

C++

Going Beyond Continuous Integration

QCon Beijing

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@apapadimoulis

The logo for 'The Daily WTF' features a red circular icon with a magnifying glass over a gear. To the right, the words 'THE DAILY WTF' are in a large, red, distressed serif font, enclosed in a red rectangular border. Below this, the tagline 'Curious Perversions in Information Technology' is written in a smaller, red, monospaced font.

THE DAILY WTF

Curious Perversions in Information Technology

- **Software Disaster Stories**
- **Interviews Gone Bad**
- **Bad Code**
- **Funny Error Messages**
- **And sometimes... serious content!**



- The day job
- BuildMaster
 - release management & automation
 - continuous delivery platform

My 3 Bullet Point Résumé

- **Been in software for a while**
- **Worked on a bunch of different systems**
- **Worked at a bunch of different places**

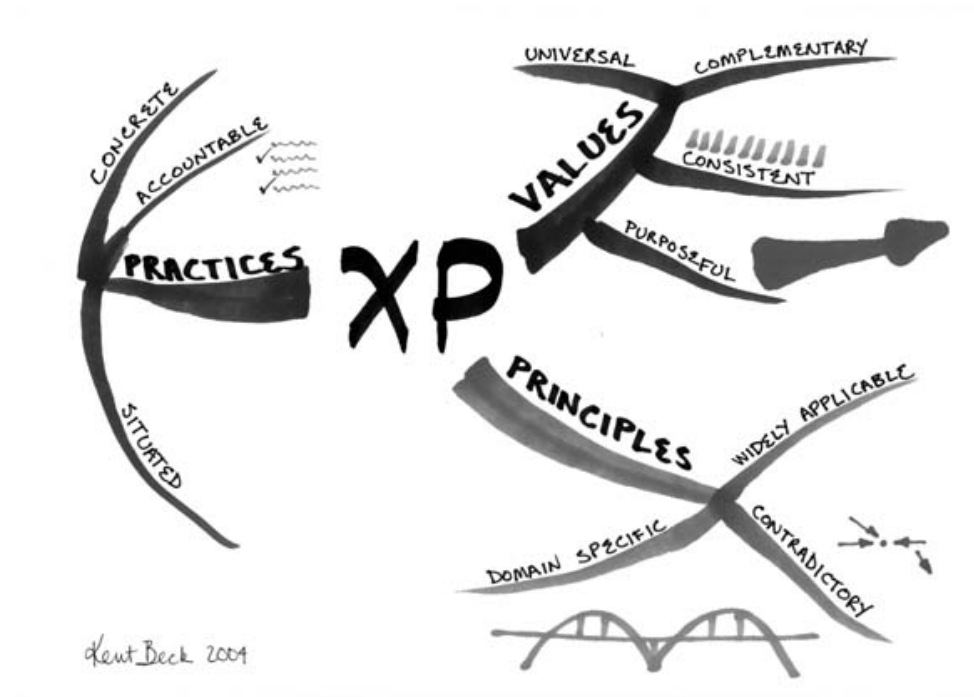
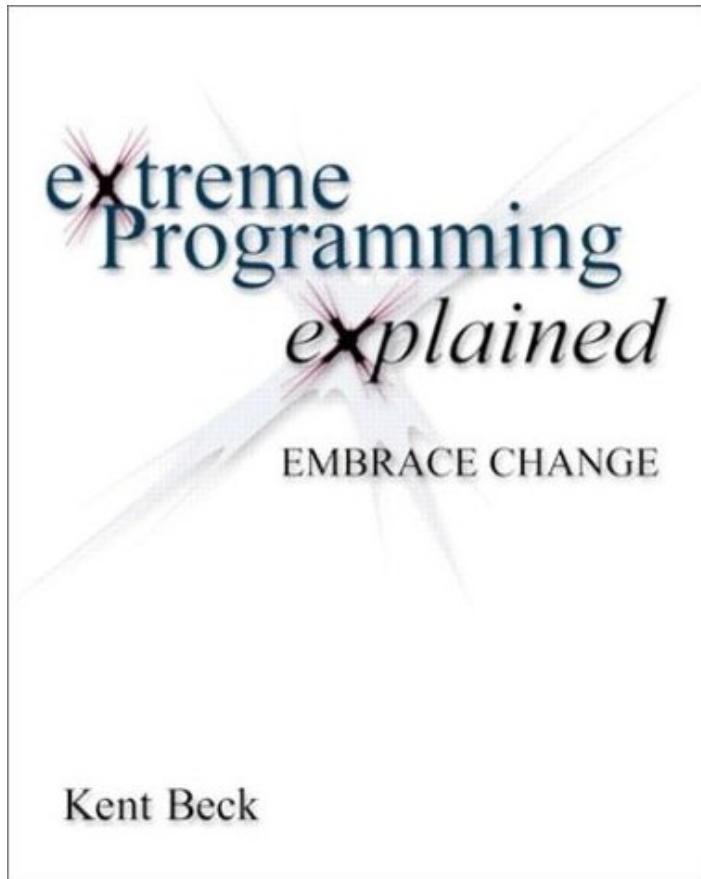
Continuous Integration?



What is CI?



Continuous Integration



“Integration”



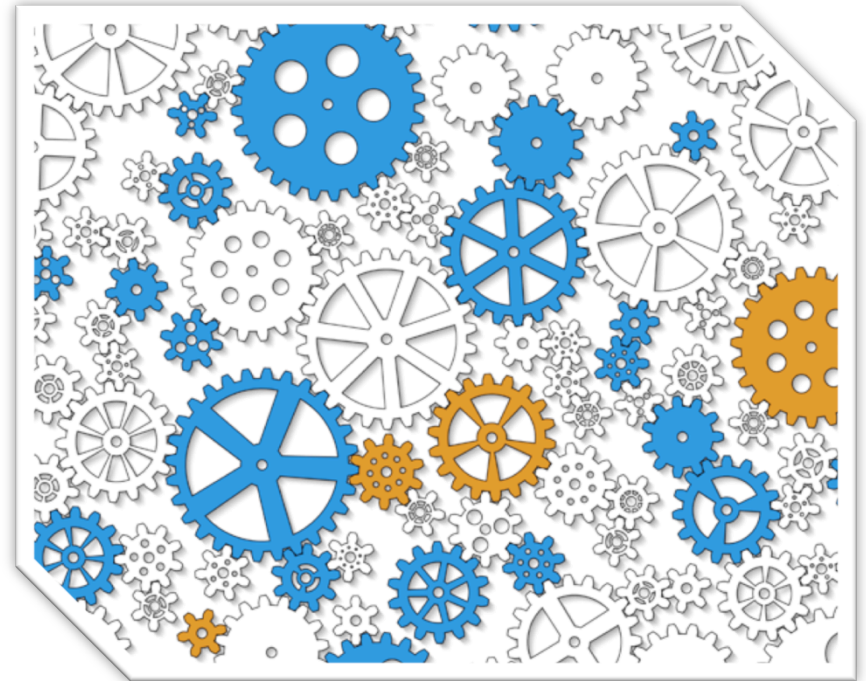
Code

```
#include "civclient.h"

/* this is used in strange places,
   needed (hence, it is not 'extern') */
bool is_server = FALSE;

char *logfile = NULL;
char *scriptfile = NULL;
static char tileset_name[512] = "\0";
char sound_plugin_name[512] = "\0";
char sound_set_name[512] = "\0";
char server_host[512] = "\0";
char user_name[512] = "\0";
char password[MAX_LEN_PASSWORD] = "\0";
char metaserver[512] = "\0";
int server_port = -1;
bool auto_connect = FALSE; /* TRUE = skip "C
bool in_ggz = FALSE;
```

