

Scaling a Mobile Startup Thru The Cloud: A True Story

Shai Almog & Chen Fishbein
@Codename_One



Who Are We?



Shai Almog

Co-founder & CEO of Codename One

Founder of vprise consulting firm

Sun consultant working on mobile development tools since the 90's

Member of original WTK team, co-creator of LWUIT project

Worked with Sun/Oracle, IBM, DoCoMo, Nokia, Samsung, Verizon, Sprint, Vodafone, Sony Ericsson and more

Open source hacker, Java developer since 96

Over 20 years of professional software development experience

Frequent conference speaker, JavaOne rockstar award winner, blogger & writer



Chen Fishbein

Co-founder & CTO of Codename One

Co-founder of the open source LWUIT project, most successful open source mobile project from Sun Microsystems

Lead developer of the Sprint Wireless Toolkit, the most successful operator specific mobile development environment

Worked for Sun/Oracle, Samsung, Verizon, Sprint, Vodafone, Sony Ericsson and more

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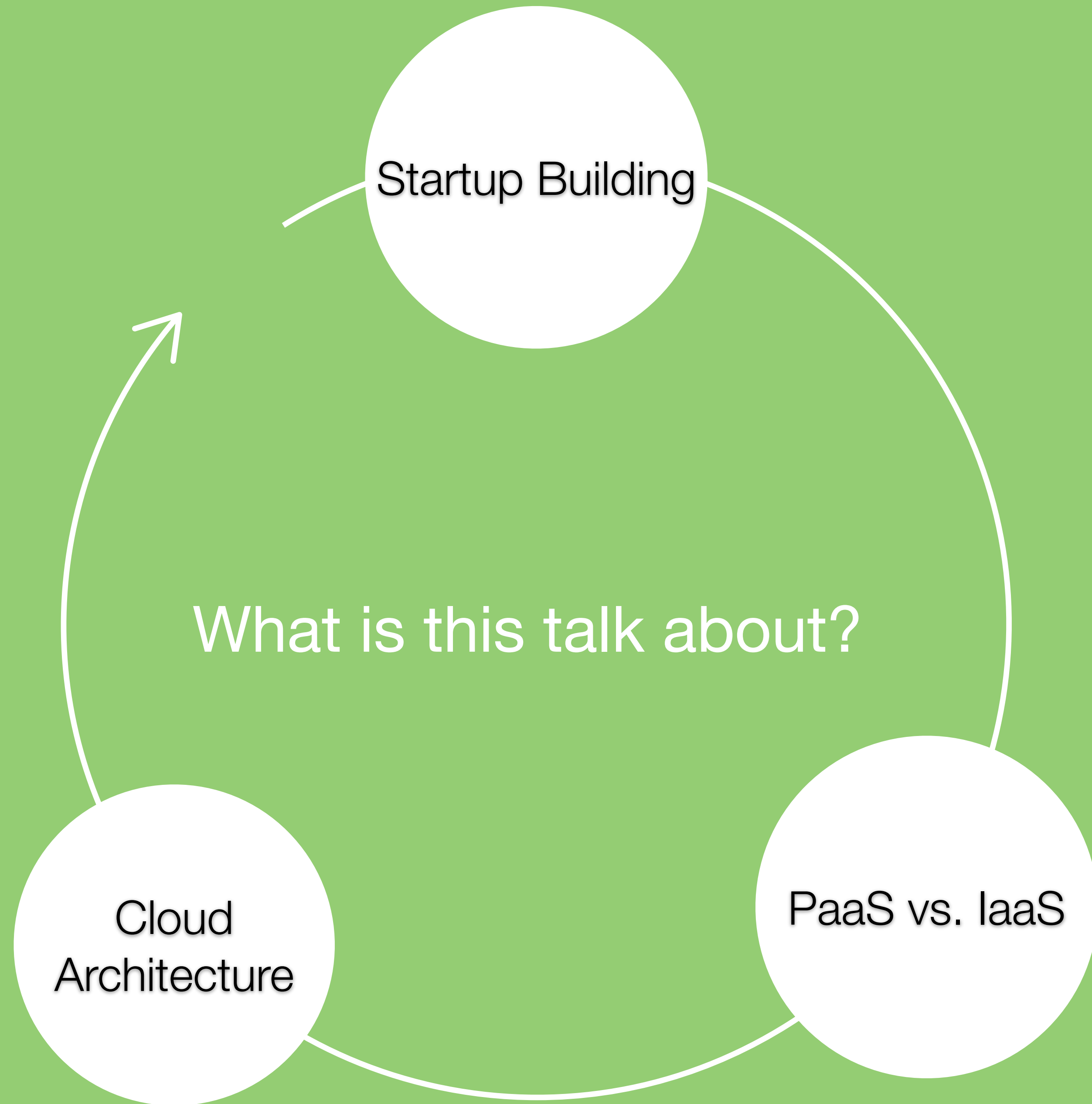
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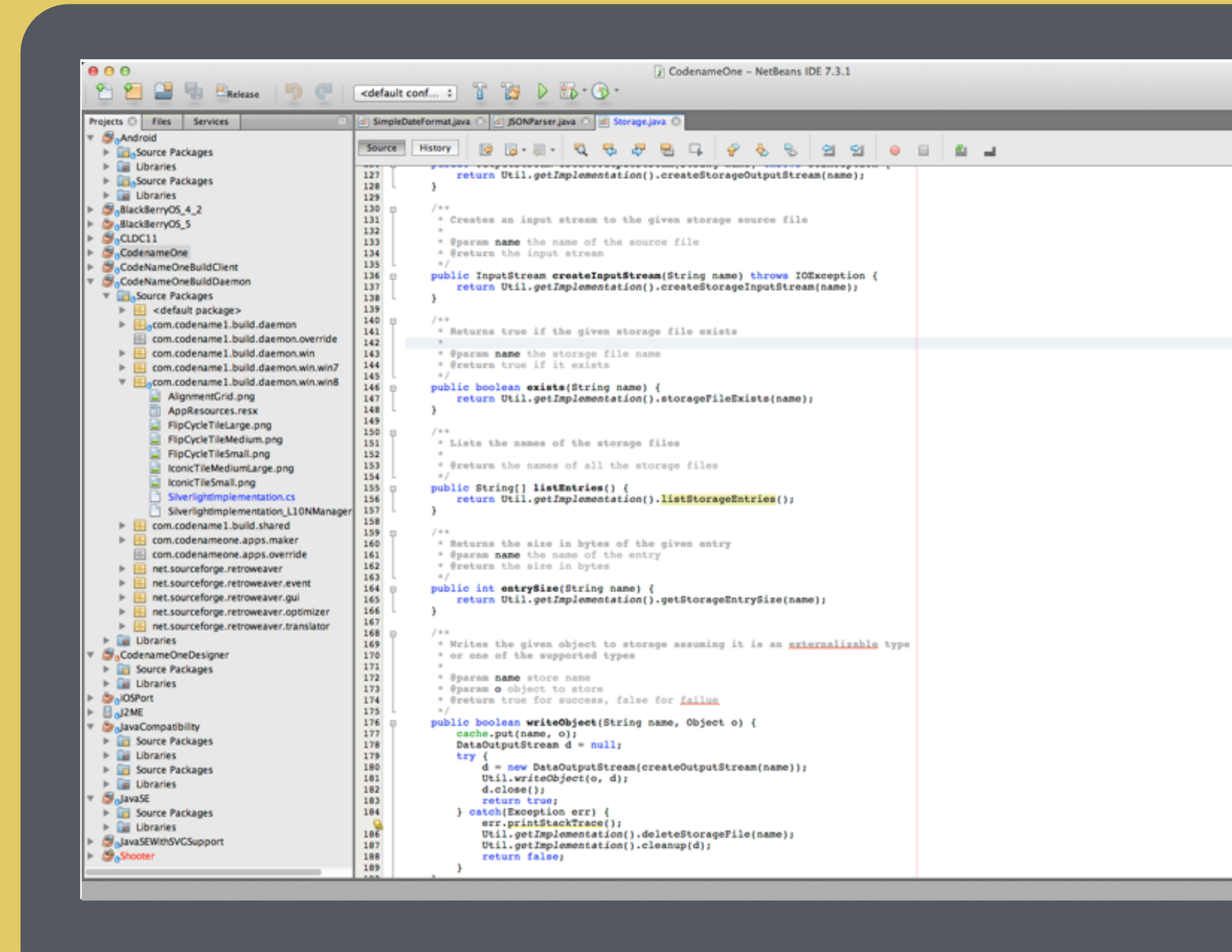
Questions



But First... What Is Codename One?

