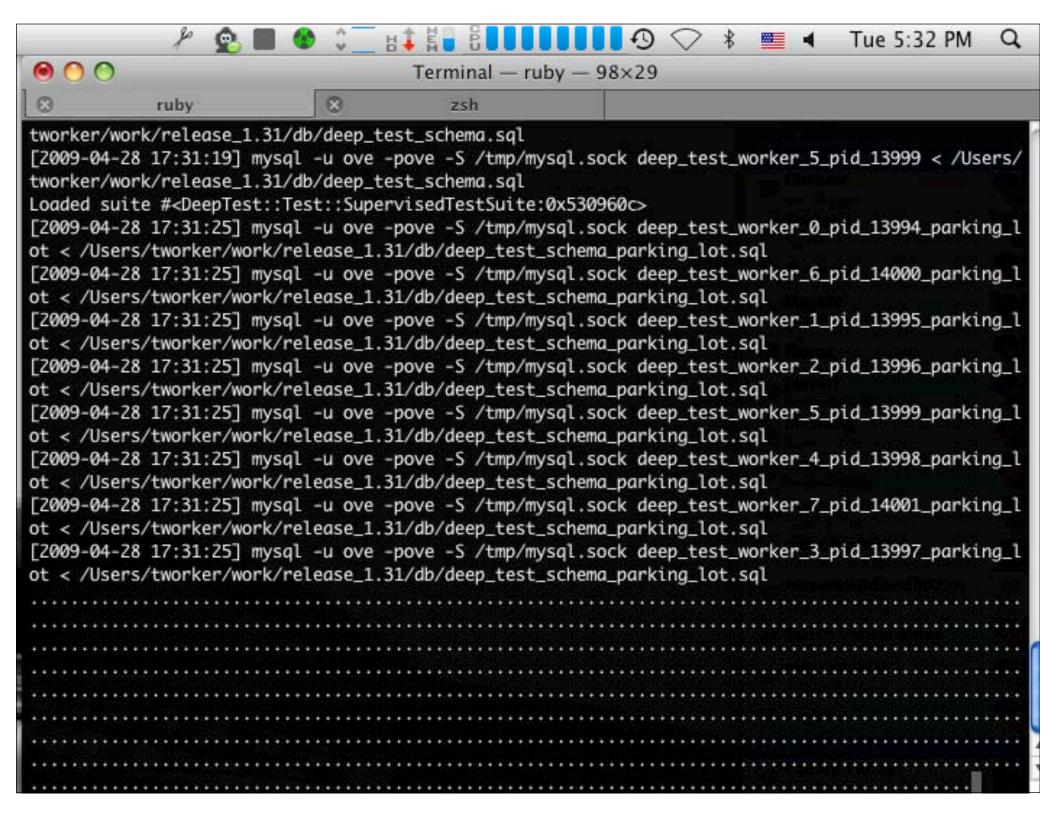
000		Terminal — zsh — 104×33				
⊗ zsh	8	ruby				
Finished in 249 F729FC	4-					
Finished in 248.573856 secon	as.		A			
3964 tests, 8288 assertions,	0 failures,	0 errors				

no mocking allowed in functional tests

tests that hit the database are sloooow

DeepTest

http://github.com/qxjit/deep-test



DistributedDeepTest



prefer factories over fixtures





Selenium grid



CruiseControl.rb Continuous Integration in Ruby

Continuous Integration isn't rocket science. We keep it simple!

continuous integra

CruiseControl.rb Continuous Integration in Ruby

Continuous Integration isn't rocket science. We keep it simple!

Continuous Inte

CruiseControl.rb Continuous Integration in Ruby

Continuous Integration isn't rocket science. We keep it simple!

Continuous Integra

CruiseControl.rb Continuous Integration in Ruby

Continuous Integration isn't rocket science. We keep it simple!

