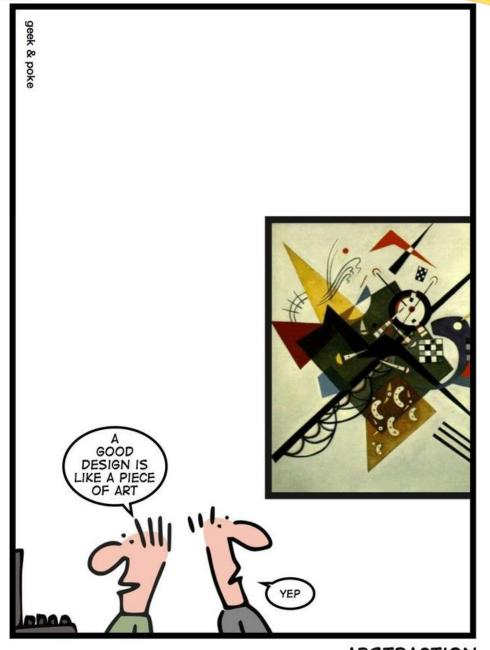
ABSTRACTION "JUST RIGHT"

Presented by Jeremy Clark www.jeremybytes.com

A Good Design is like A Piece of Art

Geek & Poke - http://goo.gl/ifd53l



ABSTRACTION IS AWESOME!



ABSTRACTION IS AWFUL!



Confusion

Debugging Difficulty

Frustration



https://archive.org/details/goldilocks_and_the_three_bears

GOLDILOCKS THE DEVELOPER

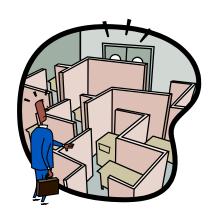
Too LittleAbstraction



Just Right



Too Much
Abstraction



TWO TYPES OF DEVELOPERS

Over-Abstractor

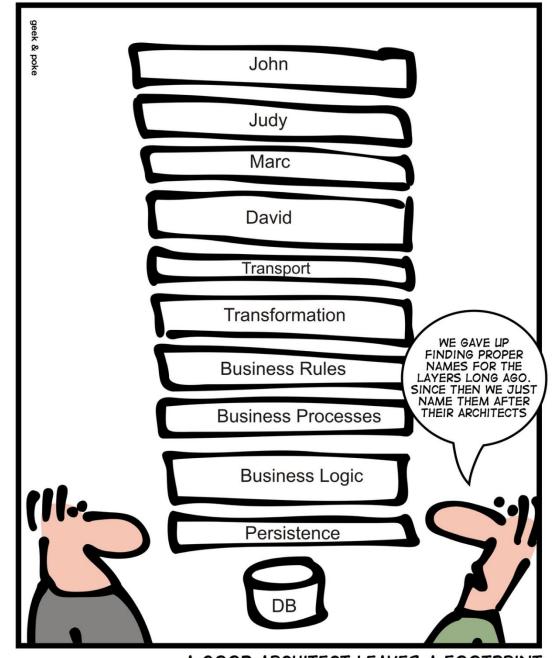
Under-Abstractor

Over-Abstractor

- "We'll have a good use for this in the future."
- Overly Complex
- Difficult to Maintain

A Good Architect Leaves A Footprint

Geek & Poke: http://goo.gl/B4uXa3



Under-Abstractor

- "Let's keep things simple."
- Rigid
- Difficult to Maintain

COMMON PROBLEM

Over-Abstractor

- "We'll have a good use for this in the future."
- Overly Complex
- Difficult to Maintain

Under-Abstractor

- "Let's keep things simple."
- Rigid
- Difficult to Maintain

The Default State Quiz Who Are You?

Let's build a plug-in architecture...

Awesome! Let's do it. Maybe we should look at compile-time options.

We need to share a value between modules...

I'll create an object state manager.

Let's use a global variable.

How should we do the UI?