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Some stories start at the end...



What Is Codename one

- WORA (Write Once Run Anywhere) For all mobile devices
- Debug locally on simulator
- Open source - roots at Sun Microsystems circa 2006
- Macs, Windows & Linux machines in cloud allow building native code with one click
- Basic service is free (with quota)

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Demo

What is Codename One and how does it work

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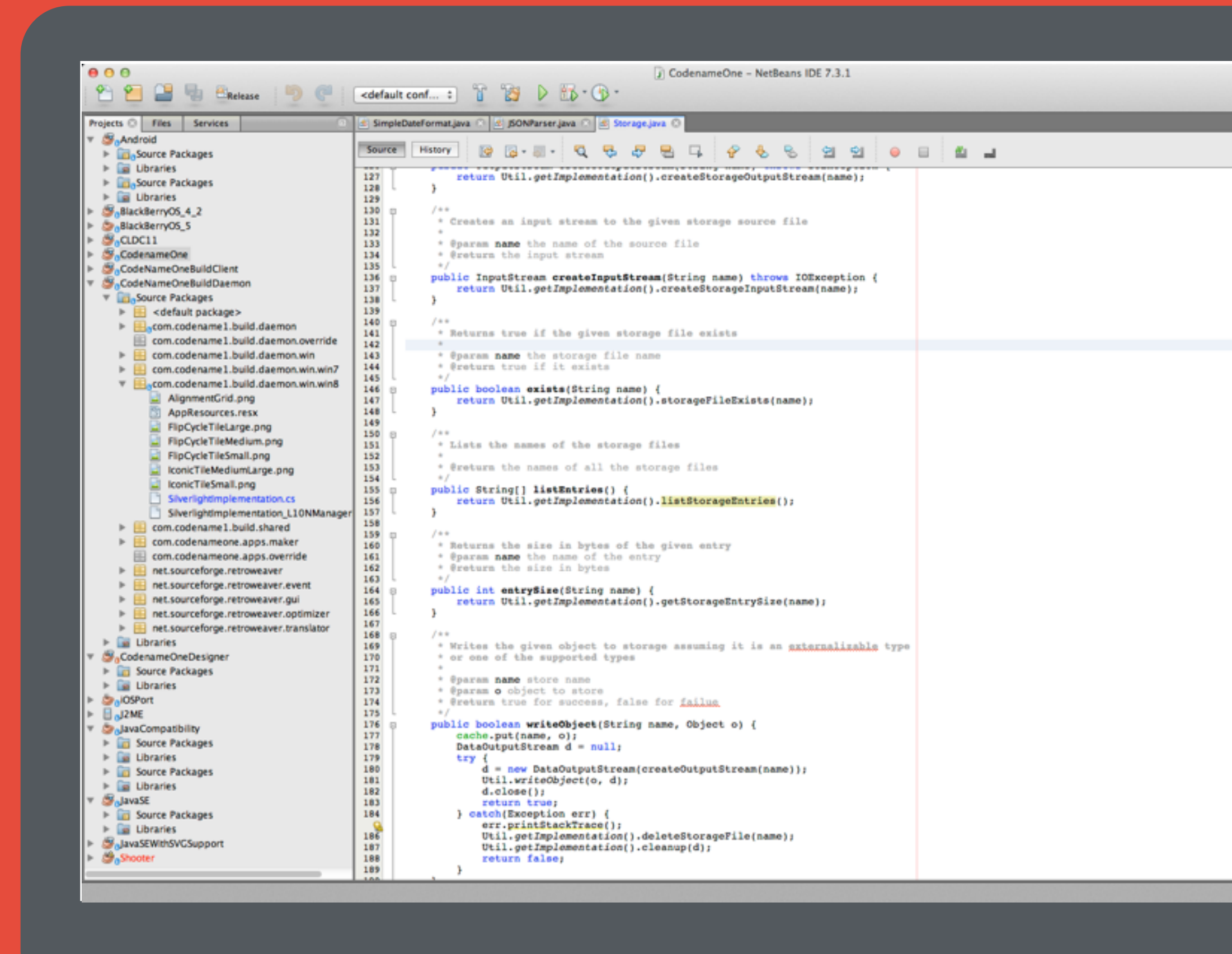
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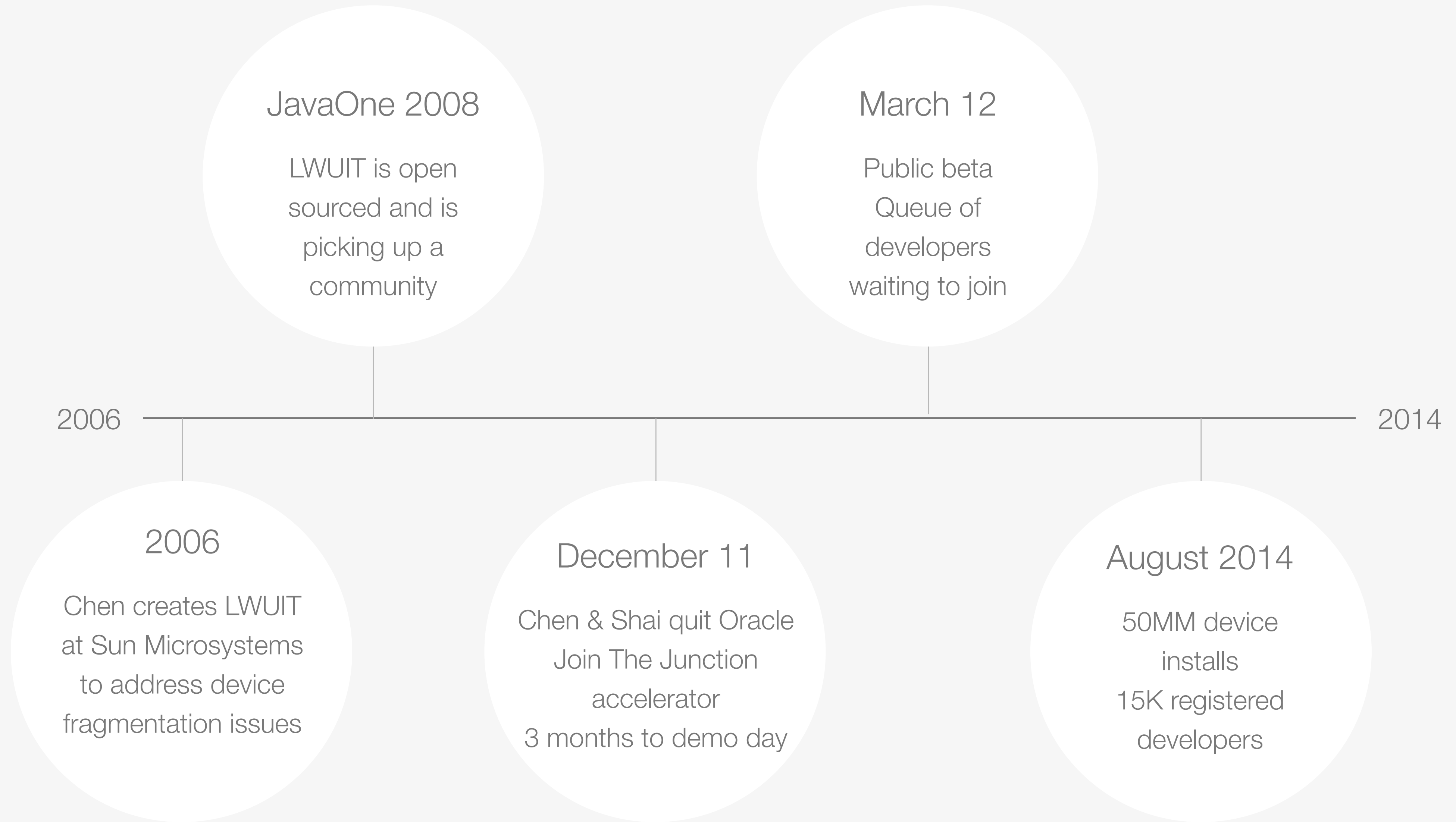
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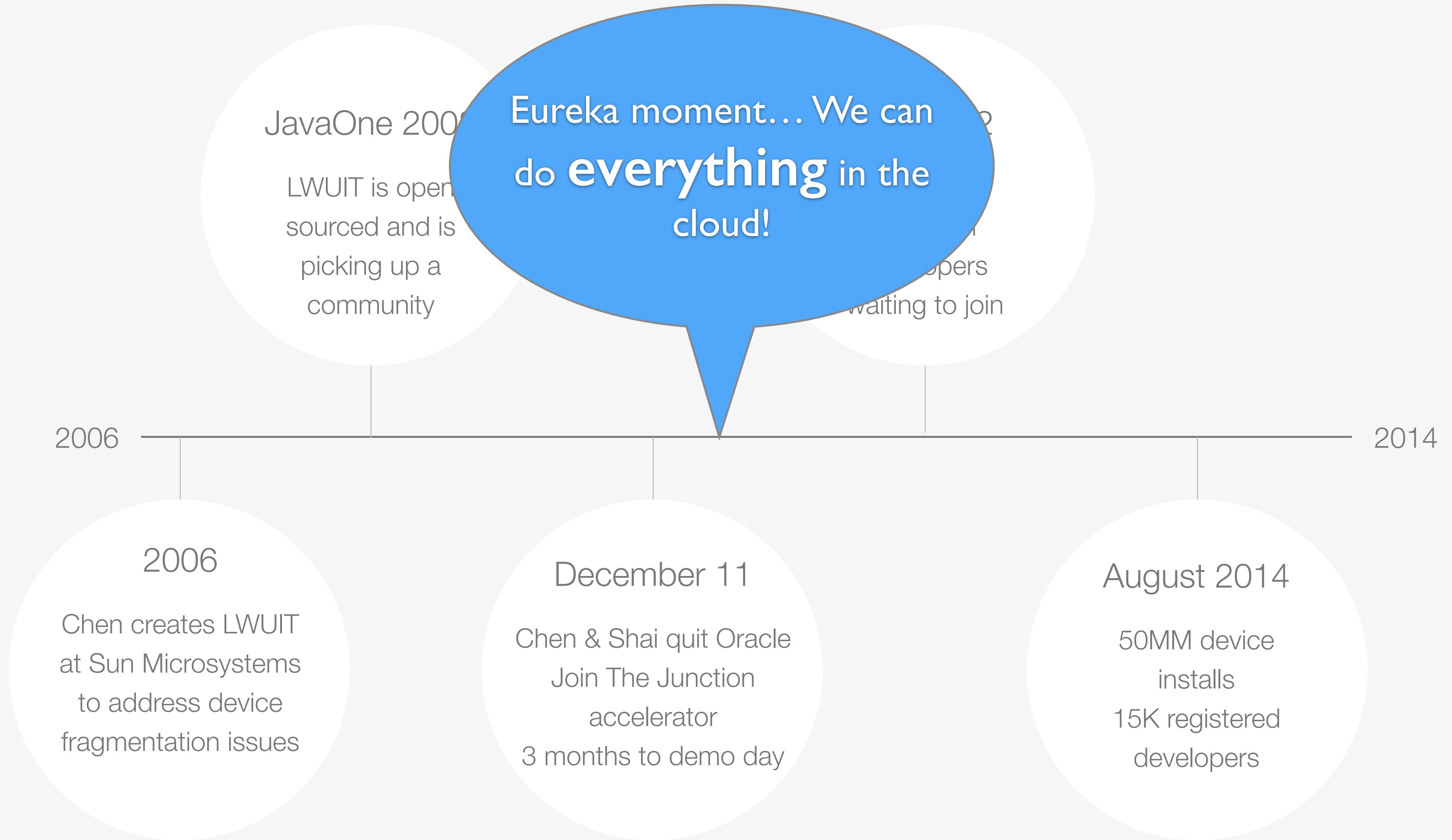
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Problem!