Continuous Integr

new instances added as needed

CruiseControl.rb
Continuous Integration in Ruby

Continuous Integration isn't rocket science. We keep it simple!



lessons learned



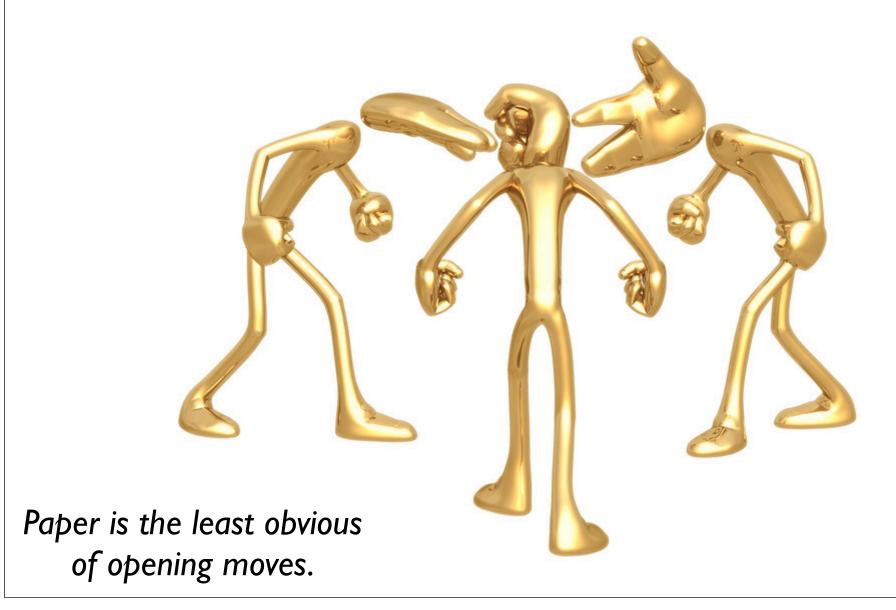
fight the battle to keep tests fast

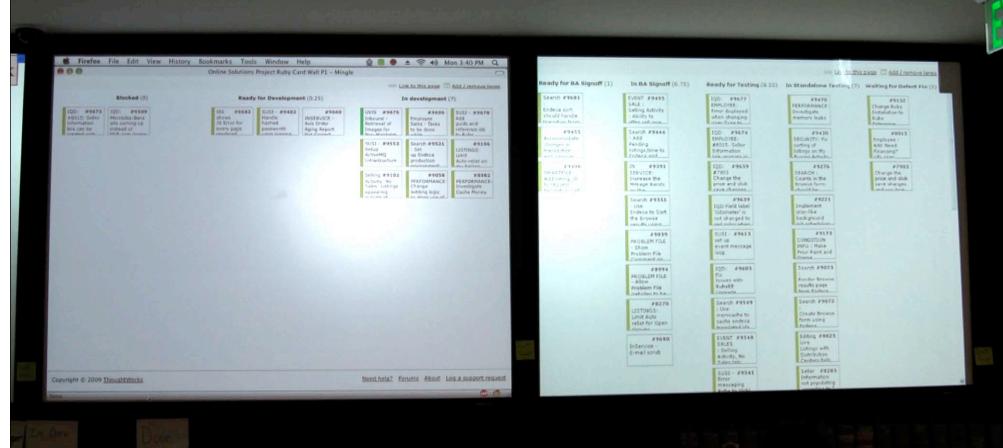
invent stuff if you have to

write smart tests

scale development infrastructure just like production infrastructure

knowledge transfer





cc_board

```
01_trunk_commit | 02_trunk_acceptance | 03_trunk_apache
04_trunk_externals 05_trunk_metrics 07_trunk_qa_tests
11_release_commit | 12_release_acceptance | 13_release_apache
14_release_externals 17_release_qa_tests 97_deploy_ba
98_deploy_staging 99_spider_production ove-search-infrastructure
in-service ove-core-trunk ove-core-release ove-datasets
ove-externals ove-externals-trunk ove-query-counts
webservices-core z-deploy-ba-trunk z-deploy-endeca-ba-trunk
z-deploy-iqa-release z-deploy-sqa-trunk ove-view-trunk
ove-view-release-branch
```

http://github.com/qxjit/cc_board/



play a song when a build breaks

pairing stations

adium

no email

internal Jabber server chat rooms

devs

BAs

QAs

shared buddy list

automatically set pair name

adium

Mingle card (upon commit)

lessons learned



software is more about communication than technology

use information radiators

co-location rocks

pairing really rocks

have fun



automate everything

When playing with someone who is not experienced at the RPS, look out for double runs or, in other words, the same throw twice.

