

T'SONIA PASTA A FEW TIPS ON SOFTWARE ARCHITECTURE TO AVOID SPAGHETTI CODE

LUCIAN RADU TEODORESCU





It's Only Pasta

a Few Tips on Software Architecture to Avoid Spaghetti Code

LUCIAN RADU TEODORESCU GARMIN





lucteo.ro/pres/2022-accu-pasta











delicious pasta

@LucT3o

spaghetti code

srcElement; !a.getAttribute&&a.parentNode&&(a=a.parentNode} // etam stor:///Opera/.test(navigator.userAgent)&&//WebKit/.col/mavigatar revented=!0}, F={A:13,BUTTON:0,CHECKBOX:32,COMBOBOX:13, 11,10,11,

length; ++g) {var p=a.a[g]; W(p,c)?(d.push(p),X(p)); b

d.style.cursor="pointer");for(d=0;o

nction(a){for(var c=0,





Overview

text-to-speech

@LucT3o

a story











essential

accidental



to understand to explain to reason about

@LucT3o

easy

taming complexity

essential for architecture

applicable for writing code

key to good abstractions



sorting algorithm

an algorithm that consists of a blend of non-parameterizable sort algorithms and heuristics, hand-tuned for performance, that can sort sequences of integers, and can be useful in other contexts

example

NDIO: 32, RADIOGROUP: 32, RESET: 0, SUBMIT: 0, SWITCH: 32, TAB: 0, TREE: 13 COUDODY! T? LITE! OCAL": 10, EMAIL: 10, MONTH: 10, NUMBER: 10, PASSWORD: 10, RANGE: 10, SEA // LINK: 10, MENU: 10, OPTGROUP: 10, OPTION: 10, PROGRESS: 10, SELECT: 10, TEL (this.b=this.a=null},K=function(a,c){var d=J;d.a=a;d.h=c;ret this.a=null;return a};var L=function(){this.i=[];this.a=0; .>);this.a++;a!=this.h&&a&&a.__owner&&(this.j=!0,K(a.__owner () (this.o=[];this.g=[];this.j={};this.h=null;this.i= @ prototype.trim?function(a){return a.trim()}:function(a){ret ("type") //c.tagName).toUpperCase() in H // "BUTTON" = C.tagName ("type") //c.tagName).toUpperCase() in H // "BUTTON" = C.tagName ("type") //c.tagName viib.metaKey||(e.getAttribute("type")||e.tagName).toUpperCase()in C&A setLed));if(n)l=!1;else{n=(e.getAttribute("role")||e.type||e.t var i=v.__isaction;if(!t){var y;t=null;"getAttribute"in u&&(t=u.getAttribute") (var w=0(C);if(w){var D=w.indexOf(":"),R=-1!=D,ka=R?P(w.substr(0,D)) click"===click?(r=q,q="click"):"clickkey"===q?q="click":"click" //****.k.l.timeStamp);if(r.s][r.action)break}l&&"touchend"==l.eventType toupperCase(),(c=32==(b.which]]b.keyCode)&&"CHECKBOX"!=e)||(e=z(b),c=e.ta #(@.tagName.toUpperCase()in fa)||"A"===n||"SELECT"===n||(e.getAttribute("type")) vit*===k[|aa(k,e)))l.action="",l.a window i) : m. type="mouseover"==b.type?"mouseenter": "mouseleave"; m.t lomtlement)(if(a,h)(if(!k.actionElement||"A"!=k.actionElement.tagName|| clic wrmWalure[1]),(b=a,h(k))&&g){p.call(this,b,!1);return}}else{if((g=f.do. $\delta event = \{j \in J, push(k)\} i f("touchend" == k.event.type \& k.event._mouseEvents = k.event.type k.event.typ$ rettlement:d, action:b, actionElement:g, timeStamp:p||h()}}, la={}, na=fun vit ') if (d, add ventListener) {if ("focus"==b||"blur"==b||"error"=b|| load low (wer body because (ength; b++) if(S(a.a[b], c)) {c=!0; break a}c=!1)if(c)reaction (construction) (cons destryle.cursor="pointer");for(d=0;d<a.o.length;++d)c.g.</pre> $\int \left\{ \frac{1}{2} + \frac{1}{2} +$ $\frac{1}{(c_{n-1})(c_{n-1})} = \frac{1}{(c_{n-1})(c_{n$