Here's a new JavaScript framework.

Let's use the same framework we did last time.

Pull data from a database...

ORMs are awesome!

SELECT *
FROM Customers
WHERE ID = [@id]

We need an object instance...

var logger =
DIContainer
.Resolve<ILogger>()

var logger = new FileLogger()

Neither answer is right or wrong. The correct response is "It depends."

—Jeremy's Standard Response

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BE HONEST WITH YOURSELF

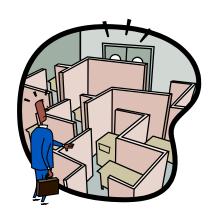
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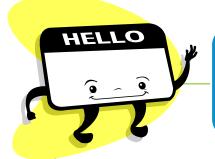
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MHO YW IS



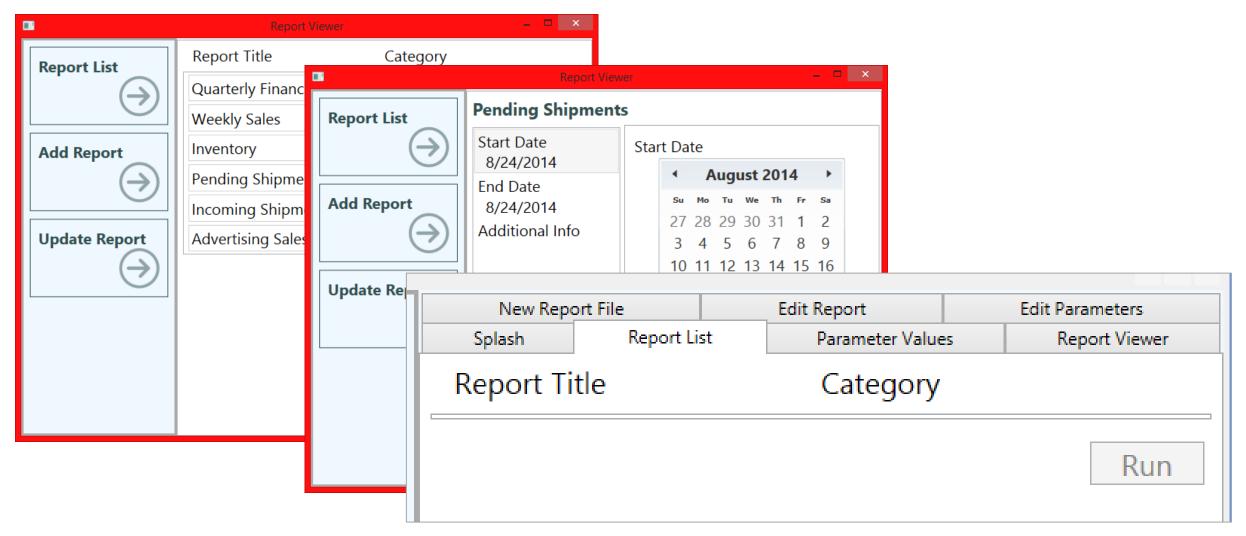
Under-Abstractor

 Hello. My name is Jeremy, and I'm an Under-Abstractor.

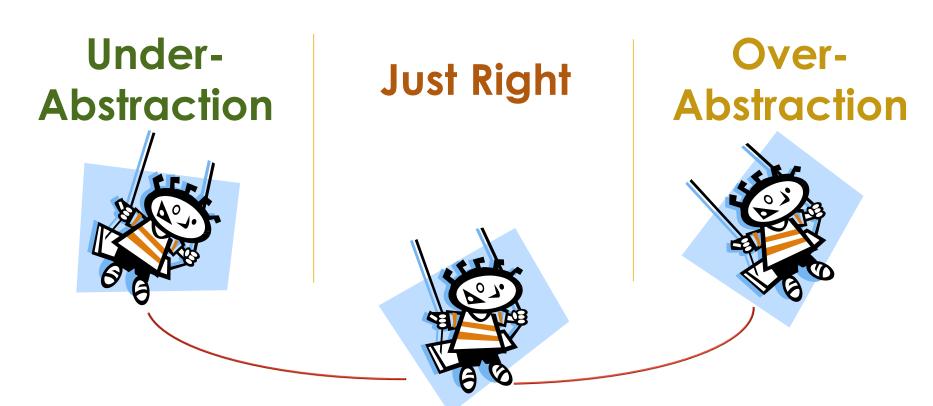
"Keep Things Obvious"