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Almost all of this is mobile experience. Didn't do serious server code since 2008!

CTO of Codename One

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Lead developer of the Sprint Wireless Toolkit, the most successful operator specific mobile development environment

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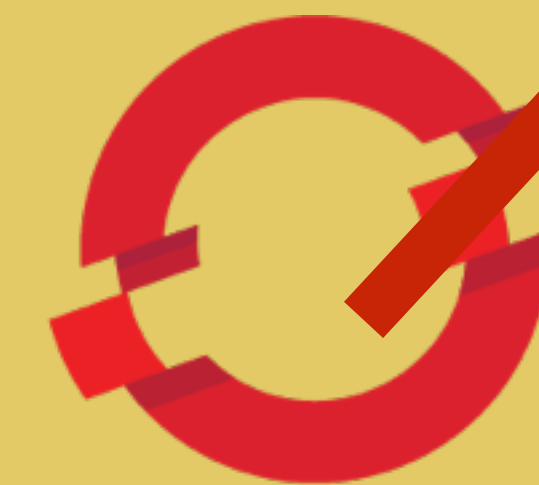
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Our options for cloud:



OPENSIFT



Our options for cloud:

Unavailable or beta late
2011



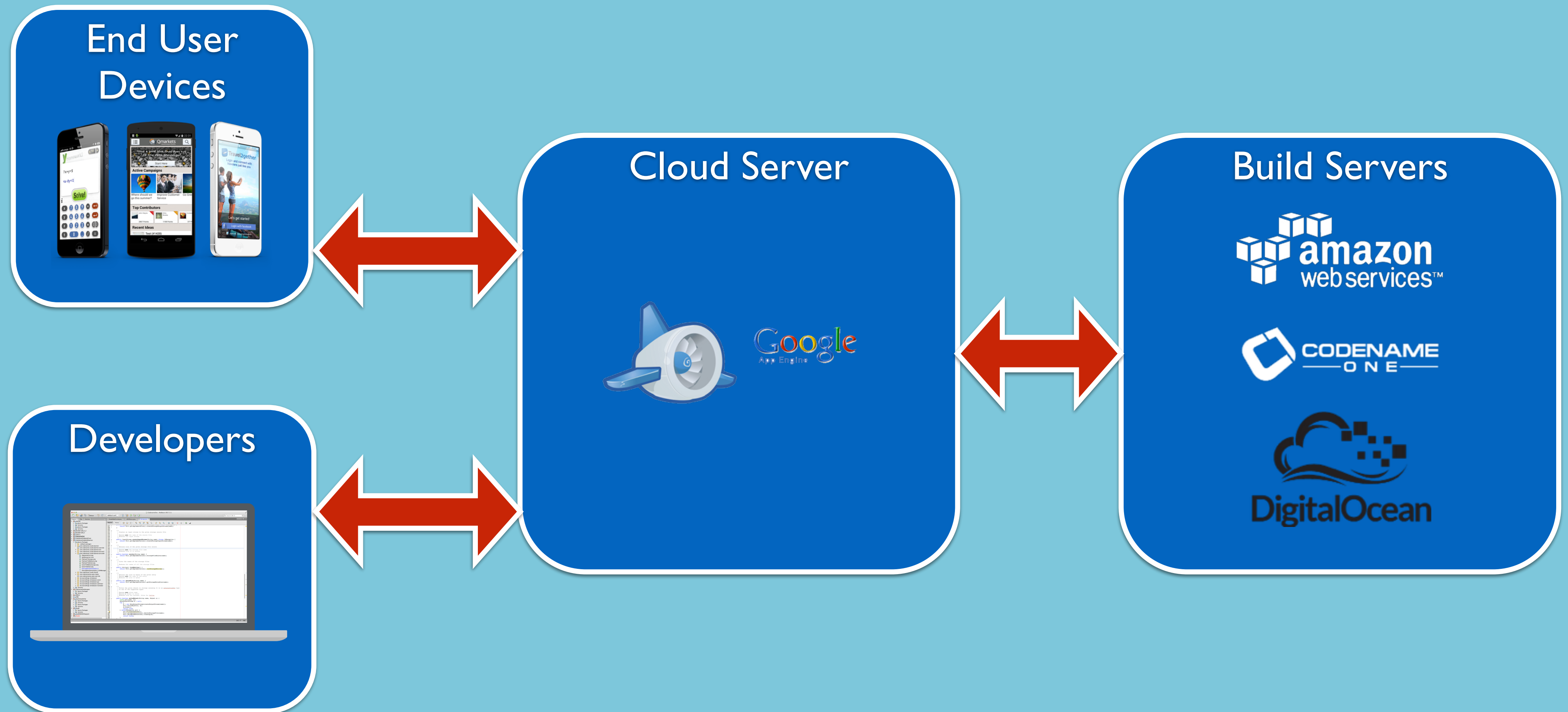
Only one real choice in 2011...