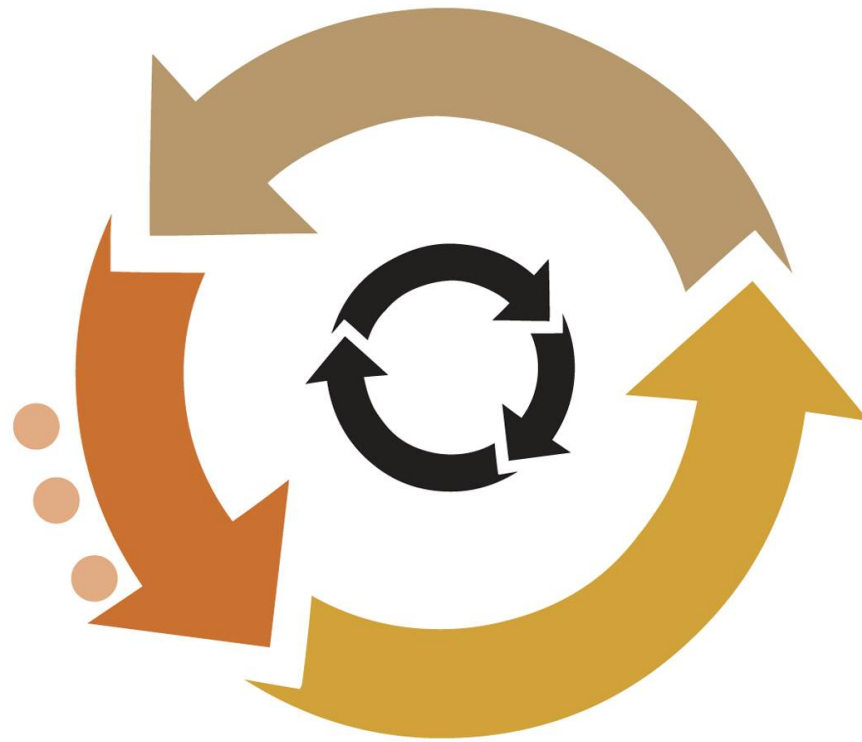
Component



Integration Testing

1. Get the Code
2. Build the Code
3. Test the Code

“Continuous”



Scheduled



Triggered



Automation



Why does CI work?



Small Changes = Less Risk

One Last Thought on CI



Axes of Improvement



Thorough



Scope

Textbook Continuous Integration

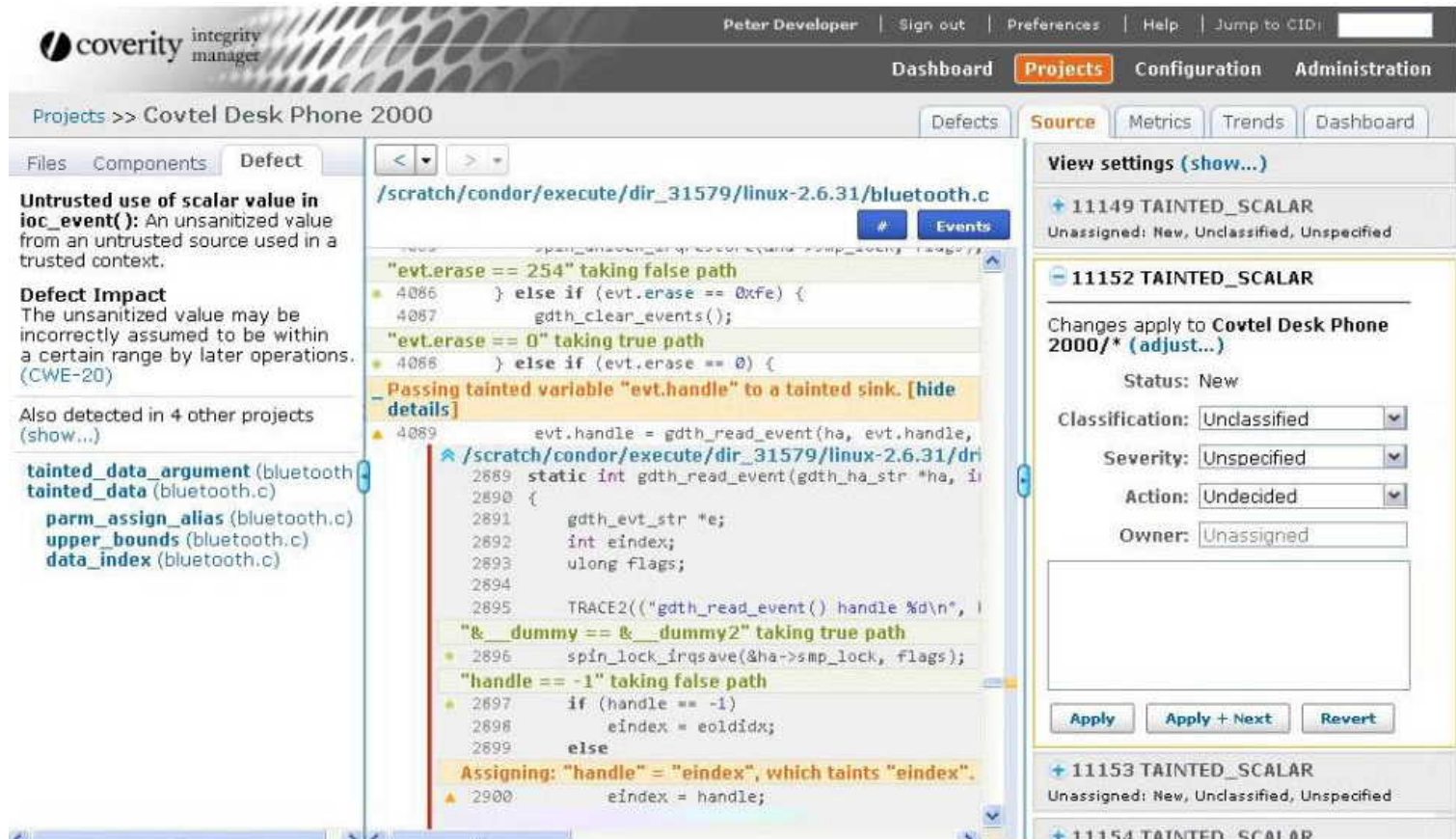


- Daily Commits
- Rollback Failed Commits
- Multi-stage Builds
- Clone Production

Automated Validation & Testing

- **Static Analysis**
- **Unit Testing**
- **Code Coverage**

Static Analysis



The screenshot displays the Coverity Integrity Manager web interface. The top navigation bar includes links for 'Dashboard', 'Projects', 'Configuration', and 'Administration'. The user is logged in as 'Peter Developer'. The main content area shows a project named 'Covtel Desk Phone 2000' with a 'Defect' tab selected. The defect list on the left includes:

- Untrusted use of scalar value in ioc_event():** An unsanitized value from an untrusted source used in a trusted context.
- Defect Impact:** The unsanitized value may be incorrectly assumed to be within a certain range by later operations. (CWE-20)
- Also detected in 4 other projects (show...)**
- tainted_data_argument (bluetooth.c)**
- tainted_data (bluetooth.c)**
- parm_assign_alias (bluetooth.c)**
- upper_bounds (bluetooth.c)**
- data_index (bluetooth.c)**

The central pane shows the source code for `/scratch/condor/execute/dir_31579/linux-2.6.31/bluetooth.c`. The code is annotated with static analysis findings:

- "evt.erase == 254" taking false path** (line 4086)
- "evt.erase == 0" taking true path** (line 4088)
- Passing tainted variable "evt.handle" to a tainted sink. [hide details]** (line 4089)
- "&_dummy == &_dummy2" taking true path** (line 2896)
- "handle == -1" taking false path** (line 2897)
- Assigning: "handle" = "eindex", which taints "eindex".** (line 2900)

The right pane shows the 'View settings (show...)' for the selected defect, 11152 TAINTED_SCALAR. The settings are:

- Status: New
- Classification: Unclassified
- Severity: Unspecified
- Action: Undecided
- Owner: Unassigned

Buttons for 'Apply', 'Apply + Next', and 'Revert' are visible. Below the settings, a list of other defects is shown, including 11149 TAINTED_SCALAR, 11153 TAINTED_SCALAR, and 11154 TAINTED_SCALAR.