I-click deploy to any environment

using cc.rb as easy deployment tool

rake commit

run all unit tests

run all functional tests

verification (language keys)

commit

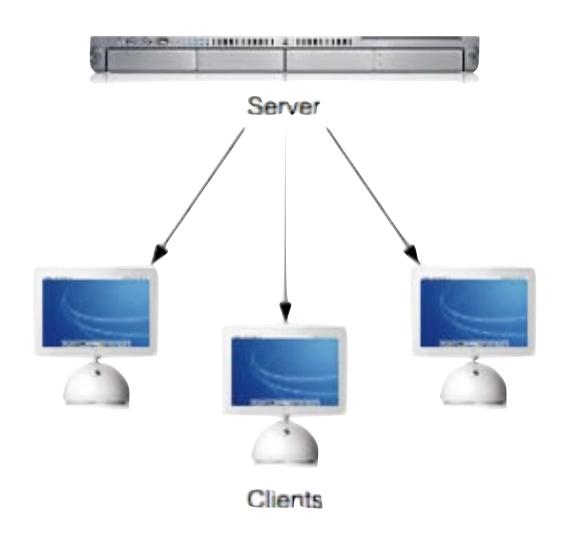
http://github.com/pgr0ss/rake_commit_tasks

canonical pairing station maintenance

cap pairing_stations

radmind

http://rsug.itd.umich.edu/software/radmind/



strict rules for advanced language features



Rock beats scissors.





Paper beats rock.

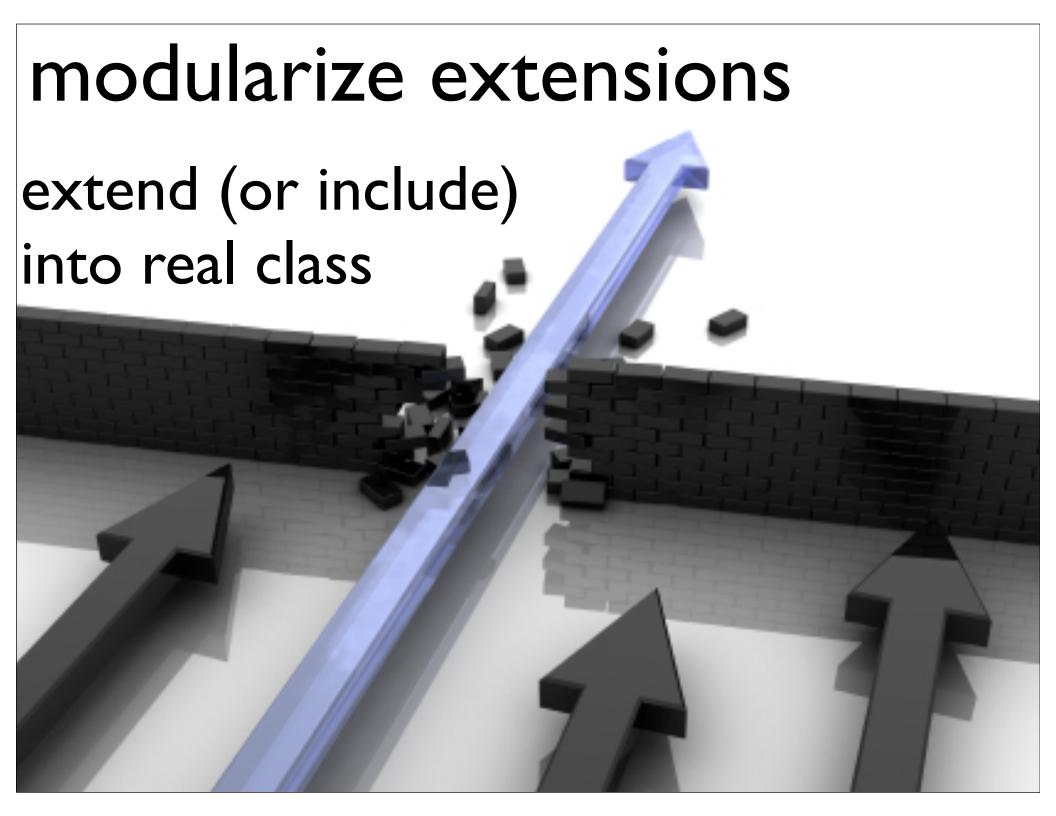
Tell your opponent what you are going to throw and then actually throw what you said.





monkey patches all live in extensions folder





ancestors

where did you come from again?