"Pon't Be Tricky"

REPORTING APPLICATION



THE PENDULUM EFFECT



THOSE AROUND YOU

Over-Abstractor

- Jeff loved to build components.
- He liked to create code for re-use.
- He thought of all possible scenarios.

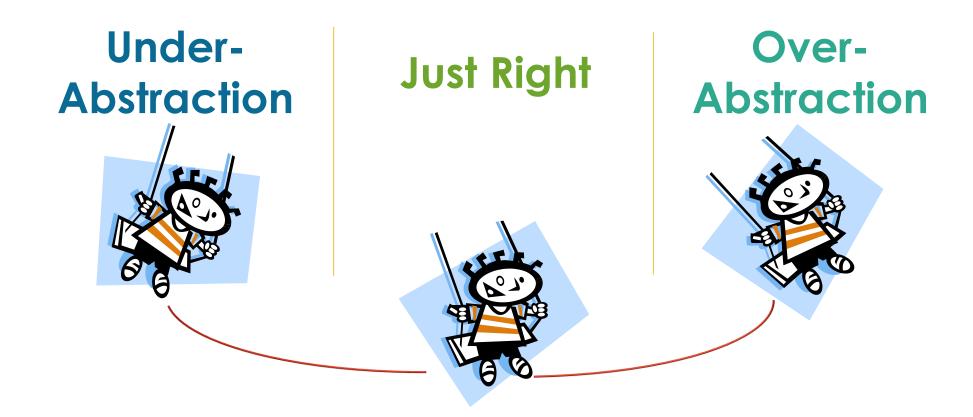
A SYMBIOTIC RELATIONSHIP

The **Over-Abstractor** helps the **Under-Abstractor** get things **Just Right**

The **Under-Abstractor** helps the **Over-Abstractor** get things **Just Right**



THE PENDULUM EFFECT



VARIOUS DATA SOURCES

Microsoft SQL Server

Oracle

CSY

WebAPI

Mongo PB SOAP Service

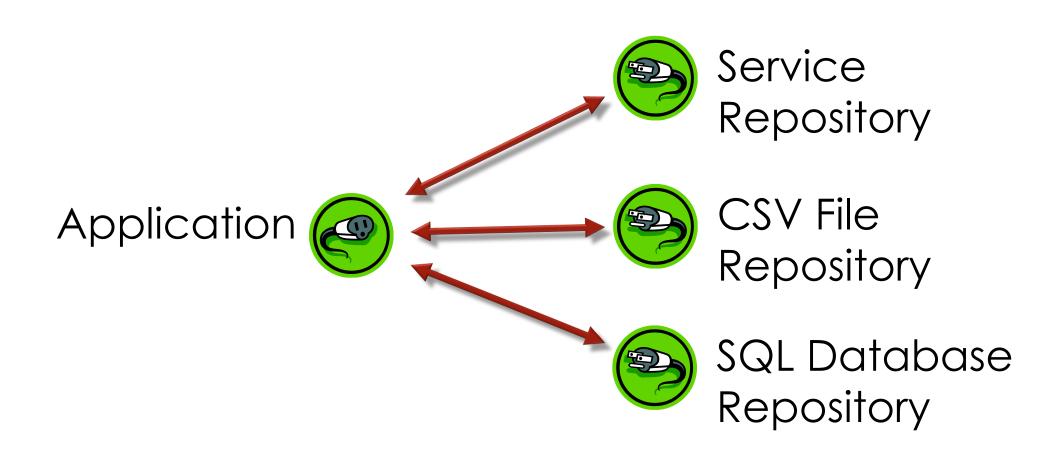
Amazon AWS

TSON

Microsoft Azure

Hadoop

PLUGGABLE REPOSITORIES





DRY

Don't Repeat Yourself

Under-Abstractor

DON'T REPEAT YOURSELF

Consolidate Similar Code

Avoid Copy/Paste

Copy/Pasta

Spaghetti Code

SoC

Separation of Concerns

Under-Abstractor

SINGLE RESPONSIBILITY PRINCIPLE

Complements
Separation of
Concerns

The "S" in S.O.L.I.D.

A class should have only one reason to change

A class should do one thing (and do it well)

YAGNI

- You Ain't Gonna Need It
- (You Aren't Going to Need It)

Over-Abstractor

MORAL OF YAGNI

- Code for the features you have now
- Add abstraction as you need it