Unit Testing

```
[TestFixture]
[TestFixture]
[TestOn(typeof(Util.JavaScript))]
[FixtureCategory("Util")]
public class JavaScriptUtilFixture
{
    [Test]
    public void Test_JsonEncode_Null()
    {
        Assert.IsNull(Util.JavaScript.JsonEncode(null));
        Assert.AreEqual(string.Empty, Util.JavaScript.JsonEncode(string.Empty));
    }

    [Test]
    public void Test_JsonEncode()
    {
        Assert.AreEqual("hello world", Util.JavaScript.JsonEncode("hello world"));
        Assert.AreEqual(@"it's a test", Util.JavaScript.JsonEncode(@"it's a test"));
        Assert.AreEqual(@"\"quoted string\"", Util.JavaScript.JsonEncode(@"\"quoted string\""));
        Assert.AreEqual(@"line break \n", Util.JavaScript.JsonEncode(@"line break \n"));
        Assert.AreEqual(@"another line break \r\n", Util.JavaScript.JsonEncode(@"another line break \r\n"));
        Assert.AreEqual(@"tab \t character", Util.JavaScript.JsonEncode(@"tab \t character"));
        Assert.AreEqual(@"C:\\test\\path", Util.JavaScript.JsonEncode(@"C:\test\path"));
        Assert.AreEqual(@"'\"'\\r\n\t", Util.JavaScript.JsonEncode(@"'\r\n\t"));
    }
}
```

✓	11: ActionBaseFixture.TestTimeOutFail	0min 1.52s
✓	12: ActionBaseFixture.TestTimeOutSuccess	0min 0.59s
✓	13: ActionBaseFixture.TestEvents	0min 0.10s
✓	14: ActionBaseFixture.TestExceptionHandlingFailure	0min 0.11s
✓	15: ActionBaseFixture.TestExceptionHandlingFailureOnTimeout	0min 0.11s
✓	16: ActionBaseFixture.TestExceptionHandlingFailureOnBeforeExecute	0min 0.11s

Code Coverage

BuildMaster

Symbol Coverage: **69.28%** (627 of 905)

Branch Coverage: **68.30%** (390 of 571)

Method Coverage: **71.26%** (62 of 87)

Cyclomatic Complexity Avg: **3.71** Max: **26**

Modules: **1**




Namespaces: **2**

Classes: **7**

Methods: **87**

Documents: **5**

Assemblies

<u>Assembly</u>	<u>Symbol Coverage</u>	<u>Branch Coverage</u>	<u>Method Coverage</u>
BuildMasterCore	69.28% : 627 of 905 	68.30% : 390 of 571 	71.26% : 62 of 87 

“There’s no excuse
for *not* having
100% code coverage”

**“There’s no excuse
for ~~not~~ having
100% code coverage”**













My Carpenter



Shelves?



Shelves





...because it's more than just code.



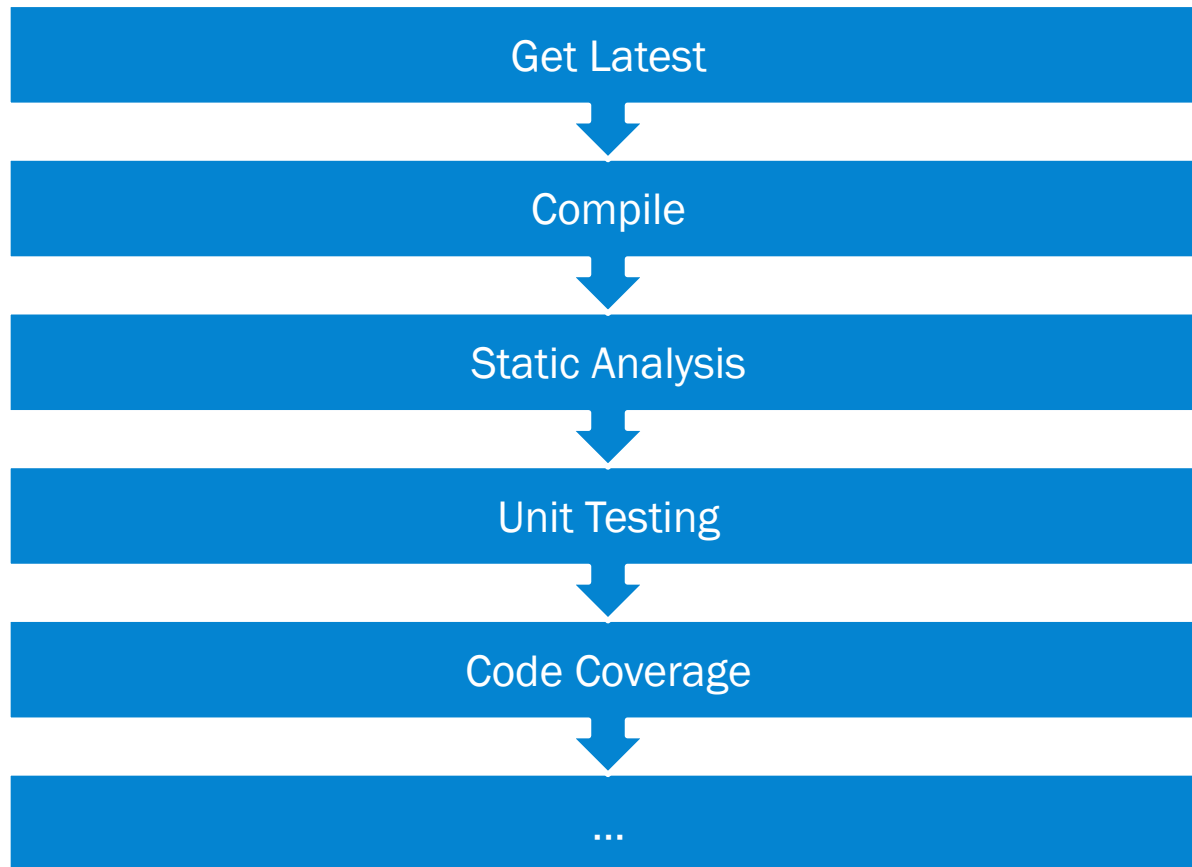
Thorough

A True Craftsman

Scope

Quality Code != Good Software

Integration testing




All Testing



Software Development

- Project Management
- Requirements Analysis
- Product Management
- Release Management
- Source Control
- Issue Tracking
- Dependencies
- Artifact Management
- Build Management
- 
- Environments
- Approvals/Sign-offs
- Configuration Files
- Database Changes
- Change Controls
- Traceability & Auditing

Software Development

- Project Management
- Requirements Analysis
- Product Management
- **Release Management**
- Source Control
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- 
- **Environments**
- Approvals/Sign-offs
- **Configuration Files**
- Database Changes
- Change Controls
- Traceability & Auditing



...because it's more than just code.