We could have gone with AWS, avoided Java or host our own servers. All of the above would require more work than we could manage



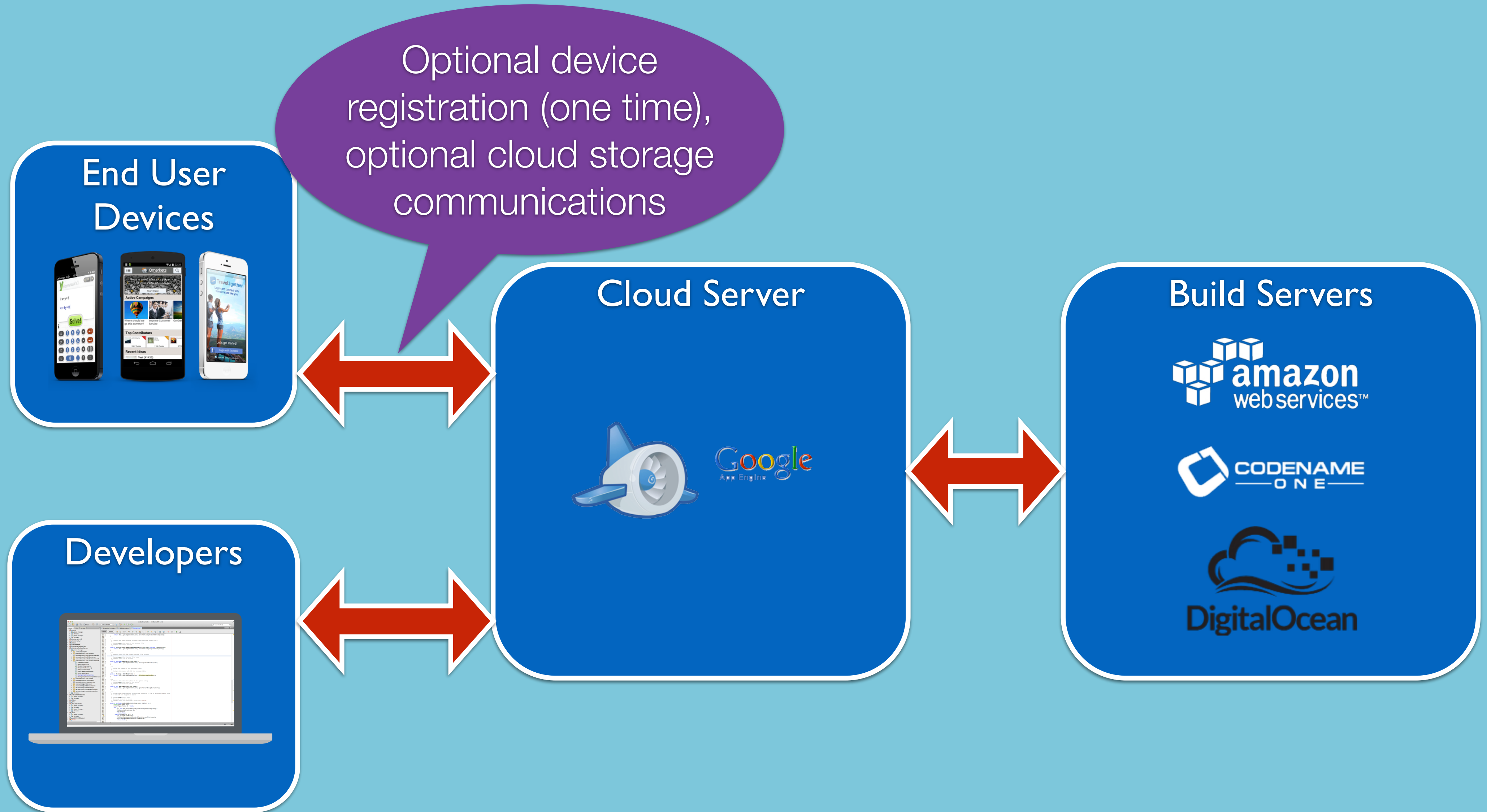
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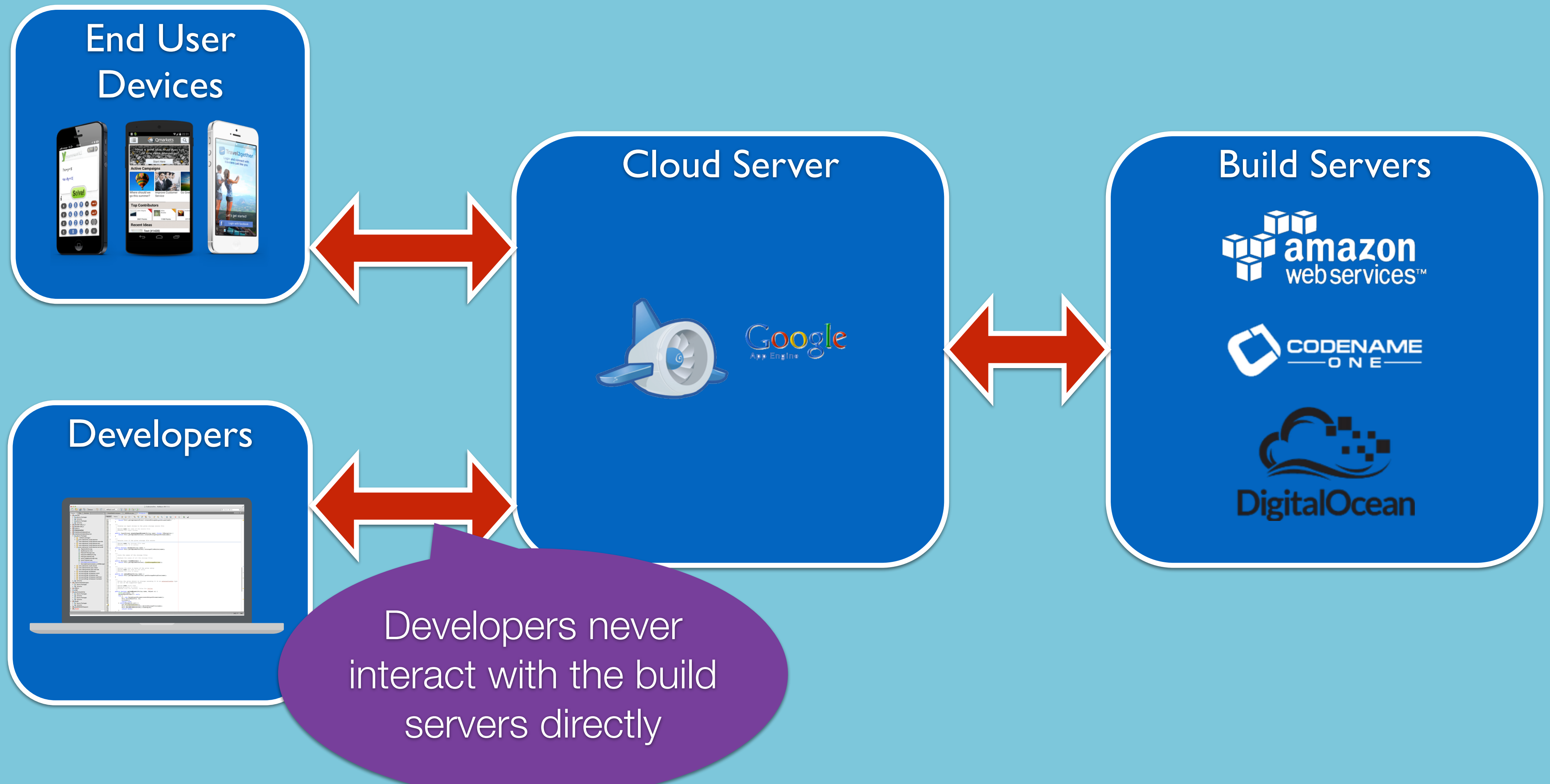