- Don't add abstraction based on speculation

We still think about the future, but we don't implement it yet.

KISS

- Keep It Simple, Stupid
- (Keep It Short & Simple)
- (Keep It Simple & Straightfoward)

Over-Abstractor

DDIY

Don't Do It Yourself

Over-Abstractor

Under-Abstractor

DDIY

Over-Abstractor

 Over-Abstractors like to build things to solve specific problems

Under-Abstractor

 Under-Abstractors shy away from external frameworks and libraries

EXAMPLES

Dependency Injection

• Unity, MEF, Ninject, Autofac, StructureMap, Spring.NET

Unit Testing Framework

• MSTest, NUnit, TypeMock Isolator, xUnit.net, Approval Tests

Mocking

• Mog, NSubstitute, RhinoMocks, FakeItEasy, JustMock

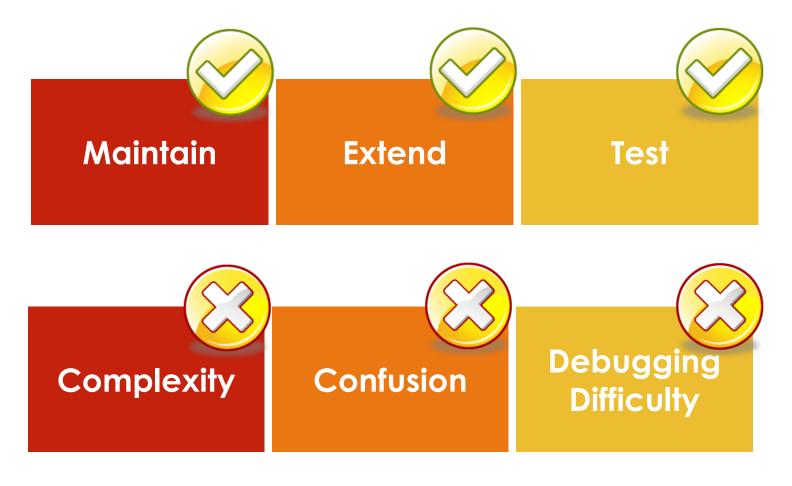
Logging

log4net, Semantic Logging Application Block (SLAB)

UI Framework

Prism, Angular, React

ABSTRACTION IS AWESOME & AWFUL



THE GOLDILOCKS PRINCIPLE

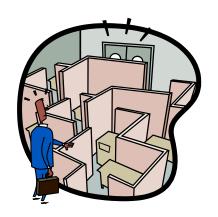
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GETTING THINGS RIGHT

DRY

Don't Repeat Yourself

SoC

 Separation of Concerns

YAGNI

You Ain'tGonna Need It

KISS

Keep It Short & Simple

DDIY

Don't Do It Yourself

THANK YOU!

Jeremy Clark

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