ENVIRONMENTS

RELEASE MANAGEMENT

Applications

Accounting

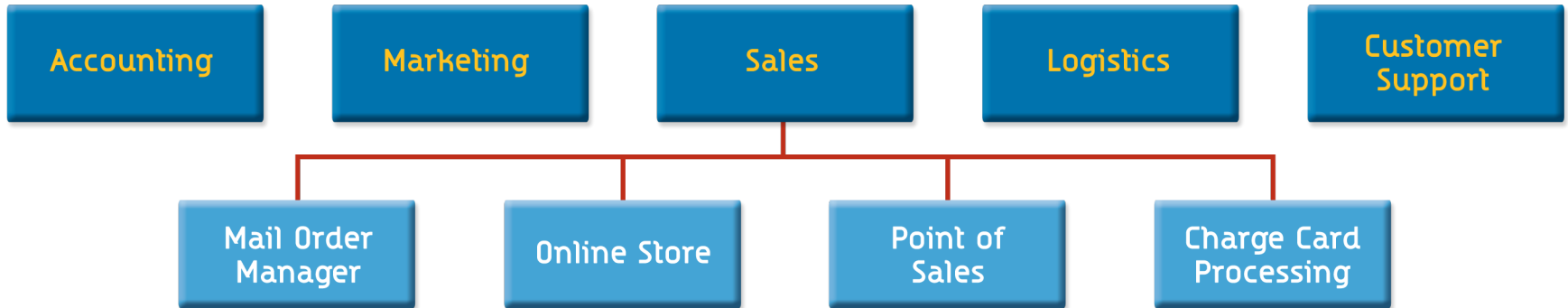
Marketing

Sales

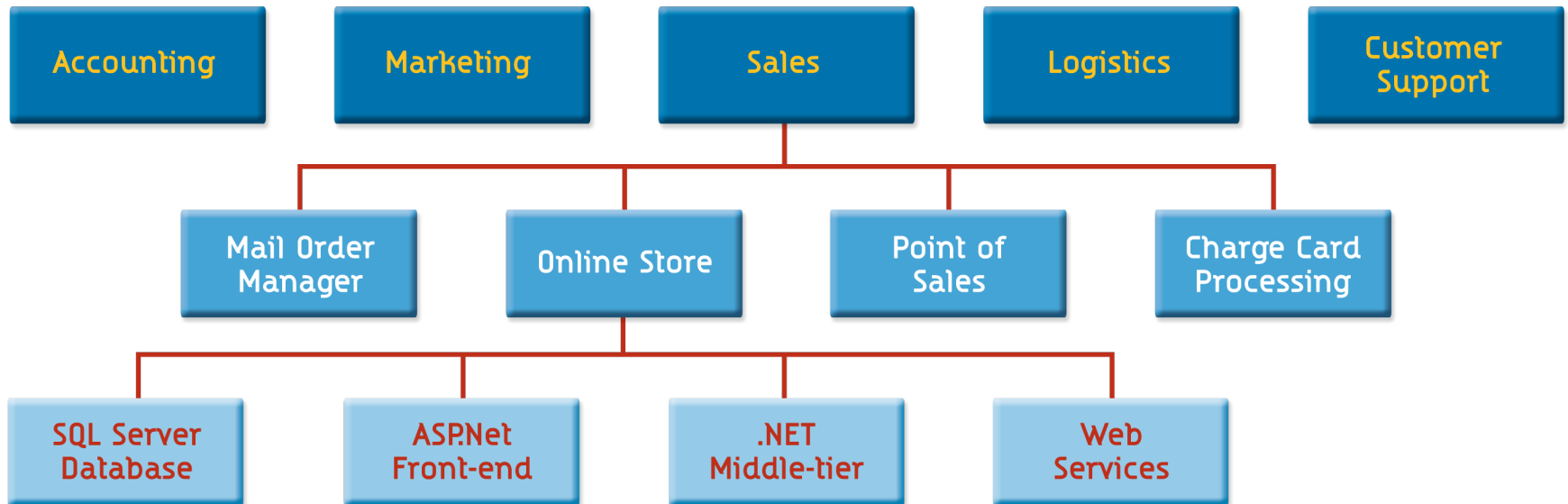
Logistics

Customer
Support

Applications



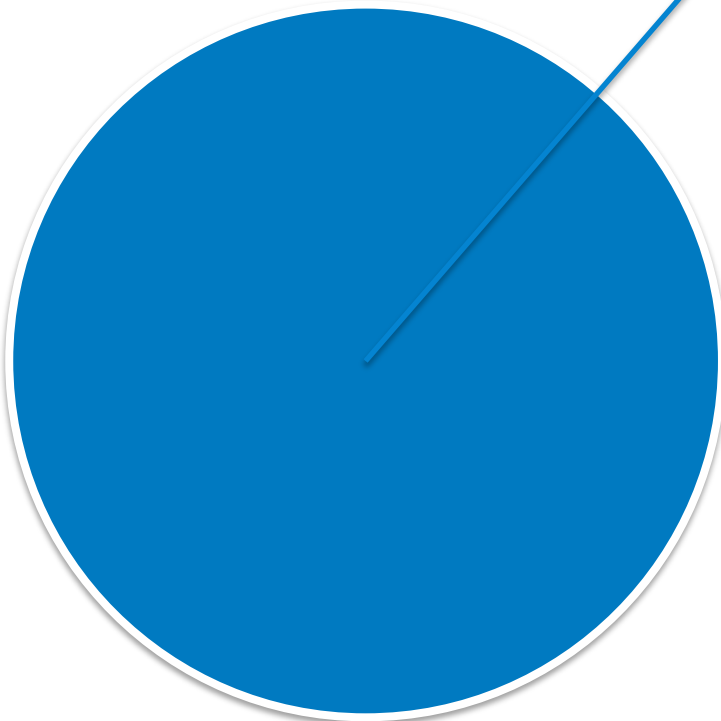
Applications



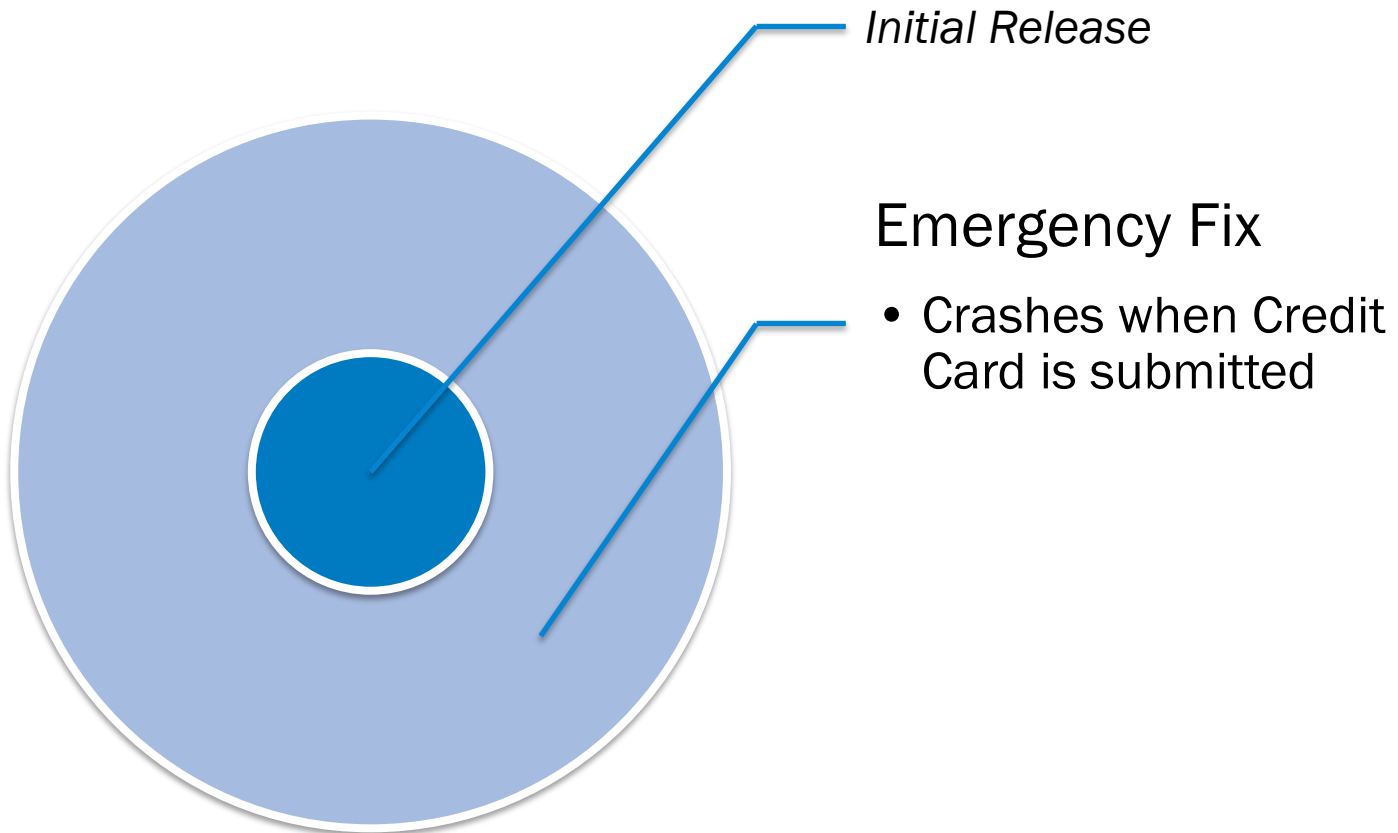
Releases

Initial Release

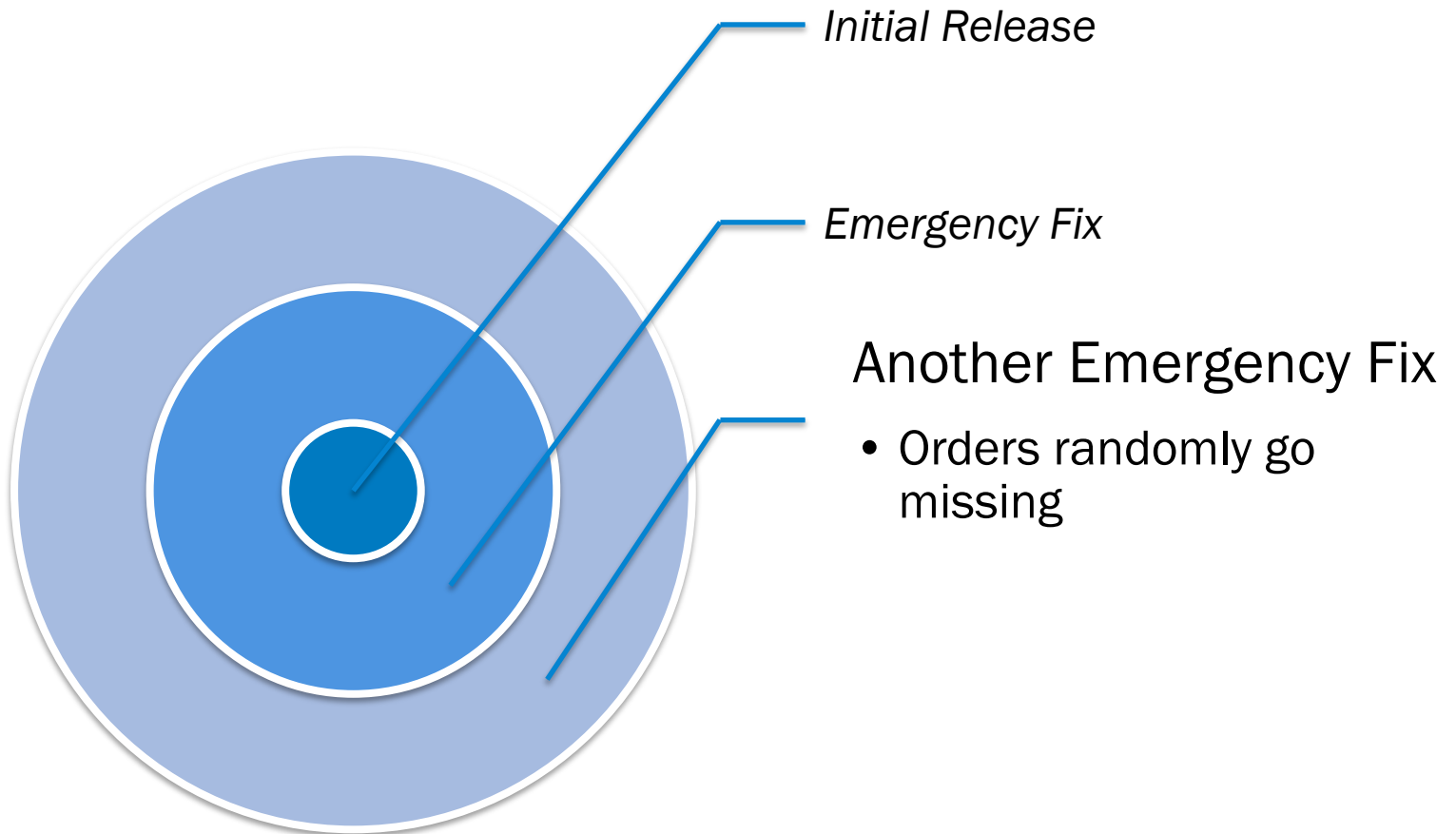
- Perfect



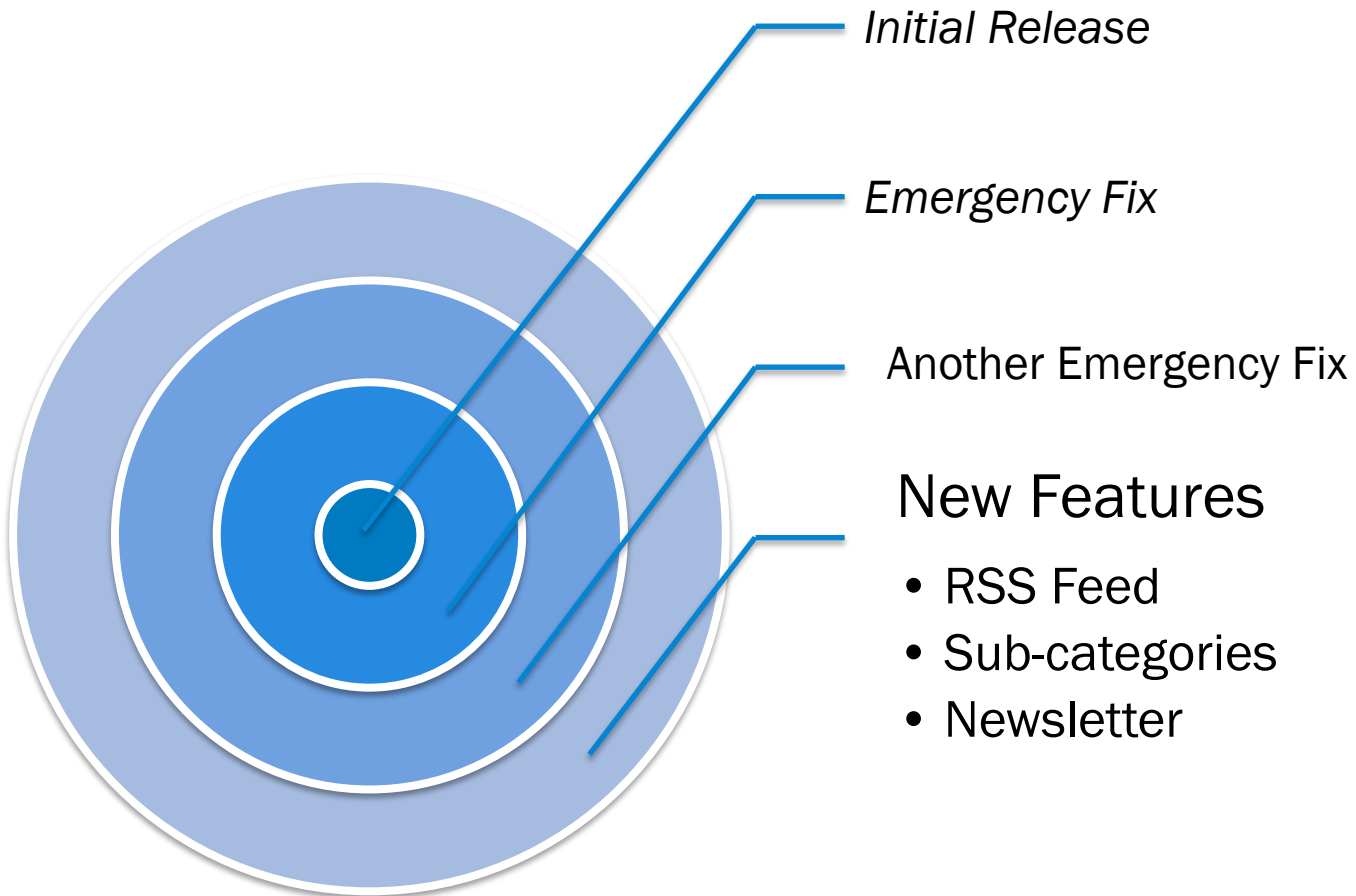
Releases



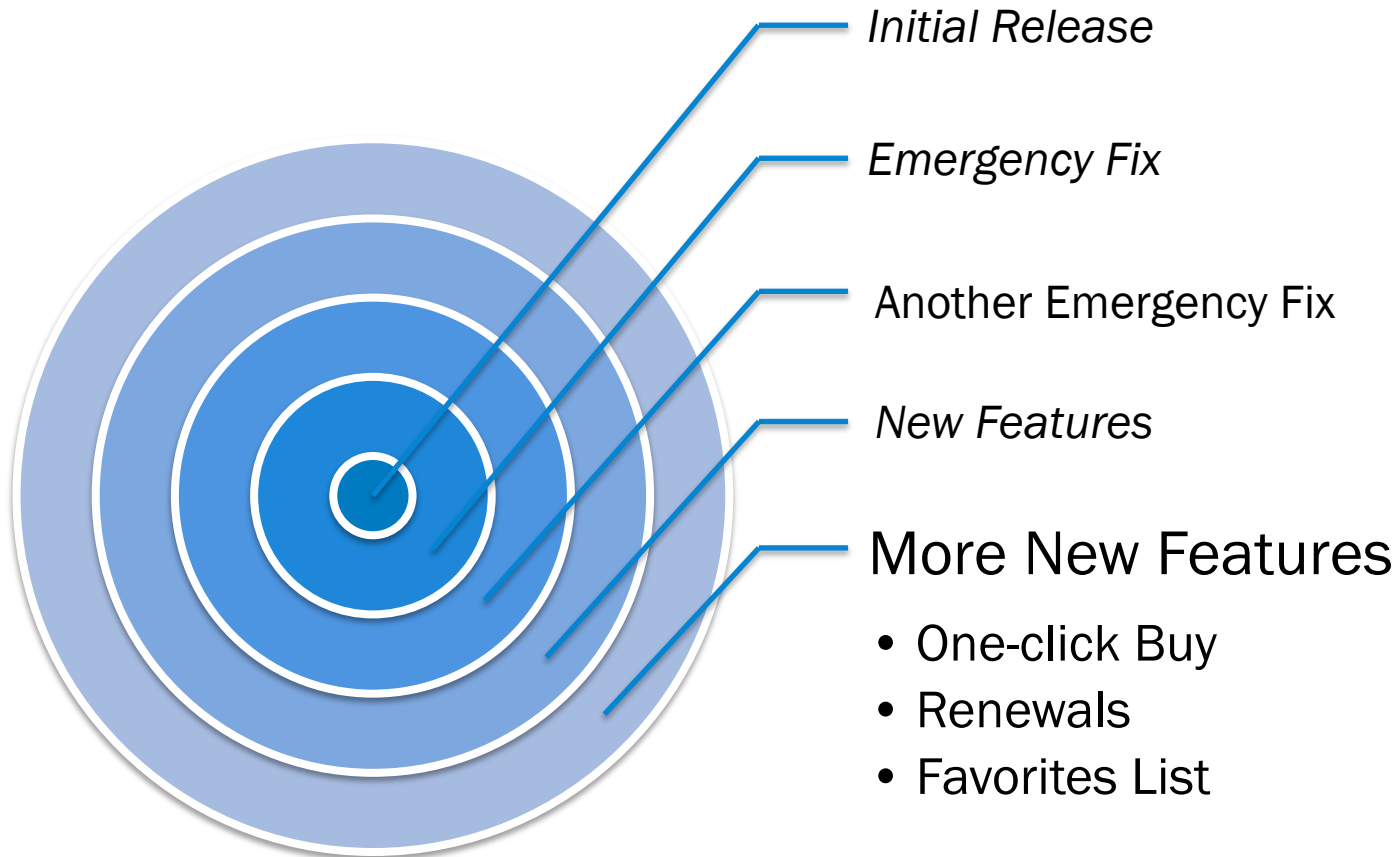
Releases



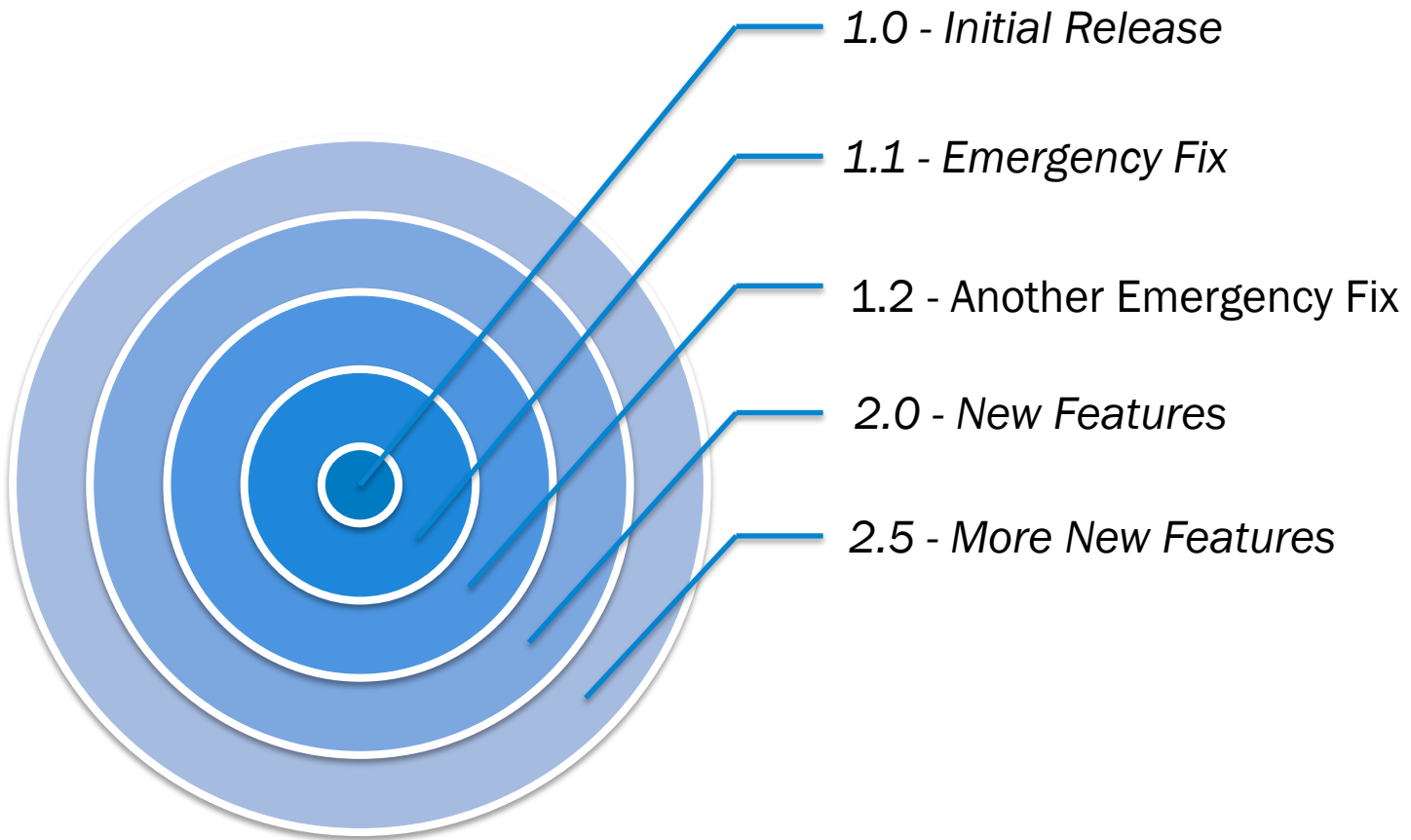
Releases



Releases



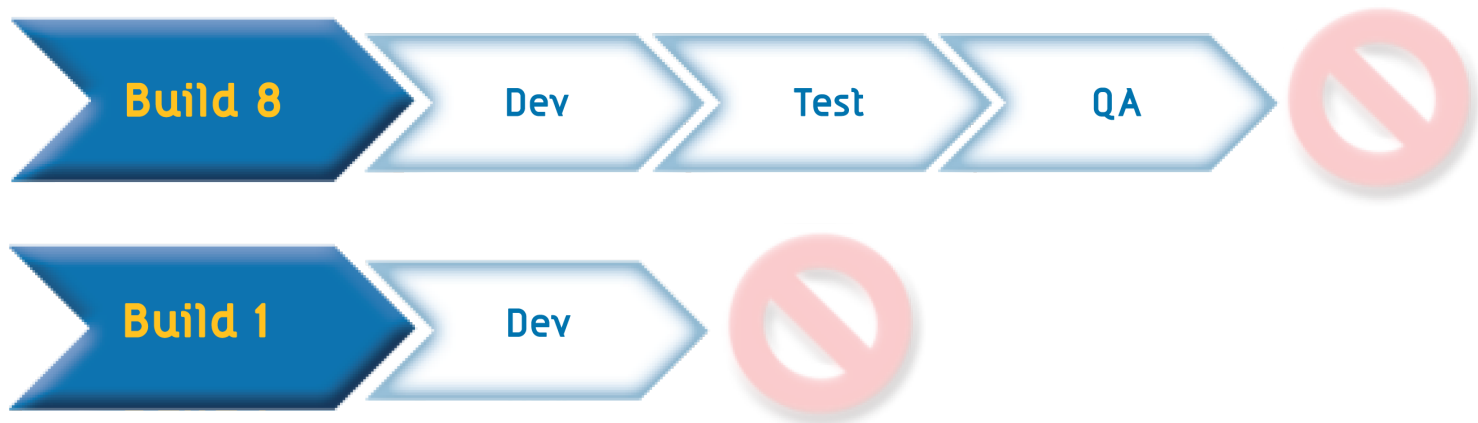
Releases