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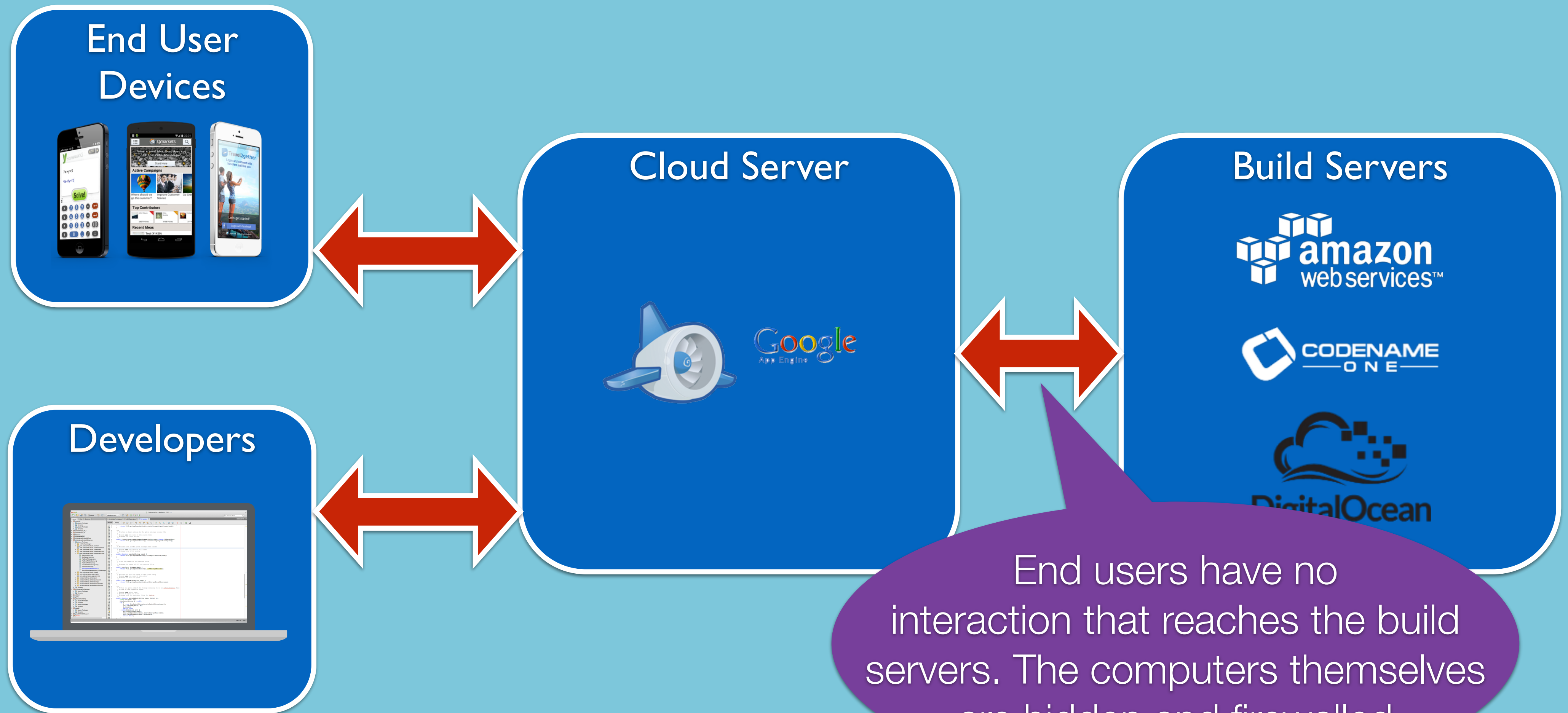
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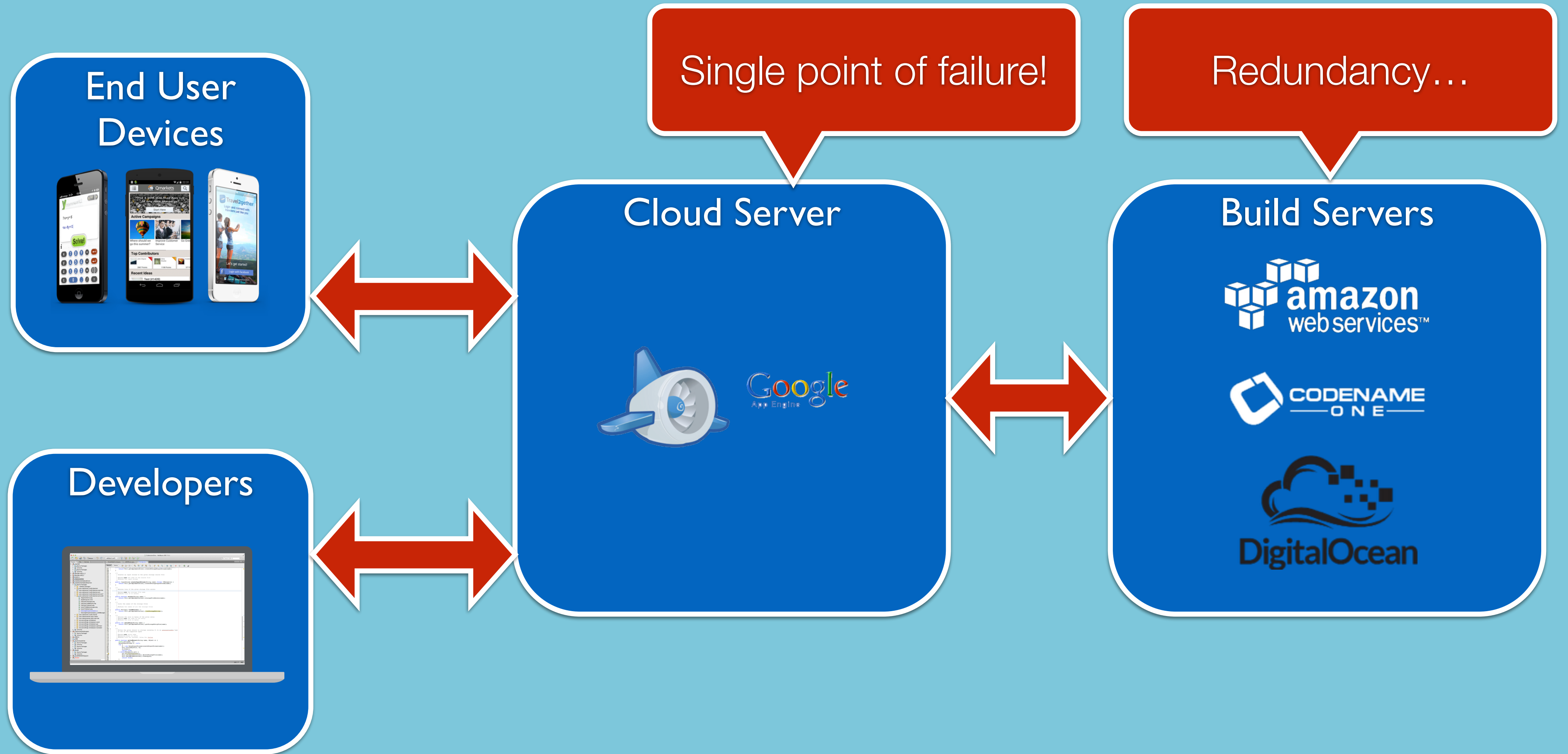
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End users have no interaction that reaches the build servers. The computers themselves are hidden and firewalled