"".method :md5sum

#<Method: String(StringExtension)#md5sum>

test the extensions

duh!

include a version test to break upon upgrade

use meta-names somewhere

ack is your friend



3 kinds

continually run

updating cached values

counts

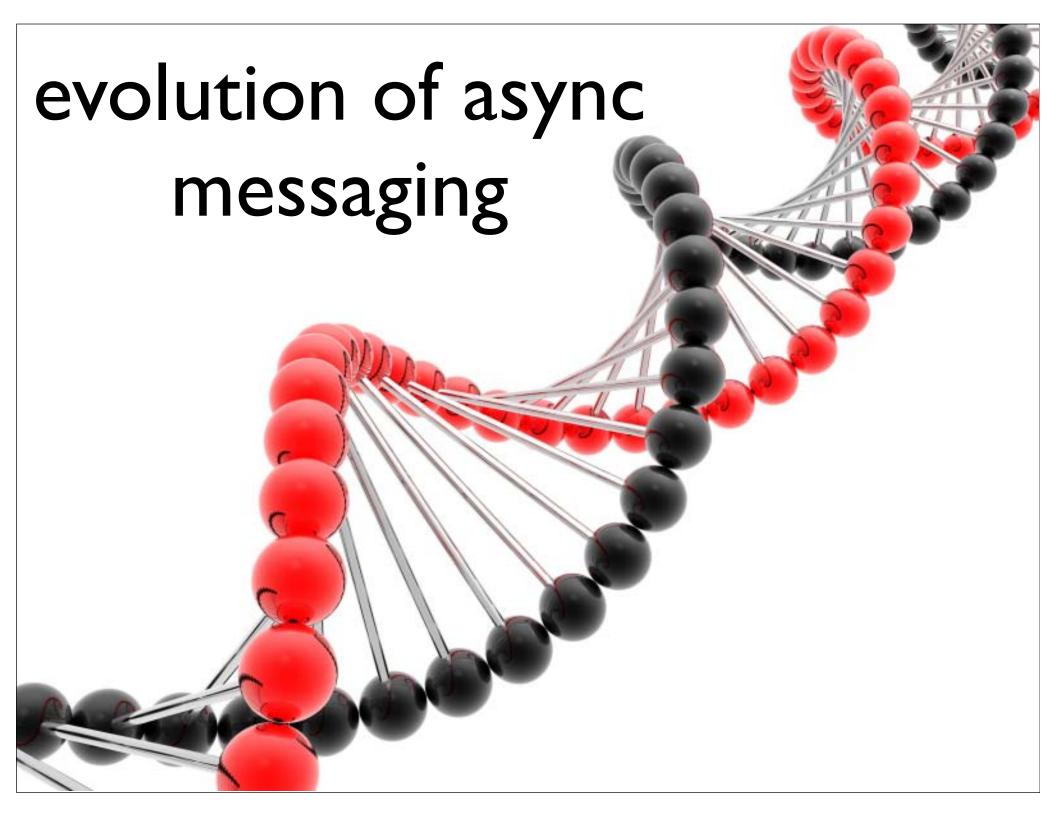
CRON-like behavior

run at a certain time

Asynchronous behavior

progress bars

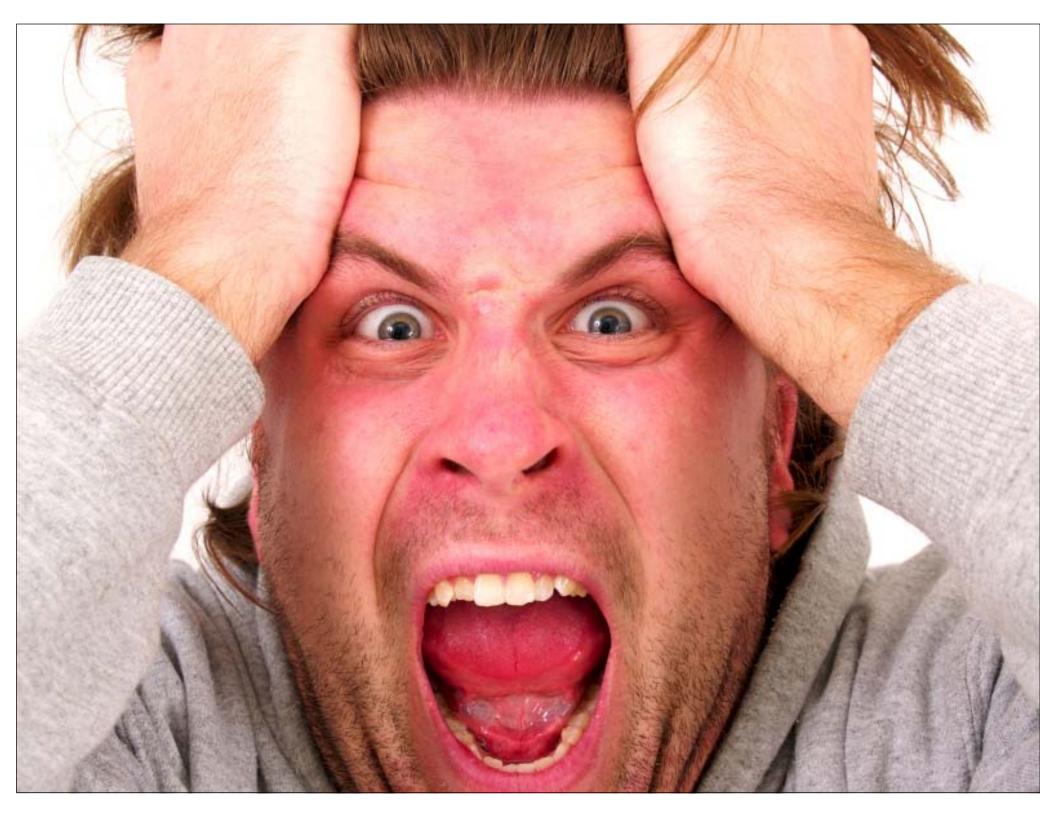
image downloading



do work inline

gets slower over time

traffic goes up



switch to a real messaging queue (Starling)

YAGNI

emergent design around async messaging

lessons learned



avoid anticipatory design

gradually add complexity

don't use databases as message queues (for too long anyway)

DBA's can sometimes get grumpy

external dependencies



When playing against someone who asks you to remind them about the rules, take the opportunity to subtly "suggest a throw" as you explain to them by physically showing them the throw you want them to play.

make well defined boundaries

mock and stub boundaries

externals builds to test service changes

we often catch bugs & downtime in other services

tests to validate WSDLs haven't changed

tests to call services

check that responses haven't changed

tests to check against content & html editors

non-printable characters

duplicate ids

performance & optimization



When all else fails, go with paper: Statistically, in competition play, it has been observed that scissors is thrown the least often.

not that many page views...

...really complex pages!

custom hand-tuned SQL

```
Listing.find(:all,
  :from => "listings USE INDEX (PRIMARY,
            idx_listings_simple_basic_search,
            idx_search_fsp)")
find :all,
  :include => [{:fsp => [:parent_company, :state]},
  :currency, :account, :default_image, :make,
  :model, :trim, :vehicle_type, :exterior_color,
  :high_bid, {:search_postal_code => :state},
  :state, :vehicle_location, :distribution_center,
  {:buyer_group => :owner_group}, :title_status, :event_sale]
```