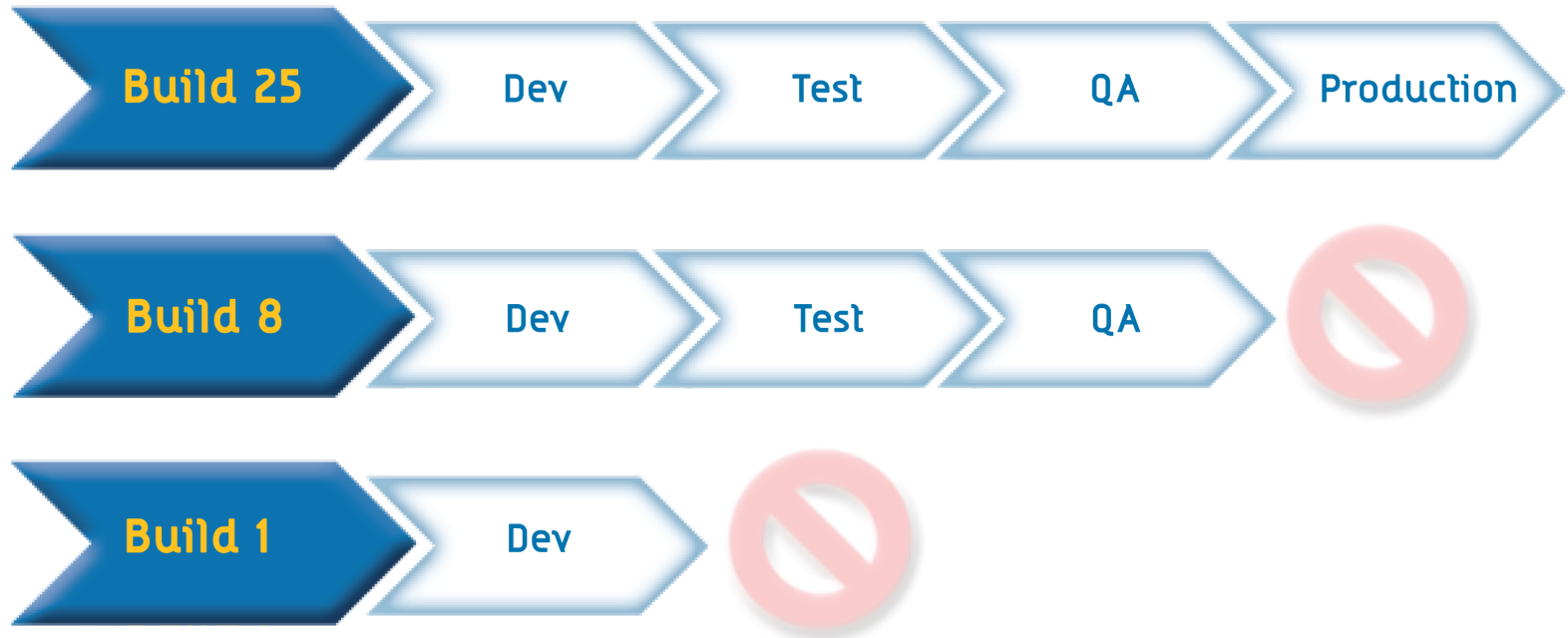
Builds



Builds



Builds



Promotions

Before QA Deployment:

- ☐ Smoke Test Passed
- ☐ All Test Cases Passed
- ☐ Lead Developer Signed Off
- ☐ Two Testers Signed Off
- ☐ Load Testing Certified

Dev

Test

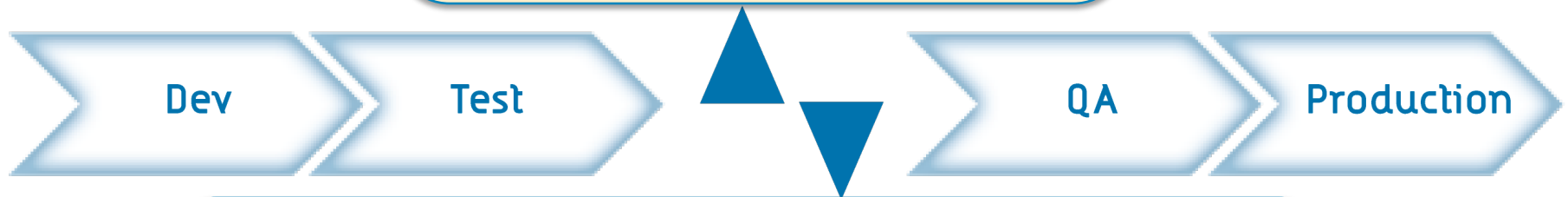
QA

Production

Deployments

Before QA Deployment:

- ✓ Smoke Test Passed
- ✓ All Test Cases Passed
- ✓ Lead Developer Signed Off
- ✓ Two Testers Signed Off
- ✓ Load Testing Certified



Deployment Procedure:

1. GET code labeled for QA from SCM to F:\SRC on BLDSV1
2. Edit AssemblyInfo.cs to include build number and new SNK