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App Engine has its pros and cons

Without it we probably
wouldn't have a
startup so you can't
get a better review
than that but it had its
pain points.

Most of these hold
true to other PaaS
environments to one
degree or another.

Pros

Java
Cheap
Reliable
Seamless HTTPS
No configuration
Auto-scaling
Scalable by default
Fast - network & performance

Cons

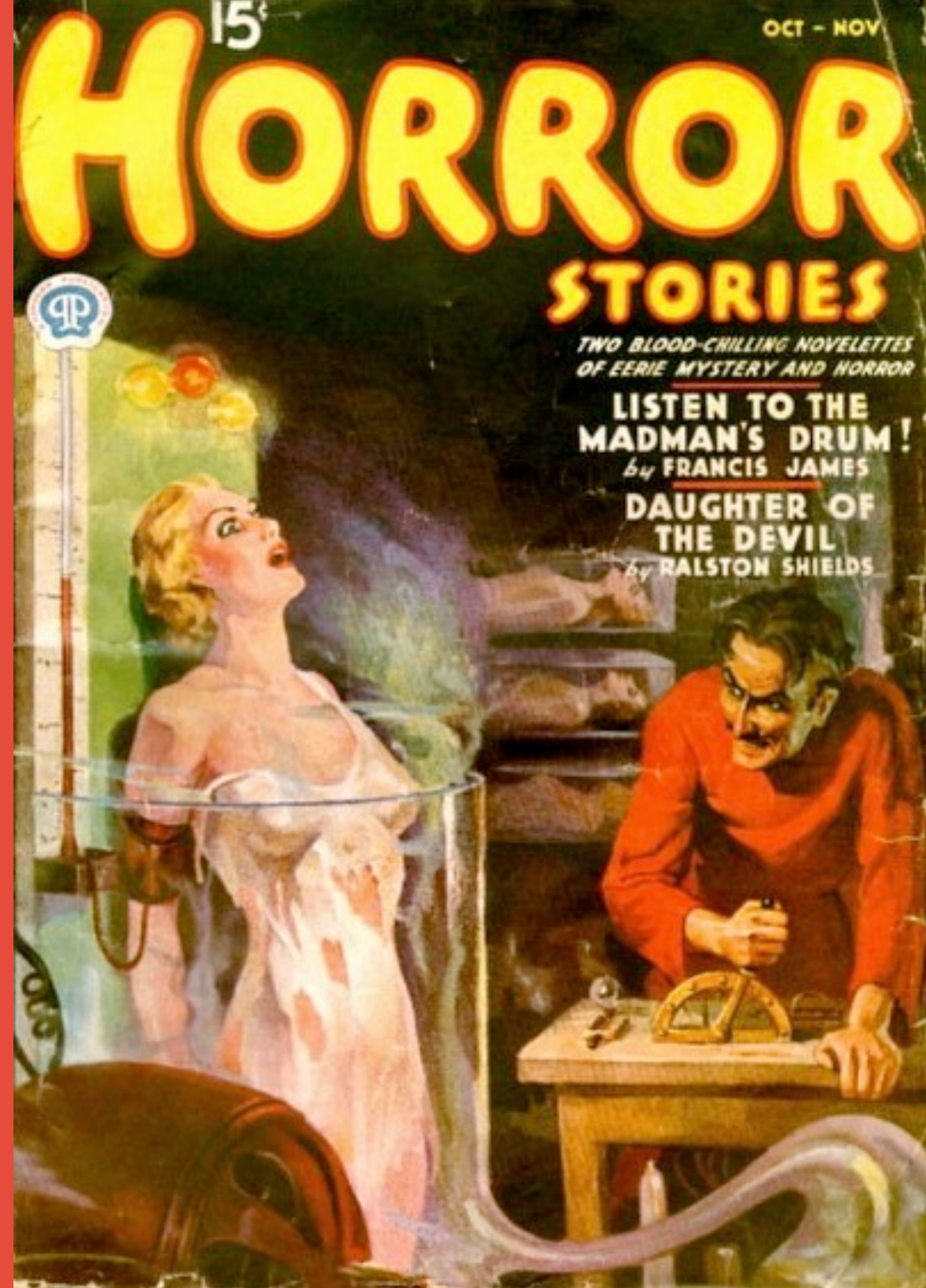
Opaque
Failures hard to track
Production != Development
Limited API's
Can't do APNS, Image processing
Datastore API is limited
Spotty Support & Unclear Focus From
Google

Storage - DataStore

- When we started there was no cloud SQL option, so Big Table was the only option
- We didn't know enough and believed that we could use JPA for future cloud portability
- The JPA implementation for App Engine is buggy and problematic
- Querying is difficult and extracting statistics requires map-reduce
- We were never able to get Google's map-reduce samples working in a real world setting
- Using the DataStore API directly is relatively decent

Failures

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Blobstore Stopped Working

- App Engine requests have a timeout limit which means you can't do file uploads
- Uploads in Codename One go thru the blobstore API
- Blobstore suddenly stopped working without any error in the logs
- The API is opaque so app engine got the files (builds) but we didn't!
- Debugging consisted of guesswork since back then there was no paid support option!
- The API is opaque so app engine got the files (builds) but we didn't!