delicious pasta

@LucT3o

spaghetti code

length;b++)if(S(a.a[b],c)){c=!0;break a complete com

d.style.cursor="pointer");for(d=0;d<a.o.l</pre>

inction(a) {for(var c=0;c<a.</pre>

-[]];var Z=new 0;V(Z,w







Coherence









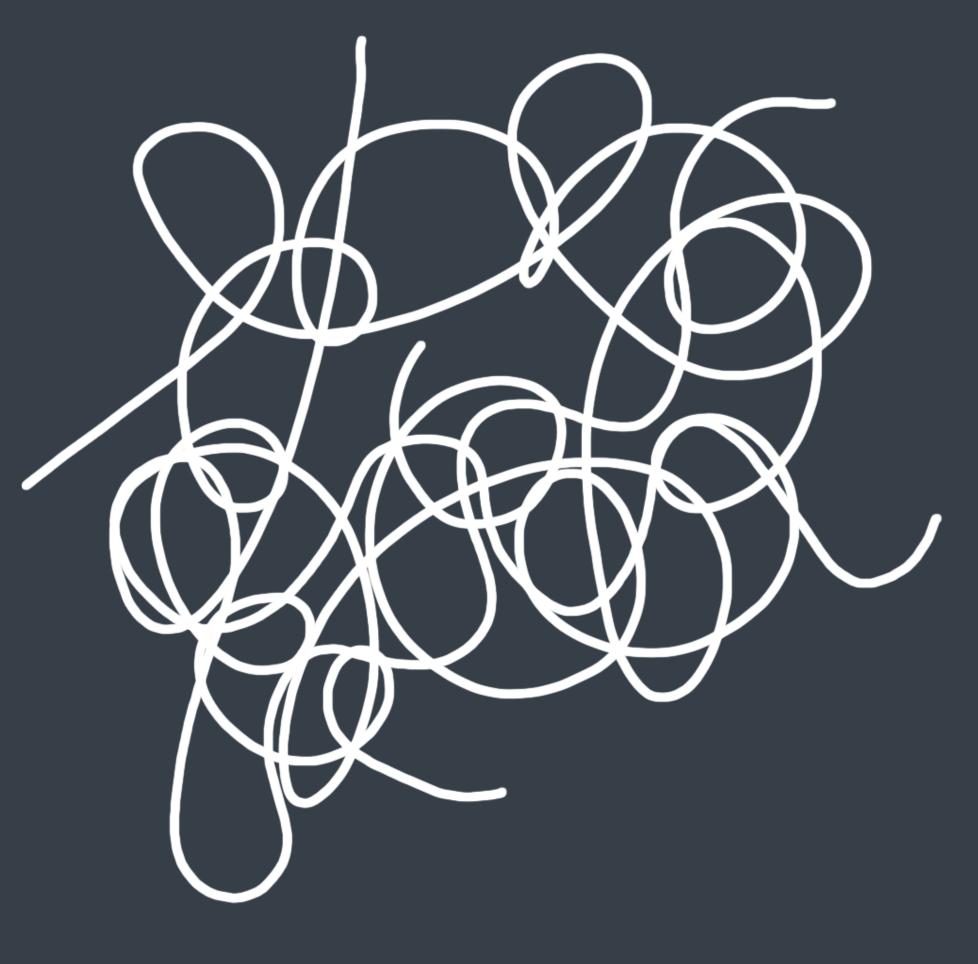




high cohesion

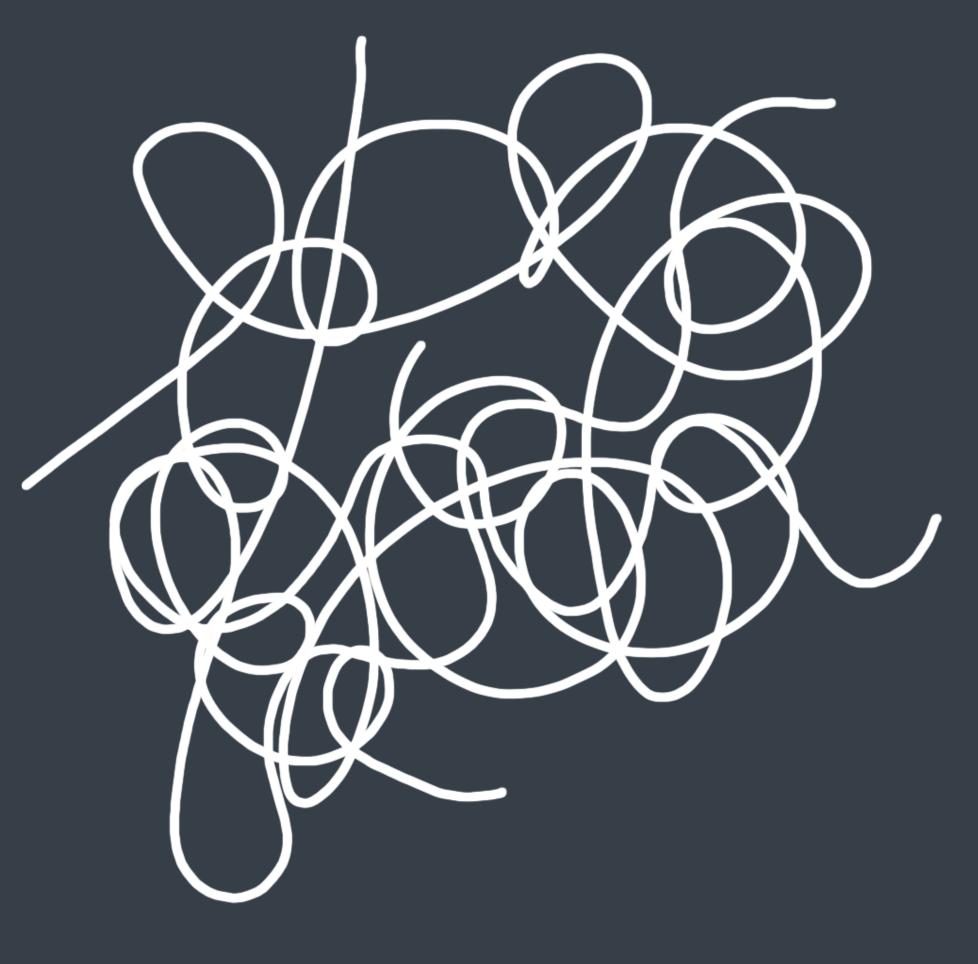
@LucT3o

less to keep in mind















Balance





pasta bacon Parmesan cream salt & pepper