3. Compile with output of F:\SRC
4. Shutdown IIS on WEBSV1, WEBSV2, and WEBSV3
5. Back up old files on each web server to F:\BACKUP with...

Hierarchy

Application

Release

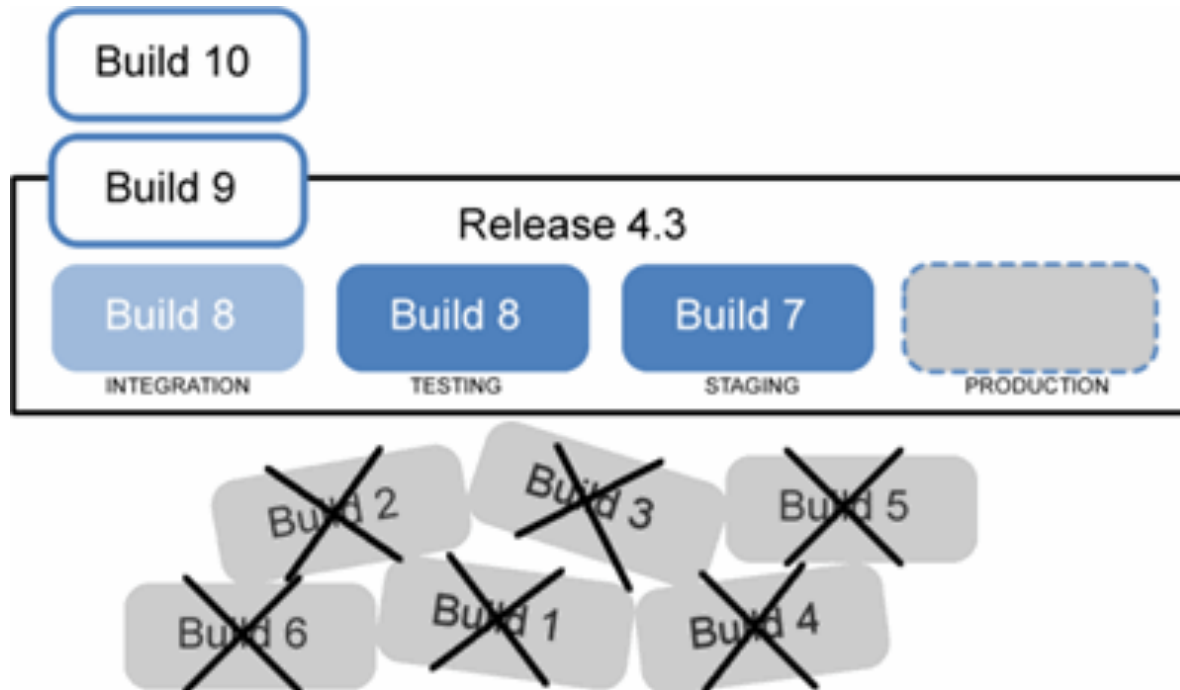
Build

Promotion

Deployment



Releases -vs- Builds



Influencing Change

- **Maintain a spreadsheet**
- **Forced Education**
- **Pointy Hair Bosses Love Process**

CONFIGURATION FILES

Rule: Environment-specific Only

No Soft Coding



Watch for Fake Configuration Files

```
Web.config X
<?xml version="1.0" encoding="utf-8"?>
<configuration>

  <appSettings configSource="Web_appSettings.config" />

  <system.web>
    <compilation debug="false" />
    <authentication mode="Forms">
      <forms loginUrl="~/LogIn.aspx" />
    </authentication>

    <customErrors mode="Off" defaultRedirect="~/Errors/Unexpected.htm" />
    <pages validateRequest="false" autoEventWireup="false">
      <namespaces>
        <add namespace="System.Data" />
        <add namespace="System.Data.SqlClient" />
        <add namespace="Inedo.BuildMaster" />
        <add namespace="Inedo.BuildMaster.Data" />
        <add namespace="Inedo.BuildMaster.Configuration" />
        <add namespace="Inedo.BuildMaster.Web" />
        <add namespace="Inedo.BuildMaster.Web.Controls" />
        <add namespace="Inedo.BuildMaster.Web.HttpHandlers" />
        <add namespace="Inedo.BuildMaster.Web.WebApplication" />
      </namespaces>
    </pages>
    <controls>
      <add tagPrefix="bm" assembly="BuildMaster" namespace="Inedo.BuildMaster."/
```

Rule: Key Value Pairs Only

Keep it simple

More Considerations

- Different Instances for Different Deployments
- Different Security for Different Instances
- Changes Should be Tied to a Release
- Deployment and Change history Logged

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