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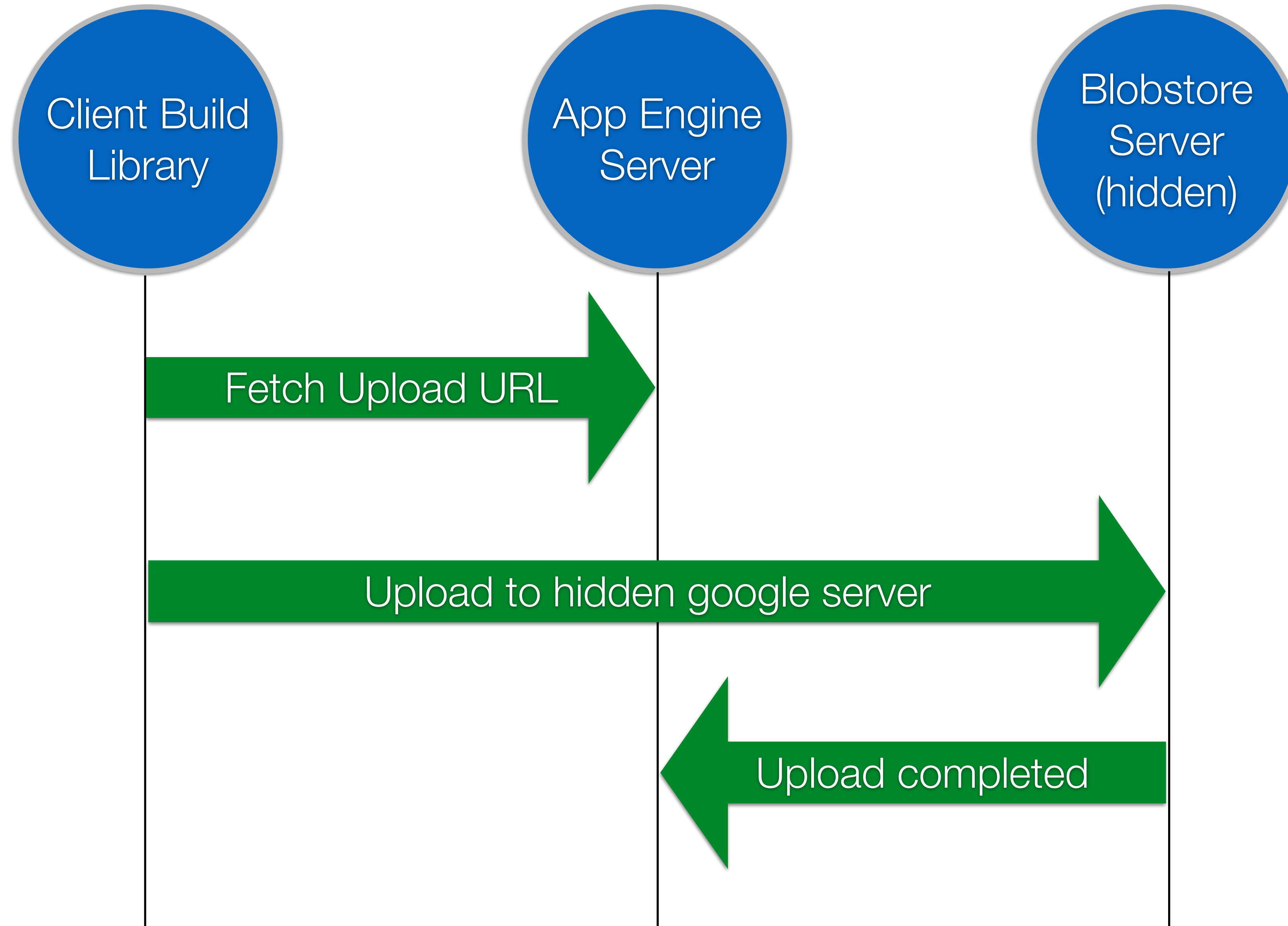
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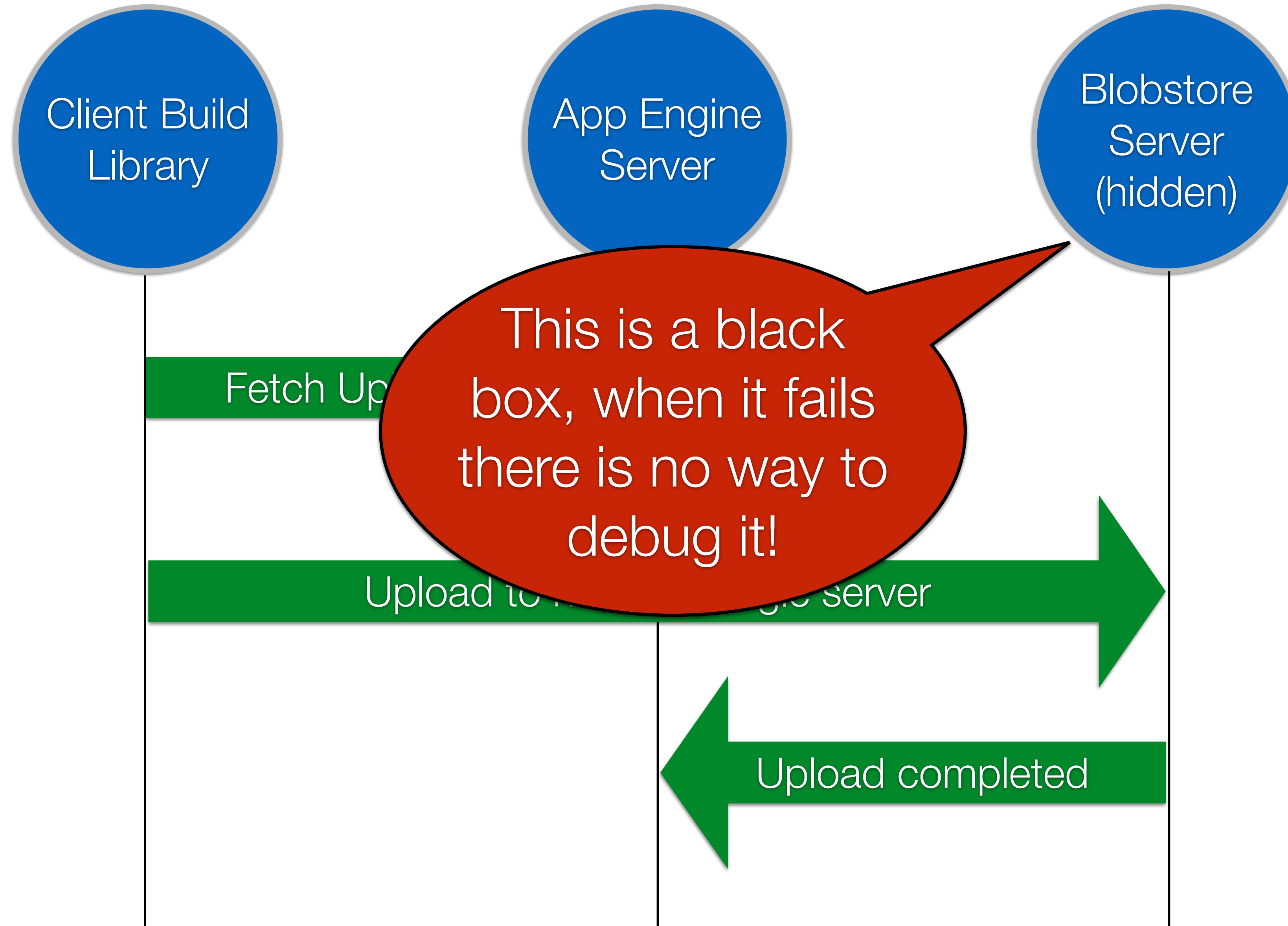
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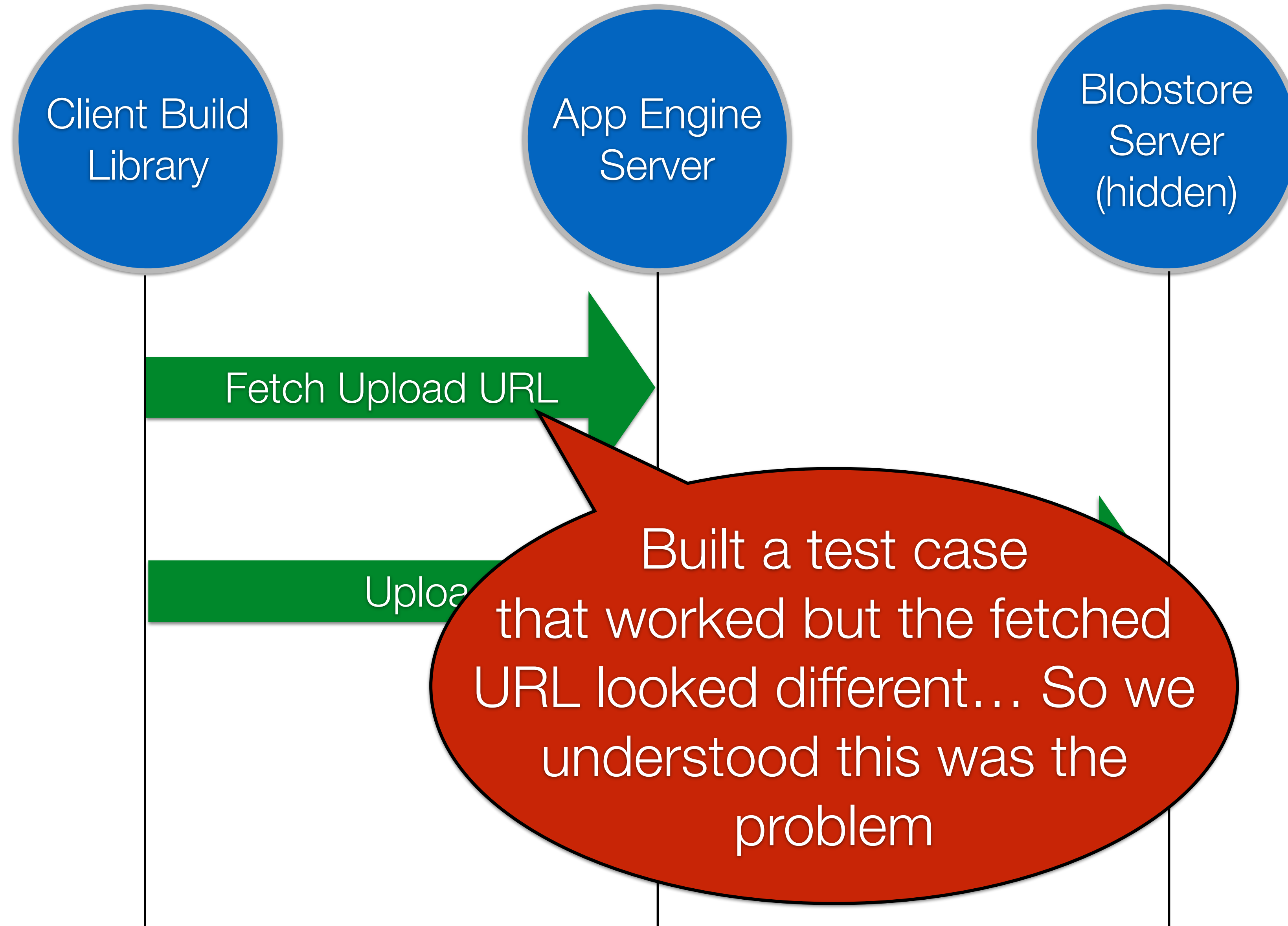
Blobstore Upload Request - How Does It Work?