Memcache sessions & many database lookups

MySQL replication

use separate boxes for ETL schemas

write priority

challenges

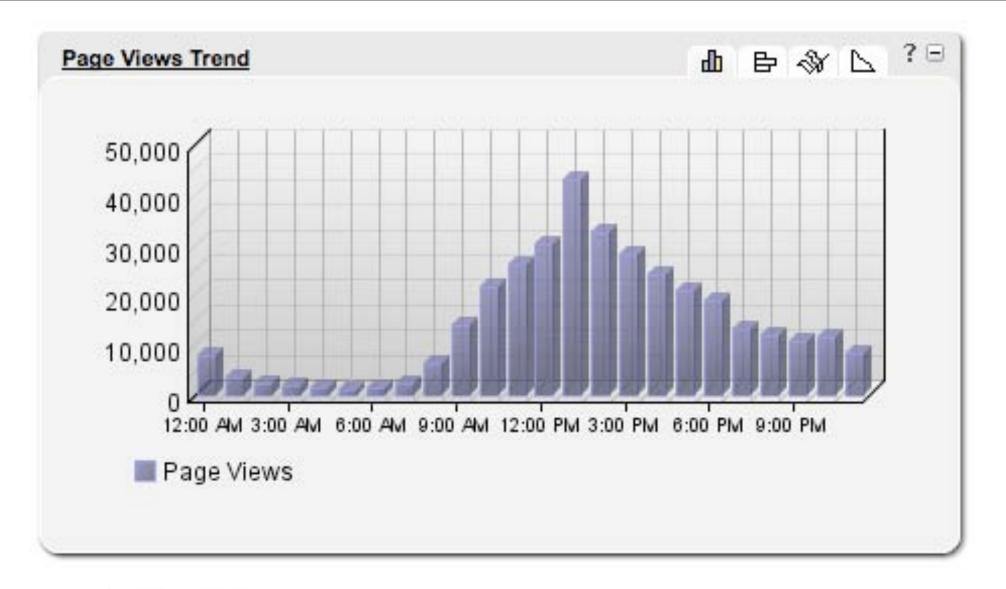


For tournament play, learn the Great Eight Gambits.

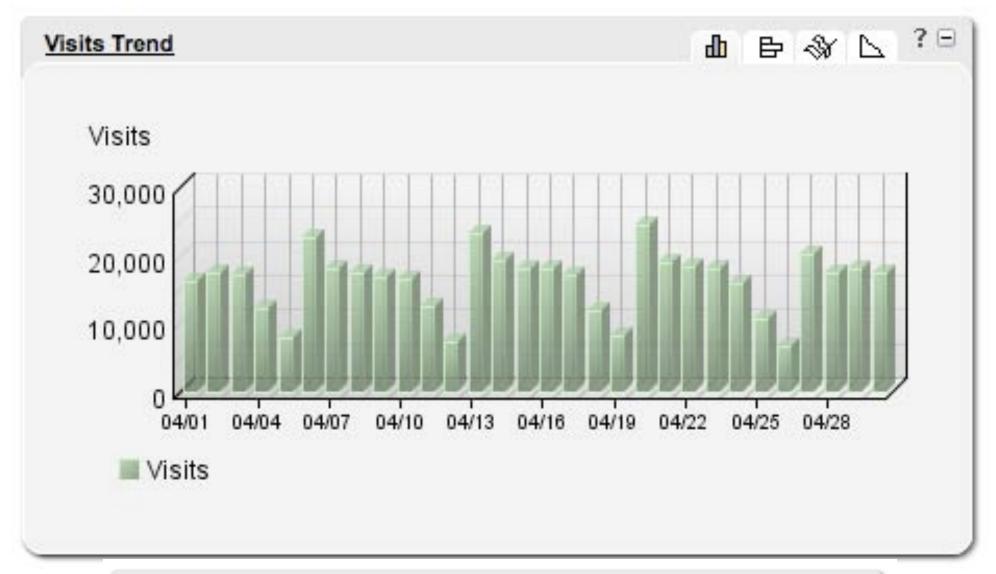
scaling is hard

no matter the technology

rails can scale!



Page View Summary	Ε.
Page Views	346,265
Average per Day	346,265
Average Page Views per Visit	17.07





upgrading is hard

I pair => 6 weeks to upgrade from 1.2.3 to 2.2

back port fixes & improvements

rails

other plugins

we did not replicate a freakin' type system!

of is_a?, kind_of? instance_of? / Total LoC

32/32379 => code (0.09%) 60/103421 => tests (0.06%)



```
view builds are fragile =>
separate cc.rb build =>
view builds are slow =>
  pair assigned as view
        masters
```

worst...job...ever



today's view master assigned by yesterday's...

...or play RPS



00

WORLD RPS SOCIETY

Serving the needs of decision makers since 1918







search...

search

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Game Basics

Forum

Gambit Play

Advanced RPS

FAQs

Photo Gallery

Think Three Blog

Video

Links

THE ART OF RPS

- PURCHASE RPS POSTERS AND PRINTS
- PRICES START AT \$12.74
- 8 DESIGNS TO CHOOSE FROM
- AVAILABLE IN VARIOUS SIZES AS LARGE AS 5 FEET
- OPTIONAL FRAMING AND MOUNTING

THE ART OF RPS

DECORATE YOUR HOME WITH THE ART OF RPS

sponsored links

Framed Art

NBA Basketball Tickets

Aussie and Kiwi Championships

User Rating: 00000 / 1



Polls

What do you think of Rock?

- Most overrated throw in the game
- O Solid throw, I use it often
- Only when backed into a corner
- Rock is for rookies

Vote

Results



termination of the state of the

There was one error opening the page. For more information, choose Activity from the Window menu.

http://www.worldrps.com/

would we do it again?

hell yeah!





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