Virtue is the golden mean between two vices, the one of excess and the other of deficiency

Aristotle





time spent in problem analysis

no analysis

@LucT3o

analysis paralisis

time spent in refactoring

no refactoring

@LucT3o

blind refactoring

time spent with performance

no perf. improv.

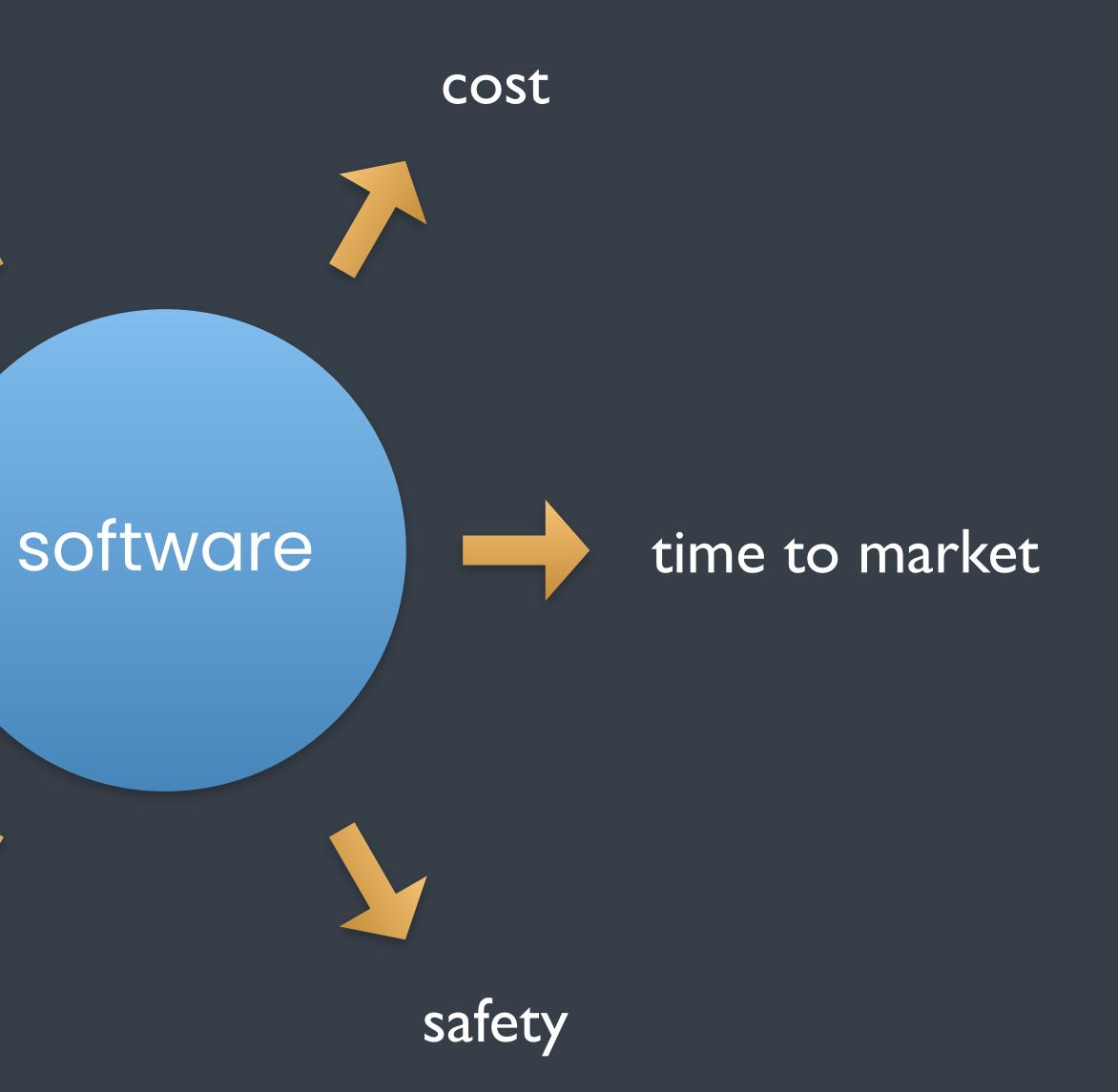
@LucT3o

chase irrelevant perf.

performance

functionality

reliability



coherency



overview