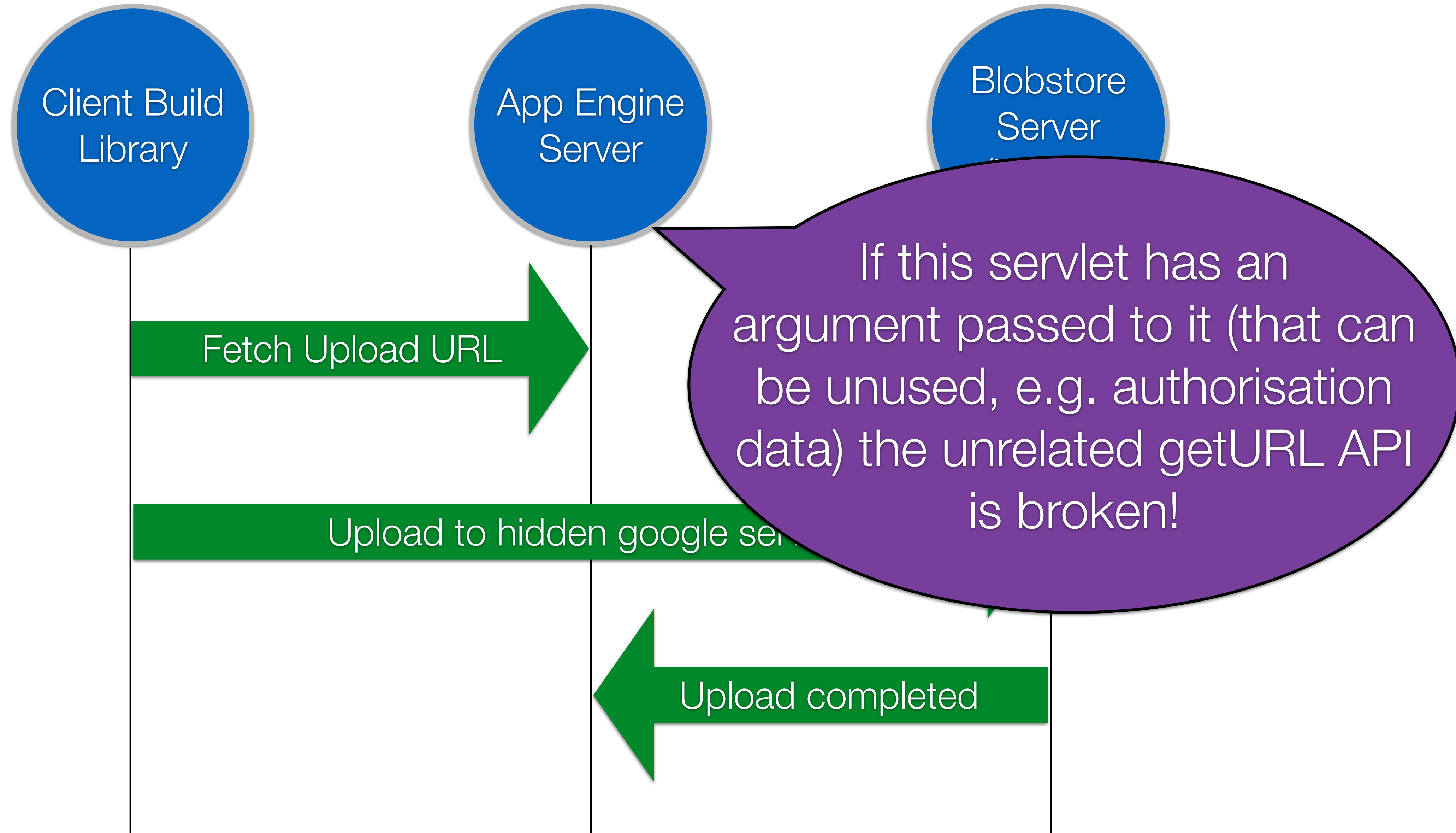
Blobstore Upload Request - How Does It Work?



Blobstore Upload Request - How Did We fix it?



Blobstore Upload Request - How Did We fix it?



Blobstore Issues

- Our second worst downtime - over 2 hours of total downtime
- Back then Google didn't have a paid support option which we now have
- Support is CRUCIAL with any PaaS provider, difficult on a startup budget
- Debugging these issues is guesswork more than debugger

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Everything Stopped Working Issue

- After a deployment to app engine everything stopped working!
- Server logs showed odd exceptions that kept filling the logs and made no sense
- Googling the issue showed some people reporting it but all had sync issues
- There was no indication and no way to fix it
- Worse downtime yet of over 3 hours!

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What did we do?

- Updated Eclipse plugin and recreated the project
- Tried to create a blank project and see if it works
- Cleaned caches, restarted servers & posted in groups/stack overflow
- This predated the paid support option

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Resolution

- An installation of Java 8 was picked up by Eclipse
- Googles plugin compiled with that VM rather than the JDK defined in preferences!
- The only way to see/fix it was thru the ini file
- We found this out thru guesswork!
- Lessons: Always deploy to a new version

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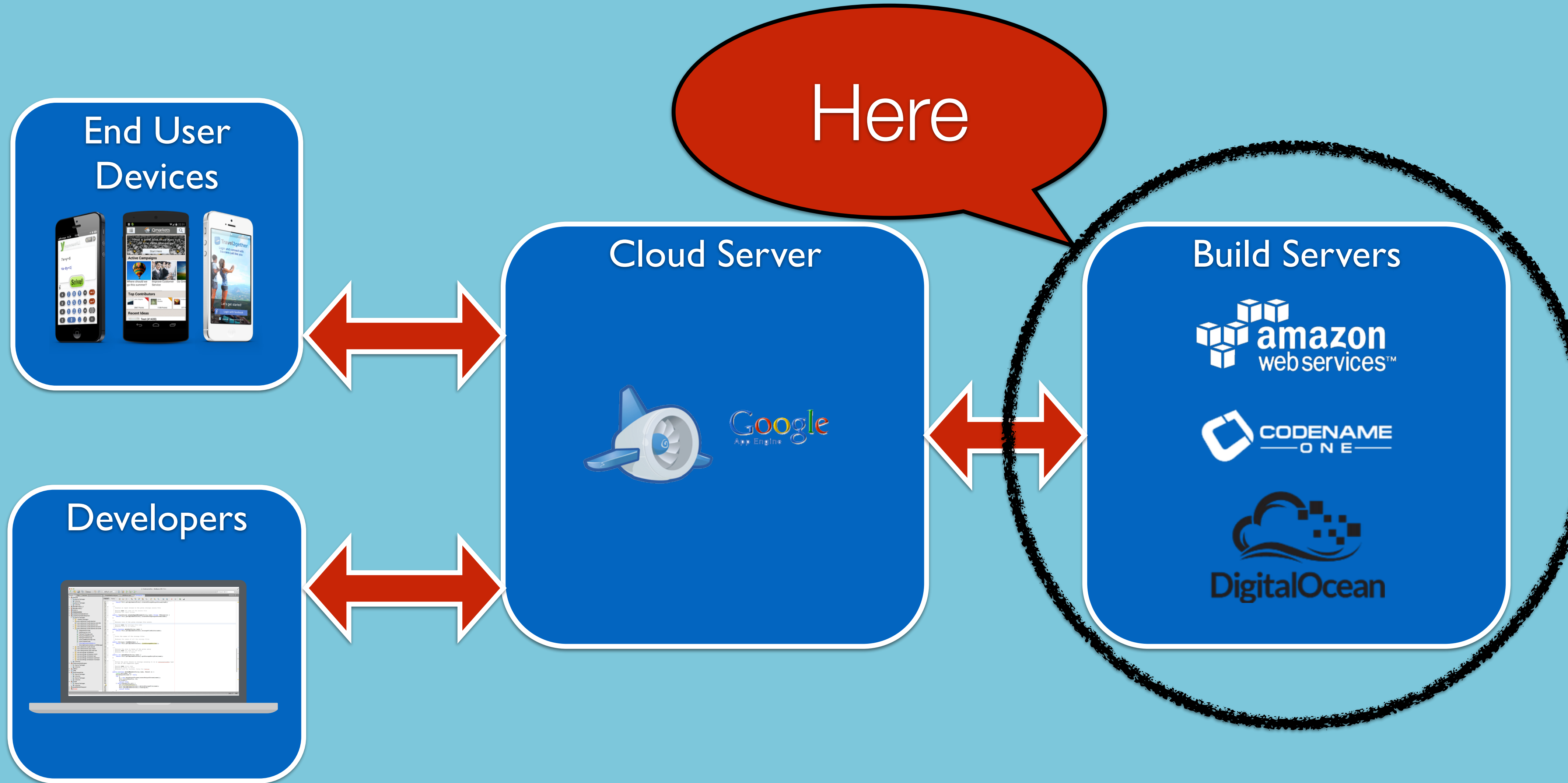
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What about the IaaS part?



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IaaS Is a Pain To Manage With Startup Resources

- Without a dedicated virtualisation guy AWS overcharged us on servers
- This was purely a result of our ignorance (reserved instances are confusing)
- Managing all these machine instances is a full time job and we just don't have the manpower
- Migrating from AWS to Digital Ocean just for simplicities sake (might also save a bit here)
- Azure was an unstable nightmare and had remarkably obtuse billing as well
- Failures in the build servers aren't as traumatic (more localised, easier to detect and fix)

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Lessons Learned

- Without PaaS our startup might not have gotten off the ground...
- We have 99.95% uptime, we are shooting for 4 9's in 2015 and its an achievable goal
- Check that you actually need NoSQL options before getting started with it...
- Don't trust vendor promises on Java EE compatibility at least in the storage dept.
- PaaS can be very cheap and provide huge benefits
- Support is probably the most essential requirement for any PaaS solution

Thank You

Further Reading

How Do I - <http://codenameone.com/how-do-i.html>

Developer Guide - <http://codenameone.com/developer-guide.html>

Discussion Forum - <http://www.codenameone.com/discussion-forum.html>

Course (free for pro users) - <http://udemy.com/codenameone101/>

Source code/Issue tracker - <http://code.google.com/p/codenameone/>

JavaDocs - <https://codenameone.googlecode.com/svn/trunk/CodenameOne/javadoc/index.html>

Blog - <http://codenameone.com/blog>

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